



MITE Addendums

Puddle (85'X45')	Half Ice & Cross Ice
4 on 4 + Goalie	Regulation Nets
(3) 13 minute periods	Running Clock
1 Referee	Blue Pucks mandatory
NO off-sides	NO time outs

Standing Room Only @ LIC. Spectators are encouraged to please stand clear of the player / coach's / timekeeper area.

Penalties will be called. The referee will escort the player off the ice. A replacement player will immediately take the ice.

There will be no power play, no shorthanded situations and no penalty shots.

The referee will throw/place the puck behind the net of the non-offending team with the opposing team retreating to the center ice area.

Mite A & B - **Line changes "on the fly"**. Referee will throw/place puck behind net after goals and initial face-off. Opposing teams shall retreat to the center ice to give offense space.

Mite C divisions will have line changes at the horn, buzzer or whistle every 2 minutes of play. There will be a face-off at each change.

Goals will be tallied at the scorekeepers table but not displayed on scoreboard during game.

Teams will switch in between periods.

Injury time will be kept by the scorekeepers, and will be added on, unless BOTH coaches agree for it not to be added.

Verify your score with the scorekeeper before leaving the ice. Mite games can be tough, and we want to make sure all is accurate.

A coin toss winner will choose the defending net.

All play must start on an official's whistle (after goals, beginning of periods, etc.); After goals, the puck will be dropped BEHIND THE NET. Opposing players may not advance past the middle of the ice before the referee's whistle.

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