

AHF Half Ice Mite Parity Game Timing Procedures

1. Teams should be ready to take the ice at start time
 - a. Games will not start early.
 - b. Home Team will wear light jerseys.
 - c. Teams use BLUE Pucks for the game
 - d. After goal is scored the team will start behind the net with the puck and opposing team must be at center of the zone
2. Game Timing
 - a. 20:00 Minutes will be put on the clock and started when teams take the ice
 - i. Teams will get 3 minutes to warm up with no pucks before their first game only
 - b. 17:00 on the clock buzzer will sound to start game
 - i. Games are 17 minute RUN time
 - ii. The clock will stop for injuries
 - iii. No goals will be added to the scoreboard, goals will only be recorded on the scoresheet
 - c. 00:00 Game Ends
 - i. Game can end in a tie
 - ii. NO HANDSHAKE
3. Penalties
 - a. Minor Penalties: Referee will blow the whistle to stop play. It will be at the discretion of the official to remove the player from the ice. The team that did not receive the penalty will start with the puck behind their net. Play will resume on the whistle.
 - b. Major Penalties: Player is ejected from the game and the next parity game
 - c. 10 Minute Misconducts: Ejected from that game
 - d. Match Penalties: Reviewed by the league
 - e. Penalties will not be recorded in GameSheets
 - f. Major Penalties & Match Penalties need to be emailed to bmacnicol@blackbearsportsgroup.com with the following information: Name of Player, Offense and Time during game.
4. Scorekeeping
 - a. The rink will be providing a scorekeeper for each game
 - i. Please have a volunteer available to score the game if an issue occurs
 - b. Rosters
 - i. League is not requiring USA Hockey Official rosters to be submitted to the league
 1. It is the team's responsibility to ensure all players have a valid USA Hockey number. (24-25 and/or 25-26 accepted)