

HOCKEY TIME'S MITE JAMBOREE RULES

GENERAL RULES:

1. All games are 21 minute "running time" with a buzzer every 90 seconds for shift changes, with a 2-minute warm-up prior to the first game in a set.
2. Game clock may be stopped in the event of an injury.
3. Scores will be maintained but not posted. 2 pts. for a win, 1 pt. for a tie, and 0 for a loss. The scores will determine playoff match ups.
4. Teams will be given a 2-minute break between games.
5. Games will be played.
6. One (1) referee will be on the ice for each game.
7. No overtime in preliminary round games.
8. A 9 minute "running time" "sudden death" overtime period(s) will be in effect for semifinal or final games in playoff round. 3 players and a goalie during overtime period(s).

TEAMS:

1. Only registered players on the team roster may play.
2. If players are added during the season, a supplemental roster must be submitted as well.
3. A team should be composed of nine to thirteen (9-13) skaters and a goalie.
4. Teams must start the game with a minimum of five (5) players i.e., four (4) skaters and a goalie.
5. Each team will play with Four (4) skaters and a goalie on the ice at a time. Teams may substitute a 5th skater for a goaltender only for the last 90 second shift of a game.

RULES of PLAY:

1. All games will be NON-BODYCHECKING.
2. Each game will start with a face-off. No other face-offs will take place during the game.
3. If the puck is frozen by the goaltender a whistle will stop play. Offensive zone players must retreat 15-20 feet from the goal mouth area. Once all players have retreated, pursuit can resume upon forward puck movement by the opposing team.
4. When a goal is scored, zone players must retreat 15-20 feet from the goal mouth area. Once all players have retreated, pursuit can resume upon forward puck movement by the opposing.
5. Players on the ice must IMMEDIATELY STOP PLAYING THE PUCK when the buzzer sounds and return to the bench.
6. The puck lays where it was left by the previous lines, and the first team that gets to the puck after the buzzer/line change gains control.
7. A player committing a penalty will be instructed to leave the ice for the remainder of the shift.
8. Penalty duration equals the time remaining in the shift only.
9. The Penalized player is not eligible for return during the shift even if a goal is scored by the non-penalized team.
10. Once the penalized player leaves the ice, the non-penalized team will be awarded possession of the puck in the approximate center of the ice with penalized team retreating 15-20 feet with pursuit allowed upon forward movement.

SHIFTS:

1. Player shifts will be one (1) minute and thirty (30) seconds in length. A buzzer will signal the end/start of each shift.
2. Players must relinquish control of the puck immediately and vacate the ice upon buzzer signal at the end/start of each shift. The new shift of players may enter the ice surface immediately upon buzzer signal. Early substitution(s) will result in a warning, followed by a penalty for subsequent infractions.
3. To ensure a fair resumption of play following a shift change the referee reserves the right to stop play and then immediately resume play under conditions deemed equitable to both teams.
4. If a team's shift change is less than 4 skaters due to a small roster, any player(s) remaining on the ice must return to their bench area and "tag up", i.e., touch the top of the boards, before returning to play.

COACHES:

1. Up to three (3) coaches, assistants or trainers may be in the bench area. All bench personnel must appear on the official USA HOCKEY or HOCKEY CANADA roster.
2. Coaches should facilitate smooth and fair line changes.
3. Team personnel should always maintain a reasonable decorum with referees and tournament officials. Although exceedingly rare at this level, game ejections will result in a minimum of one (1) game suspension by the infracting party. Protracted and egregious displays may result in a suspension for the remainder of the event at the discretion of tournament officials.

DIVISIONAL FORMAT

Championship, Semi Final & Consolation games: Total points earned in the preliminary round games and will determine the match ups for the playoff round games.

4 team division: A double-round format will be employed resulting in each team participating in 6 preliminary round games.

Championship (1ST vs 2nd) and consolation (3rd vs 4th) rounds in a 4-team division will consist of 2 games each. Total goals in the two games will determine the winner of the championship and consolation rounds.

5 team division: A double round robin format will be employed that will result in each team participating in 8 preliminary round games.

