



# **PITTSBURGH AMATEUR HOCKEY LEAGUE RULES**

**2016-2017 SEASON**

**MITE RULE SECTION**

## **X. PAHL MITE RED, WHITE AND BLUE HOCKEY**

### **1. PAHL PROGRAM PHILOSOPHIES**

- A. Affiliate associations have the responsibility to structure their mite programs to maximize development for their mite age players.
  - i. Each association must structure their mite programs to fall within the parameters of the USAH American Development Model (ADM) for the mite age group (8 and under). This requires the usage of the skill development concepts and cross ice game play specified within the ADM.
  - ii. Each association's adaptation of this program will differ slightly based on their available ice time, their number of players, their ice cost, and their volunteer base.
- B. PAHL has scheduling and jurisdictional responsibilities for the mite division.
  - i. The PAHL has the responsibility to provide a "game" structure for the mite division. Associations will choose to "declare" their mite team units to participate or not participate, just as they declare teams to play or not play now. The PAHL game structure will be a Jamboree format that will give teams a league schedule to play cross ice competition versus other member associations within the jurisdiction of the league.
- C. All 8 and under age players as of 12/31 will play cross ice Jamboree hockey in PAHL. No 8 and under players will be permitted to play up to squirt on a PAHL participating team.

### **2. RECOMMENDED RULE PARAMETERS:**

- A. The development and advancement of PAHL Mite Red, White and Blue Hockey, within the member associations's in house "practice" environment, and within the cross association events scheduled among PAHL member associations, is of paramount importance to the PAHL.
- B. Of utmost importance is building a flexible framework that provides member associations of all sizes the ability to create their individual programs such that they meet their members' needs based on the parameters within which they operate (such as, but not limited to, available ice time, association budgetary constraints, and number of players).
- C. Compliance is required and mandatory of all member associations. PAHL will monitor associations to ensure the growth and development of these programs as a league, to feed all other PAHL programs up the development pyramid, from Squirt to Midget, from entry level B teams to high level AA/Tier II teams.

### **3. ADMINISTRATION:**

- A. Member associations will be required to appoint a Mite Coordinator for their program. This will be the contact person for their program, along with the association president.
- B. PAHL will schedule periodic mandatory meetings for all Mite Coordinators. These meetings will be for the purposes of reporting, educating, and sharing information, and anything else that is necessary to further and maintain the PAHL Mite Red, White and Blue hockey structure.
- C. PAHL reserves the right to assign consequences/penalties/fines for non-compliance (ie continuation of full ice competition for mites) with the Mite Cross Ice Mandate within the league.

### **4. TEAM UNITS:**

- A. Team unit size: range of 9-13, based on the USAH recommendation.
- B. Associations will assign their team units as best fits their group of mites via their association player evaluations. Team units must be classified by the association as Red, White, or Blue. The Red division being the top skill level, the White the intermediate skill level, and the Blue the entry skill level. Each team within those division classifications should be fielded as evenly as possible, not from top to bottom.

- C. Team units must be rostered through USAH as “Developmental”. Rosters and subsequent additions/deletions must be submitted to PAHL to be entered into the player database for future reference. There is not deadline for roster changes.
- D. Players may be moved from one team unit to another as the association sees fit through the season.
- E. The Mid Am rule permitting players to play up one birth year is not applicable in the PAHL to mite age players.

**5. JAMBOREE GAME PLAY:**

- A. PAHL will not rank team units or formally schedule Jamborees between associations. PAHL will devise and supervise a scheduling session in the beginning of the season for interested member associations to schedule cross Jamborees with other member associations. This will permit associations to more properly match up their groups for cross-ice competition and determine their own geographic travel circle. Associations will not be forced to schedule if they prefer to keep their program totally in house.
- B. The following rules for cross association Jamborees apply.
  - i. Limit PAHL Jamborees to 10 total at scheduling.
  - ii. Host may determine if the team units will play 2 or 3 cross ice games at the same time.
  - iii. Games are to be played cross ice only (dividers at blue lines).
  - iv. Goalies are required. Full goalie equipment is required, however a regular player helmet may be used. All goalies must use a gobbler affixed to the helmet. Teams are encouraged to rotate goalies.
  - v. Cross ice games are to use intermediate nets. You may use pegs in the intermediate nets.
  - vi. Regular size nets are permissible as a substitute.
  - vii. Cross ice games with a visiting association will require on EMT to be present at that ice pad, as in all PAHL cross association events.
  - viii. Play and time clock in all playing zones must stop in the event of an injury to facilitate the EMT’s access to the player (the timekeeper will use 3 sounds to stop play).
  - ix. On ice/bench/dividers limit of 3 coaches per team.
  - x. Players must be rotated, no consecutive shifts.
  - xi. After goal or freeze, players must retreat to center (ie use orange cones for demarcation).
  - xii. Host associations must provide officials; one official per game.
  - xiii. Referees will call penalties; however, there will be no penalty shots. The offending player sits remainder of shift (does not carry over to next shift regardless of time), and the coaches are responsible to explain the infraction to the player.
  - xiv. Players are not to touch the puck after the buzzer. The consequence is that the opposing teams gets possession of the puck.
  - xv. Participating teams may determine whether to play 3 x 3 or 4 x 4, depending on the number and distribution of players available for a particular Jamboree session.
  - xvi. Cross ice games will run 12 minutes with a running clock and a buzzer every 90 seconds. At the end of the 12 minute period, the team units will switch and play a new cross ice game against a new team unit, with an approximate 2 minute break to allow teams to enter and exit playing areas.
  - xvii. Recommended ice slot is 70-90 minutes. Team units should be able to play 5-6 cross ice games within this time frame.
  - xviii. No score sheets; no scoring on the scoreboard.
  - xix. Jamborees will be scheduled from the beginning of November to the end of February.
- C. Associations may determine which and how many of their team units will participate in Jamborees.
- D. Mite Jamborees may only be scheduled on weekends.
- E. No mite preseason game play.
- F. No banners; no season champs; no playoffs.
- G. Every player that is rostered in a PAHL association Mite Jamboree hockey program will receive a “participation medal” at the end of the season.