

Mite Guidelines – Coaches & Managers

(Rev. June 2014)

Welcome to the Mite League of SCAHA for the upcoming 2014-15 season! We have worked in the off season to design a program that accommodates the needs and goals of all participants, as we have incorporated the best practices from our facilities, Clubs, feedback from last year's program and from across the country through USA Hockey contacts. Please review the information below in order to better understand the format for the season.

Mite League Options – Track 1 & Track 2

- Track 1 teams
 - Participate in 12 Cluster Game Events (Sept. 2014 – Feb. 2015)
 - Events are held every two weeks
 - Start season with cross ice games, transition to half ice games after 1/1/15
 - Some geographically friendly venues
- Track 2 teams
 - Participate in 8 Cluster Game Events (Sept. 2014 through Feb. 2015)
 - Events are held every three weeks
 - Cross ice game format all season
 - Geographically friendly venues

“Cluster Event” Format

- The game matchups will be pre-determined by the league, then posted on the SCAHA website under “2014 Mite Program” tab
- League will pre-determine jersey colors to be worn for the games with minimal jersey changes (if any)
 - Teams with traditional home and away Club jerseys will change jerseys as pre-determined, prior to and throughout the Cluster Game Event
 - Teams with one pre-designated jersey color will wear it throughout the Cluster Game Event
- Sample of matchups appear in the format below:
 - Schedule for 4 teams – 2 games at one time – 1.5 hour ice slot:

Event	Home	Away	Notes		
Game 1	T1	T2			
Game 1	T3	T4		17	Game Time
Break 1				2	Transition Time
Game 2	T1	T3			
Game 2	T2	T4		17	Game Time
Break 2				2	Transition Time
Game 3	T1	T4			
Game 3	T2	T3		17	Game Time
Break 3				2	Transition Time
Game 4	T1	T2			
Game 4	T3	T4		17	Game Time
Break 4				2	Clear Ice

- Schedule for 5 teams – 2 games at one time – 1.5 hour ice slot:

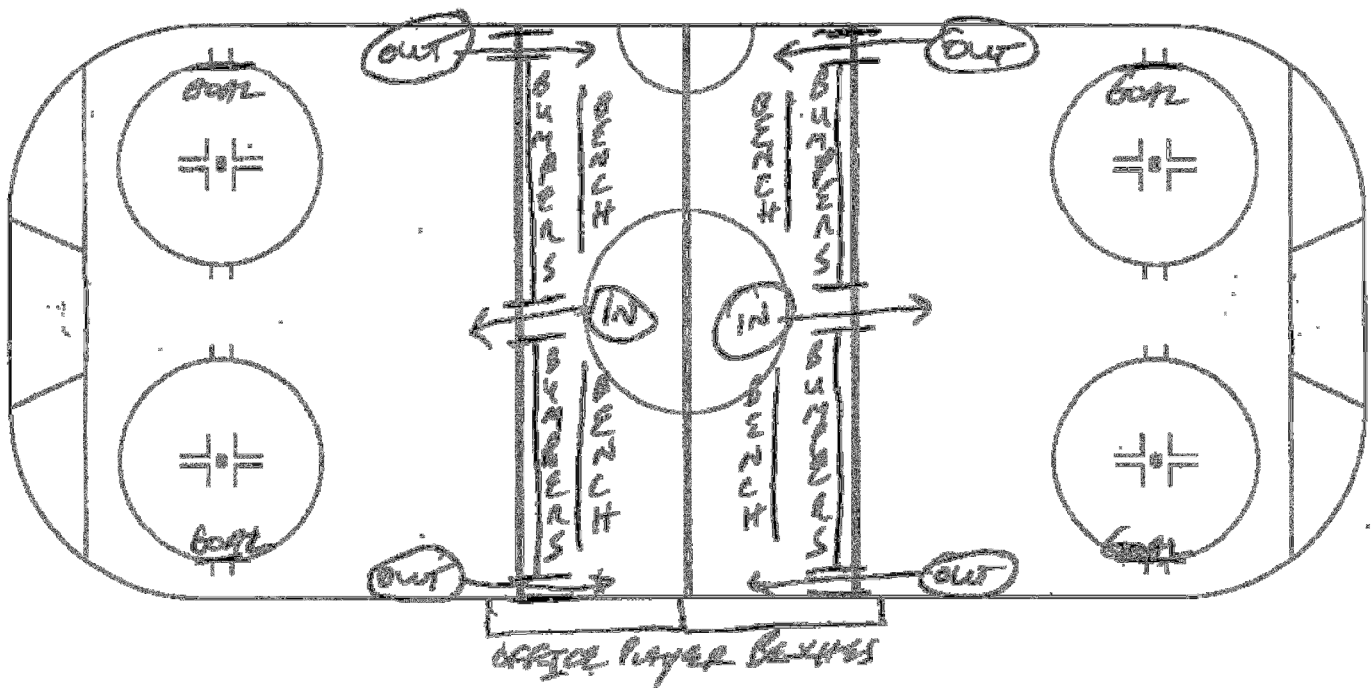
Event	Home	Away	Notes		
Game 1	T2	T4			
Game 1	T1	T3		17	Game Time
Break 1	T5			2	Transition Time
Game 2	T1	T5			
Game 2	T3	T4		17	Game Time
Break 2	T2			2	Transition Time
Game 3	T3	T5			
Game 3	T1	T2		17	Game Time
Break 3	T4			2	Transition Time
Game 4	T2	T3			
Game 4	T4	T5		17	Game Time
Break 4	T1			2	Clear Ice

