

In a message dated 4/28/2009 6:50:15 P.M. US Mountain Standard Time,
THess@coyotesice.com writes:

Herb here are the basic rules for the Mite-Bantams

* Games will consist of a 4 minute warm-up, two 25 minute periods, with a 5 minute break in between.

Games will be running time with the clock stopping for ABSOLUTELY nothing as it will be the time for both games.

Periods will begin with puck being dropped simultaneously at center ice of each rink.

Any stoppage of play will result in a face off at center ice.

Referee's are encouraged to have the players back off and goalie keep the puck alive.

* Penalties will result in a penalty shot taken by the player that was offended.

Bench minors will result in a penalty shot picked by the opposing coach.

Any major penalty, fight or intent to injure will result in automatic ejection from the league.

Again as there is only one gate, let's be somewhat lenient on Too Many Men calls.

* A flip number scoreboard will be located at center ice with the referee being responsible for flipping the numbers.

(As there is only one gate to the bench, this will provide time for line changes.)

* Teams will switch ends and the end of each period.

- There are NO Time Outs allowed in these games.

This is new for all of us so if theres anything important you think I'm missing please let me know. Thanks again.



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