Semi Final & Championship Round games: 4 teams will advance to the semifinal round; 1 vs 4 and 2 vs 3. The winning teams will advance to the Tier 1 championship game and the remaining teams will play in the Tier 2 championship. Both games will commence immediately upon completion of the semifinal games.

6 team division: A modified round format will be employed that will result in each team participating in 6 preliminary round games. 5 games are associated with a standard round robin format in a 6-team division. The 6th game will be a reprise of each team's first tournament game. Total points earned in the 6 preliminary round games will determine the match ups for the Championship and Consolation games.

Championship and consolation games; Upon completion of the 18 preliminary round games, 6 games per team, teams will be ranked 1 to 6 based on total points and the application of “tie breakers”. Teams ranked 1 to 4 will participate in a Tier 1 semifinals: 1 vs 4 and 2 vs 3. The 5th & 6th ranked teams will participate in 2 consolation games.

The winning teams in the semifinals will advance to the Tier 1 championship game and the remaining teams will play in the Tier 2 championship game. Please note that the teams advancing to the Tier 1 Championship game will be asked to return to their respective locker rooms before their scheduled game time. The Tier 2 championship game will commence upon completion of the Tier 1 semi-finals.

The consolation games featuring teams that finished preliminary round games in the 5th and 6th positions, will take place on the same ice as the Tier 2 championship game. To provide the maximum number of games to each team the consolation contestants will play 2 consecutive games. Upon completion of their 1st consolation game of 2, players should return to their respective benches.

7 team division: A round format will be employed that will result in each team participating in 6 preliminary round games.

Championship and consolation games; Upon completion of the 21 preliminary round games, 6 games per team, teams will be ranked 1 to 7 based on total points and the application of “tie breakers”.

Teams ranked 1 to 4 will participate in the Tier 1 semifinals: 1 vs 4 and 2 vs 3. Winning teams advance to Tier 1 Final and non-advancing semi finalists participate in a consolation game. An on-ice awards ceremony takes place following the completion of the final and consolation games.

Teams ranked 6 and 7 will participate in the Tier 2 semifinals with the 5th place receiving a bye to Tier 2 Final.

8 team division: A modified round format will be employed that will result in each team participating in 6 preliminary round games. A standard round robin schedule with 8 teams would yield 7 games per team, however in the modified format each team will play 6 preliminary round games, skipping 1 opponent in a standard 8 team round robin format.

Championship and consolation games; Upon completion of the 24 preliminary round games, 6 games per team, teams will be ranked 1 to 8 based on total points and the application of “tie breakers”. Teams ranked 1 to 4 will participate in the Tier 1 semifinals: 1 vs 4 and 2 vs 3.

Teams ranked 5 to 8 will participate in the Tier 2 semifinals: 5 vs 8 and 6 vs 7.

The winning teams in each Tier’s semifinal round will advance to their respective championship game and the remaining teams will play in their respective consolation game.

10 team division (GOLD, SILVER & BRONZE FORMAT): Teams will be placed into groups of 5. A double round robin format within each group of 5 will be used in preliminary round play. This will result in each team playing 8 games.

Semi Final & Championship Round games:

GOLD CHAMPIONSHIP: Upon completion of preliminary round games, the top 2 teams will advance to the GOLD championship game. The GOLD Championship division will feature two 21-minute periods. Upon completion an awards ceremony will take place.

SILVER and BRONZE CHAMPIONSHIPS: Remaining 8 teams will be ranked based on total points earned in preliminary round play with the top 4 advancing to the SILVER semifinal round and the remaining 4 to the BRONZE semifinal round. Semi final games in each SILVER and BRONZE category will be determined by rank. SILVER semifinalists will be the 3rd, 4th, 5th and 6th (3v6, 4v5) and BRONZE semifinalists will be 7th, 8th, 9th and 10th (7v10, 8v9).

The winning teams in each category will advance to their respective championship games. Non advancing teams will continue play in a consolation game. Both the championship and consolation games will commence immediately following the semi final games.

10 team division (TIER 1 & TIER 2 FORMAT):

DIVISIONAL FORMATS

- a. Teams will be placed into groups of 5. A double round robin format within each group of 5 will be used in preliminary round play. This will result in each team playing 8 games.

