



This Tournament is dedicated to the life of Christian J. Ciskal from Cheektowaga, New York whose life was cut short but his passion, love, and commitment for the sport of hockey will live on as well as all the memories we have to share in his honor!

2026 Christian Ciskal Memorial Mite Tournament Rules

- Each team must submit a filled-out roster provided from the Ciskal Memorial Website, along with parental waivers completed and signed by the parents or legal guardians of each participant. All coaches or people working penalty boxes for their team that are participating during any game must also complete a waiver.
- For this years 2026 tournament games will run & finish on Monday, November 9, 2026 which is considered a school day, games will run starting at 5:00pm on Friday, November 6, 2026 and run all day Saturday, Sunday & Monday, November 9, 2026. Tournament will end on Monday, November 9, 2026.
- Games will not start early, if so, they will be at the discretion of the Tournament Director. No Games will be curfewed. To stay on schedule, all warmups MUST start at the top of each hour of their scheduled time.
- Only rostered team players and rostered team officials are permitted on or around the players bench during their scheduled game. Each team must supply an adult to work their team's penalty box for the duration of each game.
- No parents or spectators are allowed beyond the bleacher barriers behind the nets or near the players' benches during any of the games.
- The coaches are responsible for his/her players and parents' actions during the tournament. Zero tolerance will be strictly enforced during this event. The

referees and arena staff may dismiss any spectator, parent, player, or coach under the zero tolerance guidelines.

- Sponsorship signs and other paraphernalia are allowed to be displayed, but the area must be cleared and cleaned when team has completed its game.
- Profanity will not be tolerated by players, coaches, officials, parents, or spectators.
- Any player or team official called for a game misconduct and or match penalty by the officials in any game during the tournament shall be suspended for the remainder of the tournament.
- If any player received a total of four penalties in the same game, the player will be suspended for the remainder of the game and the next game if any team receives a total of twelve penalties in the same game, the teams head coach will be suspended for the next game.
- No protests whatsoever shall be permitted during the tournament.
- All games will follow this format to start: 13 mins is put on the clock, when both teams enter there will be a 2 min warmup, at the 11 min mark, the horn will sound and teams must quickly pick up pucks and line up for the faceoff, the clock remains running until the first whistle sounds, then the game is played stop clock for the remainder of the game. Actual game time format 2-10-10-10. Penalties are 1 min in length.
- This tournament will be played with the following “5 points per game” system during round robin play:
 - Game Win = 2 points
 - Game Tie = 1 point
 - Game Loss = 0 points
 - Each Period Won = 1 point
 - Each Period Tied = ½ point
 - Each Period Loss = 0 points
- There is a five (5) goal mercy rule in the 3rd Period only, if there is a 5-goal deficit, there will be a running clock, for the running clock to stop the team with the deficit has to get within get within three (3) goals.
- Due to time constraints, games maybe curfewed at the discretion of the tournament coordinator and staff. If games needs to be curfewed due to time constraints, the points will be determined right from the time of the curfew being called.

- No overtime will be played in round robin games.
 - Championship games will play 4-minute, sudden death overtime periods. The first overtime period will be played four on four. If no winner is determined, the teams will play a 3 on 3 sudden death overtime period, If no winner is still not determined, the teams will play a 2 on 2 sudden death overtime period, if no winner is still not determined, the teams will play a 1 on 1 sudden death consecutively until a winner is determined.
 - Due to the length of each overtime period, any penalty assessed in a sudden death overtime period will be still 1:00 minute in length, any major penalties will result in the offending player being ejected for the balance of the game.
 - If a penalty is assessed during four on 4 or 3 on three play; the team receiving the penalty will play short one player. (i.e., Game played four on 3, 3 on two, etc.)
 - If a penalty is assessed during two on 2 or 1 on one play. The offending player(s) will be sent to the penalty box and the team receiving the power play will send one additional skater onto the ice, per penalty (i.e., Game played three on two, or two on 1)
 - Upon the completion of the player's penalty, the player will return to the ice immediately and the game will be played with additional player(s) until a whistle has blown and teams can return to the appropriate number of players.
- There is no point system used for the Championship Games.
- All forfeits will be recorded as five points for the opponent and 0 points for the forfeiting team.
- Upon the completion of round robin play, the top two teams with the most points will advance to the finals.
- This tournament will use the following "tie breaker" system, applied in this order in the event that teams have the same total number of points earned during round robin play:
 - Winner of head-to-head competition
 - Goals for / goals against differential total after round robin is completed.
 - Most periods won.
 - Least number of penalties
 - Coin toss (Team traveling farthest distance will call the flip)

- Each team will be allowed 1 – 30 second time out in the championship games only.
- All games will be played five on five full ice, using a black puck.
- No roster substitutions will be allowed once the tournament begins, the tournament coordinator can make an exception only if there is an extreme circumstance.
- If the referees determine there to be a jersey color conflict between teams participating in a game, the “Home team” will be required to wear pull-over jerseys for that game. *
 - To avoid this problem, all teams should have two sets of jerseys. If not, the above rule will be applied.
- Teams will be assigned a locker room key and must turn in a set of personal car keys as a deposit for the locker room key. Lockers rooms must be monitored at all times, no cell phones or cameras of any kind are allowed in the locker rooms.
- The tournament will supply pucks for warmups as well as all games. The pucks that are provided are the only pucks to be used, please **DO NOT** bring your own pucks. The tournament will supply a scorekeeper that will work the clock and the electronic scoresheet. Teams must provide rosters at least 2 weeks in advance before the tournament begins.

The Tournament Director reserves the right to make any changes and/or adjustments to these rules before the start of the first game of the tournament. All teams will be notified of any rule changes in writing.

ALL QUESTIONS REGARDING HOW THESE RULES ARE APPLIED SHOULD BE DIRECTED TO YOUR TEAMS HEAD COACH OR MANAGER WHO SHOULD BRING ANY QUESTIONS OR CONCERNS TO THE TOURNAMENT DIRECTOR.