- Schedule for 6 teams – 2 games at one time – 1.5 hour ice slot
(rinks with Mitey Boards can have 3 games at once; the teams on “break” below would play at the same time as the other 2 games):

Event	Home	Away	Notes		
Game 1	T2	T4			
Game 1	T1	T3		17	Game Time
Center	T5	T6		2	Transition Time
Game 2	T1	T5			
Game 2	T3	T6		17	Game Time
Center	T2	T4		2	Transition Time
Game 3	T2	T6			
Game 3	T4	T5		17	Game Time
Center	T1	T3		2	Transition Time
Game 4	T1	T4			
Game 4	T2	T3		17	Game Time
Center	T5	T6		2	Clear Ice

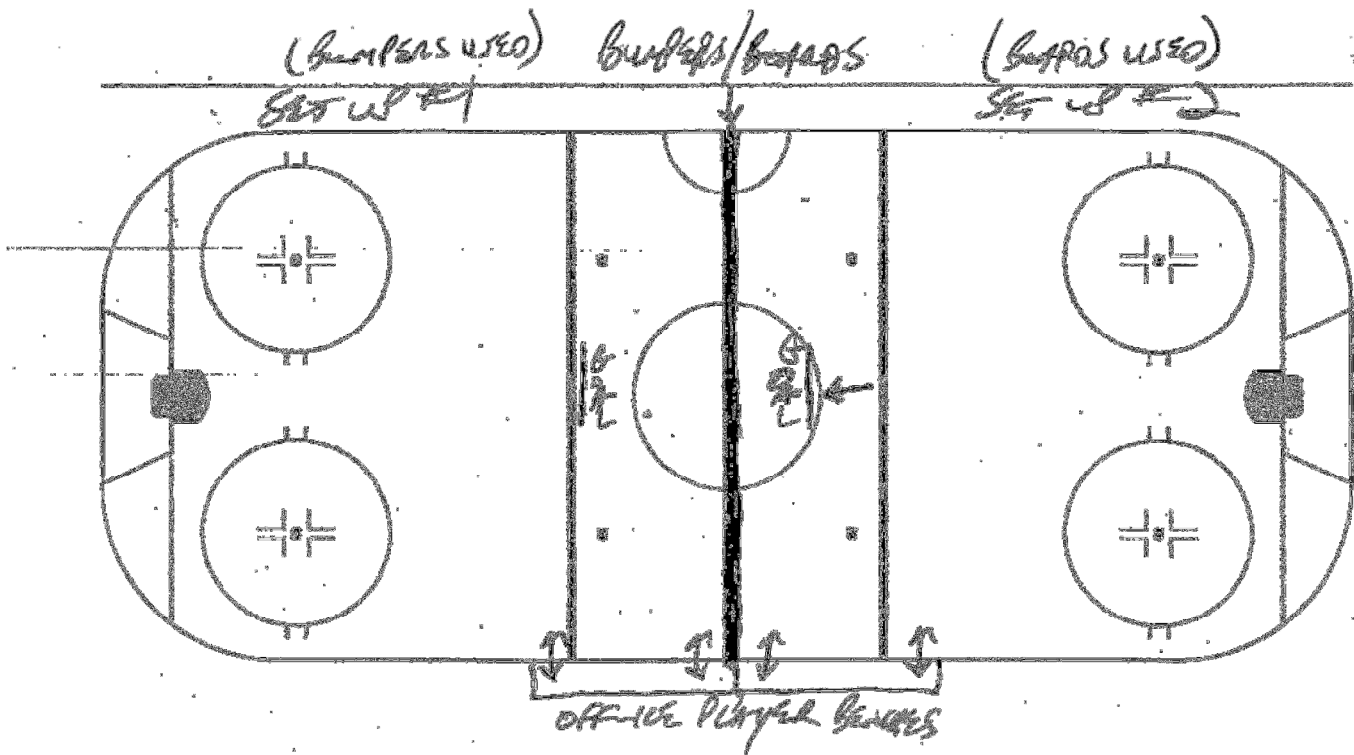
- After you find the team’s locker room at the arena, here’s how the “Cluster Event” will go. Have your Team Manager do the following:
 - Find the Cluster Game Event host on site – This will usually be the hosting Club official or designated rink person on site
 - Fill out the on-site document(s) before play begins:
 - a. Team Managers
 - i. Will use a “Sign-In Sheet” (see example at the bottom of this document) instead of scoresheet because no stats are kept at all, except major penalties; one sticker will be used by each team for the day; copies can be obtained from the SCAHA website under “2014 Mite Program” tab
 - ii. The only Sign-In Sheet will be filled out like a normal scoresheet with stickers and signatures before the event begins; each column designates the roster for each team playing in the Cluster Game Event