Semi Final & Championship Round games: 4 teams will advance from each group of 5 to a semifinal round; 1 RED vs 2 BLUE, 1 BLUE vs 2 RED (TIER 1) and 3 RED vs 4 BLUE, 3 BLUE vs 4 RED (TIER 2). The winning teams will advance to their respective championship games. Non advancing semifinalists will participate in a consolation game.

Both games will commence immediately upon completion of the semifinal games.

- b. 2 groups of teams, 6 and 4. A double-round format will be employed for the 4 team group resulting in each team participating in 6 preliminary round games. The remaining 6 will play a modified round format with each team participating in 6 preliminary round games. 5 games are associated with a standard round robin format in a 6-team division. The 6th game will be a reprise of each team's first tournament game.

Semi Final & Championship Round games: Total points earned in the 6 preliminary round games along with application of "tie breakers" will determine the match ups for the semifinal rounds. 8 teams will advance to the semifinal round. 1 through 4 to TIER 1 semifinal, 1 vs 4, 2 vs 3. 5 through 8 to TIER 2 semifinal 5 vs 8, 6 vs 7.

The winning teams will advance to their respective championship game. Non advancing

semifinalists will participate in a consolation game. Both games will commence immediately upon completion of the semifinal games.

AWARDS

All ADM participants, including teams not advancing to the semifinals, will receive awards commemorating their Hockey Time ADM experience.

PLEASE NOTE: We endeavor to present all awards in an on-ice ceremony, however from time to time, formatting limitations make an on-ice awards presentation to teams not advancing to a semifinal game operationally difficult. If awards cannot be presented on-ice, a Hockey Time representative will contact the team, and arrangements will be made for delivery of awards.

Post-game photographs: Due to liability issues parents are not allowed on the ice for photographs. Whenever possible, the Hockey Time administrator will position the location of the presentation of the awards adjacent to an “off ice” location from which parents can capture photos of their son/daughter receiving his/her award.

Coaches are asked to be interactive with the Hockey Time administrator(s) in the presentation of awards and communicating with parent group regarding Hockey Time’s, “no parents on ice policy”. Your cooperation and assistance in these matters would be greatly appreciated.

"TIE BREAKERS" **(TO DETERMINE PLAYOFF TEAMS)**

1. "Head-to-Head" competition. Direct play between two tied teams.
2. “Goal differential”. The team with the greatest goal differential (goals for minus goals against) will advance. The maximum goal differential attainable per game is six.
3. Least goals against.
4. Coin toss

The application of “tie breakers” is usually simple and conclusive in determining playoff teams. However, some scenarios emerge that require additional clarification and are referred to as “Special Exceptions”:

- a. 4 team division, 3 teams are tied with identical records of 2 wins a 1 loss. The 4th team in the division has 0 wins and 3 losses. Since the 3 tied teams have all defeated the 4th place team and have compiled identical 1 win and 1 loss records in preliminary round games, “head-to-head” competition is no longer valid.

“Tie breakers”, 2, 3 & 4 are then applied using only scores involving games between the tied teams. If still tied, “tie breaker” 5, a three-way coin toss will take place. The two teams possessing a similar result will advance. If only 1 playoff spot exists, the 2 remaining teams will repeat the coin toss.

- b. Division consisting of more than 4 teams, 3 or more teams are tied in total points upon completion of preliminary round play. The tied team has not played all remaining tied teams in preliminary round games. In this case, goal differential tie breaker will apply. Upon application thus advancing and/or eliminating 1 or more tied teams from further play and leaving 2 teams with an opportunity for advancement, if “head-to-head” conditions exists, this will determine the final playoff team.
- c. 6 team division: 3 teams are tied in points. 2 games involving tied teams have been played. one of the 3 tied teams has defeated the other tied teams. The team that has defeated both other tied teams will advance.
- d. Any scenario not specifically covered by the above, will then be left to the discretion of the tournament director.

SANCTIONING & ON-ICE OFFICIALS

All tournaments are sanctioned by USA HOCKEY. We are required to use U.S.A. HOCKEY carded officials and have them officiate only those games that U.S.A. HOCKEY has deemed them qualified to officiate.\