

2026 Lee Kofstad Memorial Jamboree

Saturday, January 31st

East Grand Forks, MN

****Schedule Updated January 29th with Jamboree Rules****

First Year Teams

EGF Black	EGF Gray
Bemidji Team 1	Bemidji Team 2
Crookston Maroon	Crookston White
Mayport	TRF Blue
Warroad Blue	

Second Year Teams

EGF Green	EGF Red
Bemidji Red	Bemidji White
Crookston Gold	Crookston Navy
TRF Gold	Warroad White

Civic Center

	Rink 1		Rink 2
10:20am - 11:20am	EGF Red vs Crookston Gold	vs	Bemidji Red vs Warroad White
11:25am - 12:25pm	EGF Green vs Crookston Navy	vs	Bemidji White vs TRF Gold
12:45pm - 1:45pm	EGF Green vs TRF Gold	vs	EGF Red vs Warroad White
1:50pm - 2:50pm	EGF Black vs Bemidji Team 2	vs	Mayport vs Bemidji Team 1
3:10pm - 4:10pm	Bemidji Team 2 vs TRF Blue	vs	Mayport vs Warroad Blue
4:15pm - 5:15pm	EGF Black vs Bemidji Team 1	vs	EGF Gray vs Crookston Maroon

VFW Arena

	Rink 1		Rink 2
9:00am - 10:00am	EGF Gray vs TRF Blue	vs	Crookston White vs Mayport
10:05am - 11:05am	EGF Black vs Warroad Blue	vs	Crookston Maroon vs Bemidji Team 2
11:25am - 12:25pm	EGF Gray vs Bemidji Team 1	vs	Crookston Maroon vs TRF Blue
12:30pm - 1:30pm	Warroad Blue vs Crookston White	vs	Crookston Gold vs Bemidji Red
1:50pm - 2:50pm	EGF Gray vs Crookston White	vs	Crookston Navy vs Bemidji White
2:55pm - 3:55pm	EGF Green vs Warroad White	vs	Crookston Gold vs Bemidji White
4:15pm - 5:15pm	Bemidji Red vs TRF Gold	vs	Crookston Navy vs EGF Red

1. Teams should be ready to take the ice ten minutes prior to scheduled game times.
2. There will be a three-minute warm-up prior to each game.
3. Games will be two 26-minute running time halves. Games **MUST** be played in one hour time slot.
4. **ALL games will be half-ice either 4 on 4 or 5 on 5.** Horn will sound every 2 minutes for players to change. Blue pucks and intermediate nets are used.
5. There will be a single faceoff, used only to start the game. **There will be no other faceoffs in order to keep the play moving.**
6. On a player change, the team that gains possession of the puck must take it behind their defensive net before attempting to score.
- 7A. After a goal or save, the offensive team backs up behind the half-ice center line and the defending team brings the puck up ice.
- 7B. After a goal or save, the defending team will always start with the puck.
8. Players not in game must remain in player's bench area. **NO** sitting on the boards in the player's bench.
9. In all games, players should be ready to change lines, so the games can run on time.
10. **Game scores will not be kept.**
- 11A. Any penalties called will result in a penalty shot. All players on the ice will line up fifteen feet behind the shooter.
- 11B. When the shooter begins moving the puck, the play begins and all players are engaged in the game.
12. Games will have only one referee. Most referees will be first year Level 1 Officials.
13. The **Zero Tolerance Policy** will be followed.
14. The ice will be resurfaced after every two groups of games.
15. Locker Rooms will need to be shared by multiple teams. Please be courteous and clean.

****** This event is for the kids to enjoy the game of hockey!! ******