

## MITE (1/2-ICE) RULES (12-7-2022):

We have recently modified the rules for $1 / 2$ ice mite tournaments after receiving excellent feedback that we felt was appropriate to act on. This feedback particularly pertains to parity within divisions. All too often we have had teams show up claiming to be a lower blue division only to have them be more than capable of beating a red division team with ease.

Because it is impossible to know the caliber of teams when dealing with so many associations and with such young players, we are moving to a 2 game "seeding process" that will work as follows:

## 10 Team Division:

- Each team will play 2 seeding games against an opponent in the same division.
- First games will be played Friday evening and the $2^{\text {nd }}$ Saturday morning.
- After 2 games, the top 6 teams in each division will be placed into the HIGHER bracket (ie White High)
- The lower 4 teams will be placed in the LOWER bracket (ie White Low)
- Each team will then play 3 games. The 6 -team division will play cross-bracket play for a total of 3 games each. The 4-team division will play round-robin for 3 games each.
- The 2 highest seeds in each bracket after the 3-game playoff, will then play a $6^{\text {th }}$ and final Championship game.
- Championship teams will be determined based on tournament criteria (Total points, W/L, head-to-head, etc)
- ***Please note, the results of the first two seeding games will NOT count towards determining which teams will play for the championship in the respective playoff brackets. Only the $\mathbf{3}$ games played in the playoff round will be used.
- Tournament management reserves the right to place any team into a higher or lower division or bracket, regardless of wins / losses or other criteria, should we feel that a team is too strong or too weak for a specific division.
- Tournament management also reserves the right to change the bracket format as deemed necessary. As an example, should the white division appear to have 4 stronger teams and 6 weaker teams, the HIGH division may be changed to a 4 -team bracket and the LOW division to a 6 -team bracket.


## 9 Team Division:

- Each team will play 2 seeding or "play-in" games to determine whether they will be placed in a HIGH or LOW bracket for playoffs.
- After 2 play-in games, teams will be divided into a high bracket consisting of 4 teams and a low bracket consisting of 5 teams.
- The high bracket (4 teams) will play a 3-game round robin with the top 2 teams playing a $6^{\text {th }}$ game for the championship.
- The low bracket (5 teams) will each play 4 games against the other teams in the bracket.
- The champion of the low bracket will be determined by total point and tie-breaker criteria if necessary.


## Tournament Tie Breakers:

1. Head-to-Head record
2. Most wins in Regulation
3. Most wins in OT
4. Most wins in Shootout
5. Fewest Goals allowed
6. Most Goals for (Max 7)
7. Goals Average Formula: Dividing the total number of Goals Against into the number of goals For with the highest percentage advancing. i.e. $\mathrm{GF}=10 \mathrm{GA}=14$ Average: $10 / 14=.714$.
8. Most Shut-outs
9. Least Penalty minutes

We realize that this is a somewhat unorthodox way of approaching a tournament, but the goal is to ensure that the kids have fun! By creating parity, we offer all teams and all players the best possible chance of success.

