



VHL Mite Half Ice Rules 2020-21

- Game format
 - a. **Teams are strongly advised to carry no more than 10-11 players total.**
 - b. Format is 4 on 4 plus goaltender
 - c. 1 on-ice official per each half-ice game
 - d. Game will be two 25-minute halves with running time
 - e. Buzzer every 2 Minutes for line change
 - f. Teams will not be permitted to change players on the fly, player changes can only occur after the buzzer.
 - g. Exception - Goaltender can be pulled at any time for an extra skater.
 - h. **No Face-offs!! Referees will commence play after each buzzer, goal or penalty by tossing puck in neutral area.**
 - i. No offsides or icing
 - j. Egregious penalties will be called
 - k. Players will serve penalty for the remainder of the current 2-minute shift plus the next 2-minute shift,
 - l. **Offending team will be play short-handed (3 Skaters) for the entire penalty.**
- In-Game COVID-19 Requirements:
 - a. Masks MUST be worn on the bench and dressing areas at ALL times by players and coaches
 - b. Players need to remain six (6) feet apart on the bench. (Rink Specific Guidelines – see below)
 - c. Only one (1) player allowed in the penalty box at a time.
 - d. Referees and Coaches MUST wear masks at ALL times.
 - e. Referees will utilize electronic whistles



Pre-game & In-Game Logistics

- **All players must arrive dressed in their equipment.**
- **Players are strongly advised to arrive dressed with skates and skate guards.**
- **NO PARENTS ALLOWED IN LOCKER ROOMS AT ANY TIME!!!**
- Players may arrive no more than 15 minutes prior to game time and must leave building within 15 minutes of end of game.
- Open-space Skate Tying areas will be available for players that need parental assistance. Each facility will have different protocols (see below) and some may allow locker room usage.
- Spectators/Guardians:
 - a) For the safety of all customers, participants and employees we strongly recommend drop-off only for skaters.
 - b) If that is not an option, **only one (1) spectator per skater** is allowed inside the facility.
 - c) Spectators will be required to wear a face mask and social distance at all times.
- Contact Tracing
 - a) **ALL Players must be properly registered and be listed on VHL online Roster. Any player that does not appear on roster may not be allowed to enter the building.**
- If a player or coach has any sort of illness, coughing, or sneezing participant should not enter arena or attend game per CDC recommendation.
- Players, coaches, and anyone working with teams at the rink should check their temperatures at home prior to coming to the rink. If your temperature is 100.4°F or higher, stay home and contact your organizations Covid Director.
- Any participants, players, or coaches who test positive for COVID-19 must notify team and league officials and may not return to Valley League Play until compliance is achieved with State and CDC guidelines
- All players and coaches must be free of COVID symptoms for the past 14 days and have not been exposed to someone who has been ill in the last 14 days
- Organizers/Coaches:
 - a) If any individual develops symptoms of COVID-19 during the activity, they should promptly inform team and league officials and must be removed from the activity and instructed to return home.
 - b) Organizers/Coaches are responsible for following all guidelines and creating a safe environment.
 - c) Coaches and program directors must educate all participants and spectators on the applicable protocols for the relevant activity, protocols for entering/leaving the facility, and any other hygiene requirements
- Protective masks are required at all times in the building.
- Players will be required to use their own water bottles and fill them at home.
- Coaches must be responsible for social distancing among players and coaching staff on bench and dressing areas.
- Contact between players and opposing team other than incidental contact in the course of play is not permitted. (This includes handshakes, high fives, fist bumps, etc.).
- **All players, coaches and spectators should review Rink Specific Protocol attached below prior to attending game/practice.**



Rink Specific Protocol for Mite Players (Entry/Exit, Benches, Locker Rooms):

