

Mite Jamboree

2024-25 Rules



Section One: General guidelines for the jamboree:

- The overall goal is to **celebrate hockey and have fun!**
 - Each team will play 4 games in a one-day event and 6 games in a two-day event.
 - Tournaments Divisions:
 - Beginners: Age U6 or inexperienced U8 – May be played Cross-ice depending on numbers
 - Age 8U Advanced: Age U8 or very advanced U6– Half-Ice
- Note: Advanced Division is played in one of groups groups**
- Red – Older players, more advanced skill players
 - White - Evenly mixed team, good skills
 - Blue - Younger or first year players, skills not quite as developed
 - Girls Only Division
- All games will be 21minutes
 - Buzzer every 1:30 for shift change
 - 2 minute warm up each time a new set of teams comes on the ice
 - After a goal the team that scored must skate back to touch their goal and the team that was scored on must start with the puck behind their net

Section Two: Teams

- Only registered players on team/association rosters may play.
- Unregistered players may NOT be used for any reason.
- A team should be composed of six to nine (6 - 9) skaters and one (1) goalie
- Teams must start the game with a minimum five players ie. 4 skaters and a goalie
- Beginners: Age U6 teams will play with 4 skaters and no goalie (uses smaller net)
- Age 8U Advanced teams will play with 4 skaters and a goalie.
- Team Entries, as absolute last resort for competitive balance, may be subject to roster adjustments.

Section Three: Rules of Play

- Face-offs will occur only at the beginning of each period
- When play is stopped due to the goalie controlling the puck, a whistle will signal the attacking players to vacate the zone. Once all the attackers have exited the zone, the players may re-enter to resume play immediately. They may not challenge the opposition until they have all exited the zone.
- There is no centre-ice (red) line, and therefore no icing calls or offside passes.

Section Four: Shifts

- Player shifts will be one (1) minute and thirty (30) seconds in length. A buzzer will run to signal the end of each shift.

- Bench doors **MUST** remain closed until the sound of the buzzer.
- Once the buzzer sounds, players must relinquish control of the puck immediately and vacate the ice. The new players may enter onto the ice surface immediately.
- In the case of a shortened bench due to injury or ejection(s), at the sound of the buzzer all players must make contact with the bench boards; the double-shifted player(s) may then rejoin the action after having touched the bench boards

Section Five: Coaches, Managers

- Up to (3) three coaches, assistants or trainers may be on the benches. All bench personnel must have rostered with the players and have proper CEP certification.
- Coaches are required to make every effort to ensure EQUAL ICE TIME for all Jamboree participants and there is to be no shortening of the bench.
- Any bench personnel having been ejected from a game, for any reason, will be automatically suspended for a minimum 1 game and subject to further review for possible expulsion from the tournament. **IN APPROPRIATE BEHAVIOUR, CONDUCT OR LANGUAGE WILL NOT BE TOLERATED!**