

Mites City League Game Rules

Conduct: The Sioux Falls Flyers Mites City League has a zero-tolerance policy regarding conduct. Any verbal abuse of a referee from parents, coaches or players will result in disciplinary action, which may include removal from all future Mite City League games. In addition, at no time should a parent or fan leave the seating area to address the scorekeepers during the games.

Face-offs: Face-offs will occur in neutral ice with puck drops after each goal and at the beginning of each period. In the case of a goalie puck freeze, the official will toss the puck into a corner of the rink to continue play.

Game Format: Typically, shifts will be played with four skaters per side, plus a goalie for each team. Occasionally, numbers can be adjusted by coaches only.

Game Length: Games will consist of three, 16-minute run-time periods. Players will have one-minute breaks in between periods to refresh and to switch sides. Sixty minutes are provided on the schedule for the game to be completed; it's important that players arrive on time.

Goal Limit: Individual players are limited to 3 goals per game. Players are still allowed to shoot and score goals, but only their first 3 goals will count towards the game score. Should a discrepancy arise, the coaches are responsible for resolving the matter.

Ice Set-Up: Three games will be played cross-ice simultaneously. The Furniture Mart Rink at the Scheels Iceplex will be split into thirds, called the Lobby Side rink, the Middle rink, and the Zamboni Side rink.

Officials: At least one volunteer official must staff each rink section. The responsibilities of the official are to conduct face-offs, to signal goals, notify scorekeeper of goal scorer jersey number, to signal goal puck freezes, and to teach the structure of the game to the players.

Because officials are volunteers, are young, and are beginning their development as a referee, they are not responsible for calling penalties. Instead, they are tasked with keeping the game flowing so that coaches can focus on player development.

Penalties: Throughout the history of Mites City League play, there has never been an instance where a player has received a penalty. **Should one occur, coaches are to handle their own teams.** Players will be directed to the bench, and coaches may choose to replace the player on the ice. Teams will not play shorthanded beyond the time of the player skating to the bench and the replacement player joining the play.

Scorekeeping: Scoresheets will be provided to DIBS volunteers who will count goals and mark tallies. Flip charts will keep the team goal count.

Shift Length: Shifts will last approximately two minutes. The end of a shift is signaled by a buzzer to rotate players.

Standings: Winning teams will earn 2 points in the league standings. In the event of a tie, each team earns 1 point. Zero points are awarded for a loss.

Warm-Ups: In the 3-5 minutes immediately before game time, skaters will be allowed to warm up on the ice.

Between Game Times: Between each game, coaches are required to shovel any snow build up on the ice since there is no Zamboni cleaning. Current players should exit the ice as quickly as possible and new players should not enter the ice until this process is complete. Coaches and referees will direct players when they can enter the ice and start warmups.