**SILVER STICK MITE GENERAL INFORMATION & RULES**

**THE FOLLOWING INFO/RULES WILL BE FOLLOWED AS CLOSELY AS POSSIBLE:**

* The Home Team shall wear Light color Jerseys and the Visitors dark. IF a conflict, please consult the Tournament Marshall.
* The Home Team for games played at same time will use the same dressing room as assigned at the Sign-In Table. The same applies to Visitors.
* 12 Minute periods - Running time except if an Injury occurs.
* 4 on 4 hockey with goalies (5 on 5 total)
* Small size nets will be used.
* TOURNAMENT CHECK IN - The Coach or Team Representative must check in with the Tournament Marshall one hour before their first game.
* EACH TEAM IS REQUIRED TO FURNISH A COPY OF THEIR USA HOCKEY ROSTER (Form 1-T) THAT HAS BEEN CERTIFIED BY THE DISTRICT REGISTRAR.
* The score sheet lineup must be completed at checked in. LIST ONLY THE PLAYERS WHO ARE PARTICIPATING IN THE GAME(S)!
* Teams must be present no later than 45 minutes prior to the scheduled game time.
* TEAM ROSTERS - For all Silver Stick Hockey Tournaments, Teams shall consist of a maximum of twenty (20) Players, of which not more than 18 are skaters.
* Only the Coaches and/or Managers must check in at Registration each game at which time they will complete the score sheet and verify what Dressing Room their Team is in. Head coaches will need to sign the scoresheet.
* Teams must be on the ice at the scheduled time, or the time designated by the Tournament Marshal when there is an unexpected time change, or warm up will be forfeited.
* When the official is ready to start the game, both teams will be ready to play or a forfeit will result.

**PLAYER REGISTRATION:**

* PLAYERS MUST BE REGISTERED WITH USA HOCKEY.
* DUAL REGISTRATION - A Player who is on more than one team Roster, competing in this tournament must declare, before playing any tournament game, which team they will be playing with and must remain with that team for the duration of the tournament.
* Three minute warmup/getting ready at the start of each game.
* Timekeeper will be responsible for timing at table for each few second occurrence. We stop clock for a few seconds at the following occurrences:
  + 2.0 minute shifts - Sound Horn to change lines
  + Goal Scored: Ref will throw puck near center ice.
  + Penalty called: Player leaves ice until next shift.
  + Referee will stop play for injury(s) OR 1MINUTE TIMEOUT (Per Game).
  + In the case of injury, horn blows, both games stop till situation is rectified.
  + Stop clock for 30 seconds between Periods.

**GAME PROCEDURES & SCOREKEEPING:**

* Be sure both Teams are in the center ice area.
* COACHES: Coaches will be in the neutral zone; helmets are required; skates are STRONGLY recommended.
* Recording a Goal: Enter Period #, & Time.
* When a goal is scored, team that scores exits opponent's side of the ice to permit them to break-out.
* Recording a Penalty: No penalties shall be recorded, players leaves ice until next shift.
* If puck is out of play or "frozen", the Ref will throw it back around center ice - no stoppage.
* FIGHTING - Any player receiving a fighting penalty will be suspended for the remainder of this Regional Tournament.
* TOURNAMENT SUSPENSIONS - Any player receiving a game misconduct penalty shall be suspended from further play in the tournament. Any coach, manager, or trainer receiving a game misconduct shall be suspended for the next game of his/her team. Any coach, manager, or team official who has received a suspension will not sit close to his/her team while suspension is in effect. Physical abuse of an official will result in suspension from the tournament.
* ZERO TOLERANCE POLICY: USA Hockey is committed to creating a safe and fair environment for

all participants. Respect for the game, the opponents, coaches and officials is a critical part of

the environment that is created. This Zero Tolerance Policy requires actions to be taken when

violations occur. All players, coaches, officials, team officials and administrators and

parents/spectators are required to maintain a sportsmanlike and educational atmosphere

before, during and after all USA Hockey sanctioned games.

* PROTESTS - NO PROTESTS SHALL BE PERMITTED.
* GAME OFFICIALS - Game Officials will generally be officials from the Mid-Am District and will be assigned by the Western Ohio Referee's Association.

**MITE REQUIREMENTS/RULES:**

* Goalie must be wearing standard goalie equipment, except goalie skates.
* Players must enter/exit as fast as possible between shift changes.
* Only "Intentional" penalty(s) will be called.
* There will be no such thing as off-sides. Most other USA Hockey rules apply.
* There will be no protests allowed.
* There will be three (3) - twelve (12) minute running time periods per game.
* Awards will be given to the Champion of each division.
* Any questions, please refer to the Tournament Marshal at the Arena.
* All scores will be posted soon after each game ends at [www.DaytonStealth.com](http://www.DaytonStealth.com).

**MEDICAL ASSISTANCE:** Emergency medical assistance will be on- call for any major injury.

**ROUND-ROBIN WINNER:**

* The standing determination in the round-robin games will be determined by the method defined in the USA Hockey guide book with the exception that six (6) goals is the maximum differential allowed when comparing GOALS FOR VERSUS GOALS AGAINST in each game.
* Points are awarded as two (2) for a win and one (1) for a tie.
* Teams with the two highest point totals will advance to the finals.
* All teams are guaranteed four (4) games. Opponents will be determined based on round robin play.

**TIE BREAKERS:**

In the event that two or more teams have the same number of points:

* Head-to-head results will be the first tie breaker.
* Number of wins is the second step.
* The goal difference (goals for minus goals against) for all tied teams is the third step.
* The goal quotient (goals for divided by goals against) for all tied teams is the fourth step.

If these do not break the tie, the goal difference and then the goal quotient for all teams will be used, then if needed, in order:

* Fewest goals against in all games.

**IF A SEEDING ROUND:**

The two (2) seeding round games will be used to determine:

* Six (6) goals is the maximum differential allowed when comparing goal difference and then the goal quotient in each game.
* Four (4) points for a win or two (2) points for a tie and two (2) points are awarded for winning a period or one (1) point for a tie.
* A grand total of 20 points could be accumulated through the two games.
* These points will be used to determine the position in the play down.
* In the event that two (2) teams are positioned to play each other, who have played in the positioning round, the Tournament will adjust the standings by one position to provide different opponents. This will be covered in the Coaches meeting.
* If tied, use tie breakers above.