



Mite X-Ice Playoff Rules & Procedures

Normal Regular Season Game Format will be used as outlined below:

1. Format is 4 on 4 plus goaltender
2. 1 on-ice official per each half-ice game
3. On-ice official maintains score throughout the game
4. Game result reported by referee to site director/timer immediately after the game
5. Game is (2) Two - 24 minute halves running time with a 90 second intermission
6. Buzzer every 2 Minutes for line change
7. No offsides or icing
8. No Timeouts
9. **Faceoffs at Center ice after every Goal**
 1. Players do not need to be perfectly lined up
 2. Intent is to avoid unfair advantage or breakaway after a goal and ensure goal is recorded properly
10. **Faceoff at center ice after every Buzzer**
 1. Faceoff should not burn too much time and players do not need to be perfectly lined up
 2. Intent is to avoid unfair advantage or breakaway off a buzzer/player change
11. **Faceoff to the side after each goaltender tie up.**
 1. Faceoff should not burn too much time and players do not need to be perfectly lined up
 2. Intent is to avoid pile ups in front of goaltender and avoid unfair advantage or zone change as result of shot on goal.
12. **Penalties**
 1. Penalties are to be called for blatant rules infractions that significantly affect play
 2. Penalties are to be called for any rules violations that are dangerous in nature (i.e slashing, checking, hit from behind, cross check, etc..)
 3. Any player that is called for a penalty will serve the remainder of the current shift as well as the next 2 minute shift. **Team will be shorthanded for the entire time player is in penalty box.**

IMPORTANT PLAYOFF PROCEDURES

INJURIES

In case of an injury that requires player being tended to by coach:

1. Timekeeper will ring the buzzer
2. Play will be halted in **both games**
3. Clock will be stopped until play commences

OVERTIME & SHOOTOUT PROCEDURE

In the event of a tied game at the end of regulation time the following format will be used to determine a winner.

1. **Sudden Death 6 Minute Overtime (Running Time)**
 - a. teams will play a 6 minute running time Sudden Death - Overtime Period
2. **If Game is still Tied – 3 Player Shootout**
 - a. Each Coach will identify 3 shooters on the game sheet
 - b. All 3 players from each team will shoot
 - c. Team with the most goals wins
3. **If Game is still Tied – 2 Player Shootout**
 - a. Each Coach will cross off 1 player from the original list of 3 shooters
 - b. The remaining 2 shooters from each team will shoot
 - c. Team with the most goals wins
4. **If Game is still Tied – 1 Player Shootout**
 - a. Each Coach will cross off 1 player from the list of 2 shooters
 - b. The remaining 1 shooter from each team will shoot
 - c. If neither or both teams score, repeat the process with the same 1 shooter from each team until 1 team scores and 1 team does not.