



2022-23 Mite Development Division

General Structure – Half Ice

- Developed using guidelines set forth by the USA Hockey American Development Model
- Recommended for children with 2013 or later birthdates as well as the beginner players.
- All games will be played in a half-ice format for the entire season (September – March).
- (22) “Half Ice” game schedule (28 weeks). Minimum of (1) Playoff game for all teams.
- Weekly games played on Sunday mornings typically on Rink A. (games may be scheduled on Holiday’s & Mondays)
- Playoffs for these divisions start in early March. Single game elimination format will used for all playoff games.
- Two Mite Development Divisions (Mite D1 & D2) based on team skill level (subject to parity adjustment)
- Two half ice games will run simultaneously on the same sheet. One Game per side.
- Games will be played 4 vs. 4 plus one goalie per team. All teams must have a minimum of 6 skaters plus a goalie to play an official league game. Blue Pucks and Intermediate Nets will be used for all games
- All games will be (2) 25-minute running time periods. Teams will not switch ends at the end of the first half.
- There will be NO referees on the ice during the regular season. Coaches from each team will moderate/control the game.
- Each team **must** have at least one (1) coach on the ice per game session. Coaches must wear skates and a helmet.
- **ONLY (3)** Coaches will be allowed on the bench per team
- Game scores will be recorded for parity purposes **ONLY**. Game results will be used to determine playoff seeding.
- Game scores will not be displayed on scoreboard. Scores will be kept with flip-cards and verified by both coaches at the conclusion of the game. The scoreboard will only be used as a game clock to signal the end of the periods.
- The score keeper will keep track of the game clock and the horn.
- The horn will be used to signal line changes every two minutes. (this may be amended to 1:30 minutes)
- Hard Dividers will be placed along the red line with goals placed in the creases and two more goals near the red line.
- Benches will be utilized by both teams. Each team will have its own door to operate for line changes.
- Goalies are required for each team playing in the game. All players should be encouraged to try the position.
- The whistle will blow if a goalie covers puck. At that time the offensive players must immediately clear the zone/area and allow the defensive players to take the puck out so play can resume. No face off will occur.
- Apart from face-offs, play will be continuous. Face offs will only occur at the start of a period, when a puck goes out of play or for an injured player. Face offs will be held in the middle of the ice.
- All players must be in full equipment and teams must be ready to take the ice 15 minutes before the start of the games.
- All players and coaches must be registered with USA Hockey

2022-23 Playoff Rules & Format

- All Regular Season Mite Division Rules and Game Procedures will be used during the playoffs including the following:

Overtime Format

If the game is tied at the end of regulation time, the following standard will be used. Teams will play a Three (3) minute overtime period (not sudden death format) where each team will skate **4 vs 4** plus one goalie per team. If game is still tied at the end of the 3-minute overtime period, the teams will play an additional **sudden death** overtime period of **3 vs 3** plus goalie until a winner is determined.

Goalie Substitution

Teams may elect to substitute (pull) their goalie in favor of an additional skater in the last (1) minute of the regulation game (**ONLY**). Goalie substitution **NOT** allowed at any other point of the game (includes overtime period & sudden death period)