

## Mite ADM Half-Ice Rules for California Winter Games

*These Rules are for 8U MITES ONLY & are in addition to CSG Ice Hockey Rules*

1. 8U A & B teams will play on Half-Ice.
2. Game times for the Mite ADM Division are two 26 minute running time periods with a 3 minute warm-up and 2 minute break between periods.
3. In compliance with the USA Hockey ADM program, players will make a line change every 90 seconds by the sounding of the horn. Players immediately line up at the center zone face off.
4. Each team will play with 4 skaters and one goaltender.
5. Home team will wear light jerseys and Away team will wear dark jerseys.
6. A penalty shot will be awarded for any minor penalty infraction.
7. Off-sides are permitted but a goal scored by a shot taken from the opposing zone across the center zone will not be awarded.
8. All stoppages of play due to frozen or pucks out of play will result in a center zone face off.
9. For scorekeeping purposes, the Mite Division will use a highest margin of goal differential cap, which will be +5 Goals. (If a game score is 11-3, the score will be recorded as 8-3 on the brackets.)
10. For Preliminary play, points will be awarded in the following manner: 0 points for a loss and 3 points for a win. If the score is tied at the end of the game, each team will receive 1 point.
11. The following tie-breaker formula will be used to determine the order of finish after preliminary play:
  - a. Total Points
  - b. Head to Head record between teams with equal points (not relevant in 3 way tie, except for Note below)
  - c. Most wins overall
  - d. Goal Differential (5 goal maximum differential for a single game)
  - e. 2 minute overtime period between tied teams (assuming both teams are on ice)
  - f. Coin Toss

(Note: In a 3-Way Tie, if one team has played and beat both other teams in the 3-way tie, they will advance. In a 3-way tie, tie-breakers revert back to first step of tie-breaker formula once one of the teams has been eliminated.)