

MITE RULES

2-MINUTE BUZZER HOCKEY RULES

The 15 player and 1 goalie 3 line buzzer hockey rules used in YANKEE CONFERENCE are based on the honor system. All Coaches and Member Program Officials are expected to follow through, to the best of their ability, to make it work.

When a coach shows up with only 12 players and a goalie, the system fails. Game protests are filed, and bad feelings develop between players, parents and coaches. This is contrary to the reason we are all here. If a team has less than 15 players and a goalie coaches are encouraged to borrow a player(s) from another team, line for line.

There will be 3 twelve minute periods with the game beginning with the 3rd line against the other teams 3rd line, followed by line-2 against line-2, then line-1 against line-1. This assures that each period, and the game ends with line-1 on the ice. As line changes become quicker the 3rd period will be changed to 18 minutes.

The YANKEE CONFERENCE Mite Division teams are set up in the following manner:

LINE 1 - Must be your best skaters. Only line 1 will compete against line 1 of the opposing team. Most line 1 players have playing experience behind them and could be the Mite B alternates.

LINE 2 – Your second best 5 skaters are on line 2. These players are not up to line 1 competition, but have more ability and experience than line 3.

LINE 3 - Are your 5 weakest skaters. Basically, these 5 are your newer, or youngest players and could have little or no experience. Many come out of your programs Learn to Skate Program.

The YANKEE CONFERENCE uses the **“HONOR SYSTEM”** to assure that each line is playing against basically equal competition. Any coach found bending or stretching these rules would be subject to league penalties, including a game forfeit.

By playing each line against their counterpart of the other team, the YANKEE CONFERENCE Policy of “Equal Competition” is followed.

ABSENTEE RULES

No rostered 1st line player can play on any other line.

1. When a 1st line player is absent, a 2nd line player will be moved up to the 1st line, and frozen on the first line for that game. A 3rd line player will then be moved up to fill the 2nd line vacancy for that game. The entire 2nd line will then be rotated down to play defense only, on the 3rd line.

2. When a 2nd line player is absent, a 3rd line player will be moved up to fill the 2nd line vacancy for that game. The entire 2nd line will then be rotated down to play defense only, on the 3rd line.

3. When a 3rd line player is absent, the entire 2nd line will be rotated down to play defense only, on the 3rd line.

ADDITIONAL PLAYERS

Should any Mite team have more than 15 skaters and a goalie, the 16th player will be rostered as a first line player and can play on that line, even if there a player absent from line 2 or 3. (In which case the Absentee Rule must be followed) The coach must insure that the rotation of such players through the line is equal from game to game. Should there be a 17th player, he would be a 2nd line rostered player and an 18th player

would be rostered 3rd line player etc.

Every effort, short of having a child not skate, should be made to avoid additional players, as it presents a coach with a major task of keeping track of his players, rather than teaching and coaching the players. More importantly, it reduces the time the players have to practice their skills and could cause problems with team parents when their child has to miss one or two shifts in each game.

PENALTIES

Penalties will be served by the offending player and will not carry over to the next line, except during the last 6 minutes of the game, when they will carry over to the next line. Penalties will be on stop-time while the game is on running time.

REMINDER

ALL PLAYERS MUST WEAR NECK GUARDS AND HAVE CHIN STRAPS ON THEIR HELMETS.

GOALIES MUST WEAR NECK GUARD AND NECK SHIELD ON HELMET