North - Region

1. Hockeytown – (Please attached Rink Protocol)

- a) Entry permitted through 1 of 2 front double doors only.
- a) Exit through the North and/or South doors on side of building
- b) Benches:
 - i) Each team will utilize half of double row benches.
 - ii) Players not on ice should be evenly distance on both front and back row
 - iii) Team should generally have no more than 4-5 players on bench at a time
- b) Locker rooms / Skate Tying Area
 - i) **Players are strongly advised to arrive dressed with skates and skate guards.**
 - ii) **NO PARENTS ALLOWED IN LOCKER ROOMS AT ANY TIME!!!**
 - iii) All players must arrive dressed in their equipment
 - iv) Locker room usage will be allowed prior to each game.
 - v) Players should not leave locker room area until zamboni is off the ice and time keeper rings buzzer for the start of warmups.
 - vi) Players will then bring bags with them to leave near bench area when leaving locker room.
 - vii) Once game is over, players will utilize open area benches and front row of bleachers to undress.
- c) Players may arrive no more than 15 minutes prior to game time and must leave building within 15 minutes of end of game.
- d) **Spectators may not enter bleachers until all players have completed dressing or dressing and have enter ice surface or left building**

2. Woburn – (Please attached Rink Protocol)

- a) Entry permitted front double doors only.
- c) Exit through the side doors of building.
- d) Benches:
 - i) Each team will use extended benches on either side of players bench for more space.
 - ii) Players not on ice should be evenly distanced
- e) Locker rooms / Skate Tying Area
 - i) Locker room usage will be allowed every game at 50% capacity.
 - ii) **Players are strongly advised to arrive dressed with skates and skate guards.**
 - iii) Players should not leave locker room area until zamboni is off the ice and time-keeper rings buzzer for the start of warmups.
 - iv) Players can use locker room and bring bags to benches when games start.
 - v) **No parents allowed in Locker Rooms!**
- F) Players may arrive no more than 20 minutes prior to game time and must leave building within 15 minutes of end of game.
- G) One spectator per player.



South - Region

3. Waltham – (Please attached Rink Protocol)

- A) Enter through front door.
- B) Exit through front door.
- C) Benches:
 - At each end of the rink (behind the goalie) there are doors. We will place aluminum benches here so our benches will
 - Game A. Visitor Bench and behind far goalie.
 - Game B. Home bench and behind close goalie.
- D) Locker rooms / Skate Tying Area
 - i. **Players are strongly advised to arrive dressed with skates and skate guards.**
 - ii. **NO PARENTS ALLOWED IN LOCKER ROOMS AT ANY TIME!!!**
 - iii. All players must arrive dressed in their equipment
 - iv. Players may arrive no more than 15 minutes prior to game time and must leave building within 15 minutes of end of game.
- E) One Spectator per player.

4. Cambridge – (Please attached Rink Protocol)

- A) Enter through front door.
- B) B) Exit through front door.
- C) Benches:
 - 2 separate areas. 4 – 5 players on the bench and then 4-5 players from the other team behind the bench with extended benches and chairs.
- D) Locker Rooms /Skate Tying Area
 - i. **Players are strongly advised to arrive dressed with skates and skate guards.**
 - ii. Locker rooms are available for skate tying at 50% capacity.
 - iii. Players may arrive no more than 15 minutes prior to game time and must leave building within 15 minutes of end of game
 - iv. Players should not leave locker room area until zamboni is off the ice and time-keeper rings buzzer for the start of warmups.
- E) One spectator per player.

5. Wellesley – (Please attached Rink Protocol)

- a) Enter through the front door.
- b) Exit through the side door of the rink
- c) Benches:
 - extended benches on each for players to spread out with benches in front of each gate on the half wall.
- d) Locker Rooms /Skate Tying Area
 - i) **Players are strongly advised to arrive dressed with skates and skate guards.**
 - ii) **No Locker Rooms at Wellesley**
 - iii) Players may arrive no more than 20 minutes prior to game time and must leave building within 20 minutes of end of game



- e) One spectator per player.