- Permitted On-Ice Personnel:
 - Referees assigned by SCAHA
 - Rostered Coaches only
 - MUST wear helmets, like practice
 - Skates are optional
 - NO extra parent helpers allowed
- Cross-Ice Game Format:
 - To begin a game, one designated timekeeper (usually a designated volunteer) sets the clock at the start for 17 minutes
 - Every 90 seconds, ring the buzzer (no matter how long player changes take)
 - When the 17 minute game is over, sets the clock for a 2 minute transition period, while the teams shake hands and immediately proceed to their designated spot for the next game
 - If there are major penalties, these can be listed on the sign-in sheet in the “notes” section
 - Play consists of 4 vs. 4 with 1 goalie in full goalie gear for each side (5 players total per side)
 - If one team is MUCH stronger playing another team, the stronger team has the option of playing 3 vs. the other team’s 4; this is a sign of sportsmanship and not trying to “show up” the other team
 - Referees:
 - Conduct faceoffs at the “center ice” of the rinks when:
 - Each game starts
 - The puck goes out of play
 - Goals are scored
 - Each shift starts in the game
 - After penalty shots (if any)
 - Goalie freezes the puck
 - This provides consistency amongst the various age and skill levels in our league
- Team(s) Waiting to Play (2 games at once)
 - The 1-2 teams sitting out waiting to play will be sitting and cheering for the other participating teams in the nearby player benches/boxes off the ice (see diagram below):



- If certain boards are being used, there may be an on ice staging area that can be used instead of the off-ice player benches
- Leave a 2 foot area at the end of each side along the blue line
 - This is strictly for players to come off the ice after their shift

- Leave a 2 foot area in the middle of the ice along the blue line
 - This is strictly for players to go on the ice to play their shift
- For Track 1, Cluster Events after 1/1/15 will transition from cross-ice to half ice games
- Place one solid line of bumpers or boards across the red line
- Place the goal cages in the designated spots on each side of the ice in the divided rinks:
 - Set up #1 below, when bumpers are in use along the red line – note the placement of the goal cage just behind the blue line to minimize pucks going out of play behind the goal
 - Set up #2 below, when boards are in use along the red line – note the placement of the goal cage can be pushed back farther behind the center ice circle because the boards are taller to stop pucks going out of play behind the goal
- Teams that are participating in the games will designate and use one of the player bench doors to enter and exit the rink, during game play



At the End of the On-Ice Event:

- The Sign-In Sheet will have a copy made to be kept for the facility's own record and distributed to the Team Managers with the original going to the league
- Nothing for the Team Managers to do on line after the Event
- After the players are done getting undressed, all teams are to proceed to the pre-designated room or area on site at the rink with tables and chairs for the families to sit for the "After Event Party"
 - There is NO extra cost for this, as it's been accounted for in the team dues paid to SCAHA
 - The lunch/dinner menu usually includes food like pizza, juice boxes/water and cookies for the player participants
 - If it's an earlier morning event, the menu usually consists of muffins and fruit with milk & OJ
 - This shows good sportsmanship and creates good relationships amongst the Clubs
 - This usually lasts 30-40 minutes

That's the summary/outline of this season's format, particularly with the details of the Cluster Game Event. Please direct any questions to Ben Cohen, SCAHA Mite Development Director, at scahaben@yahoo.com with a cc of the e-mail to your Club President. We look forward to seeing your teams at the rink!

“SIGN-IN SHEET”

DATE: _____
EVENT #: _____
REFEREE: _____

SOUTHERN CALIFORNIA AMATEUR HOCKEY ASSOCIATION

RINK: _____ TIME: _____
REFEREE: _____ TRACK #: _____[illegible]

NOTE