

# West Fargo Mite Tournament Rules

1. All teams must have proper credentials and have them checked prior to the start of their first game. Any team not having the proper credentials will forfeit their games until proper credentials are submitted. Here are the credentials required:
  - American teams:
    - a. Current coaching cards for all listed coaches
    - b. Signed and stamped team roster
    - c. Birth certificates for each player listed on the roster
    - d. Signed "Consent to Treat" form for each player on roster
    - e. Signed "Waiver of Liability" form for each player on roster
  - Canadian teams:
    - a. Travel permit
    - b. Signed team roster
    - c. Birth certificates for each player listed on roster
2. All games will be 12 minute stop time periods. One timeout allowed per game.
3. Minor penalties will be 1:30 minutes, Major penalties will be 4:00 minutes.
4. Ice will be resurfaced every two periods.
5. Five minute warm-up prior to the start of game.
6. Tied games will be decided as follows:
  - a. One 5 minute overtime after 3 minute rest. If still tied, 3 minute rest followed by 5 minute overtime 4 on 4. If still tied, one player (alternating teams) shoot out until someone wins.
  - b. All overtimes are sudden death. Goalies stay in net for all overtimes, no switching ends. No resurfacing of ice.
7. A six (6) goal differential will result in running time in the 3<sup>rd</sup> period, except for injuries, penalties and goals scored.
8. Teams should report to game site at least ½ hour prior to the start of their games.
9. All penalized players are to remain seated in the penalty box at all times. Any player that commits five penalties in one game will be ejected for the remainder of that game and the team's next game. Any team receiving more than fifteen penalties in one game will require a head coach ejection for the next game.

Ejected spectators are not allowed to return to any tournament games.
10. Referees' decisions are final. No protests allowed.
11. The first team listed in the pairing will be designated the home team and shall wear light jerseys.
12. The tournament director's decisions will be final in any and all matters not addressed in the rules.
13. If play is stopped because of an injury, that injured player must leave the ice for at least one shift.
14. USA Hockey rules will apply, unless otherwise indicated.
15. If a team is not on the ice ready to play within 5 minutes of game time, that team will forfeit the game.