6. West Roxbury – (Please attached Rink Protocol)

- a) Enter through the front right door.
- b) Exit through the left door and follow arrows.
- c) Benches:
 - Two teams use bench while the other teams use benches and chairs near gate out on each side.
- d) Locker Rooms /Skate Tying Area
 - i) **Players are strongly advised to arrive dressed with skates and skate guards.**
 - ii) Locker rooms are available for skate tying at 50% capacity.
 - iii) Players may arrive no more than 15 minutes prior to game time and must leave building within 15 minutes of end of game
 - iv) Players should not leave locker room area until zamboni is off the ice and time-keeper rings buzzer for the start of warmups.
- e) One spectator per player.

Central - Region

7. Methuen – (Please attached Rink Specific Protocol Sheet)

- a) Entry permitted at back of building, Entry door clearly marked right of the Zamboni entry/exit.
- b) Exit through doors at rear of building on bench side of rink
- c) Benches:
 - i) Each game will have 1 team on players bench
 - ii) Opponent will be on additional bench located in the zone by separate gate entry.
 - iii) Team should generally have no more than 4-5 players on bench at a time
- d) Locker rooms / Skate Tying Area
 - i) **Players are strongly advised to arrive dressed with skates and skate guards.**
 - ii) **NO LOCKER ROOMS ALLOWED AT METHUEN**
 - iii) **Skate tying area provided along the bleachers opposite the benches**
 - iv) **Players will take their bags once dressed and carry them to the skate untying area opposite side of arena by benches**
 - v) All players must arrive dressed in their equipment
- e) Players may arrive no more than 15 minutes prior to game time and must leave building within 15 minutes of end of game

8. Chelmsford – (Please attached Rink Protocol)

- a) Entry permitted through 1 of 2 front double doors only.
- b) Exit through the North and/or South doors on side of building
- c) Benches:
 - i) Each team will utilize half of double row benches.
 - ii) Players not on ice should be evenly distance on both front and back row
 - iii) Team should generally have no more than 4-5 players on bench at a time



D) Locker rooms / Skate Tying Area

- iv) Locker room usage will be limited to every other game.
- v) First Game will be assigned locker rooms
- vi) Second Game will utilize open area benches and front row of bleachers
- vii) Third Game will be assigned locker rooms, etc...
- viii) Other alternate game/hour will use bench areas and front row of bleachers
- ix) **Players are strongly advised to arrive dressed with skates and skate guards.**
- x) **NO PARENTS ALLOWED IN LOCKER ROOMS AT ANY TIME!!!**
- xi) All players must arrive dressed in their equipment
- F) Players should not leave locker room area until zamboni is off the ice and time-keeper rings buzzer for the start of warmups.
- G) Players may arrive no more than 15 minutes prior to game time and must leave building within 15 minutes of end of game.
- H) Spectators may not enter bleachers until all players have completed dressing or dressing and have enter ice surface or left building

9. Billerica – (Please attached Rink Protocol)

- a) Entry allowed through back or side entrances.
- b) Exit through the front door.
- c) Benches:
 - (1) Each team will utilize half of double row benches.
 - (2) Players not on ice should be evenly distance on both front and back row. Chairs are set up adjacent to the benches if overflowed.
 - (3) Team should generally have no more than 4-5 players on bench at a time
 - (4) **Players are strongly advised to arrive dressed with skates and skate guards.**
- d) Locker Room/Skate Tying
 - (1) **NO LOCKER ROOMS ALLOWED AT BILLERICA except goalies.**
 - (2) **Skate tying area provided along the bleachers opposite the benches**
 - (3) **Players will take their bags once dressed and carry them to the skate untying area opposite side of arena by benches**
 - (4) All players must arrive dressed in their equipment
 - (5) Players may arrive no more than 15 minutes prior to game time and must leave building within 15 minutes of end of game
- e) One spectator per player
- f) Players should not leave locker room area until zamboni is off the ice and time-keeper rings buzzer for the start of warmups.