IRON RANGE HOCKEY ASSOCIATION

MITE JAMBOREE RULES

The goal is to celebrate hockey and have fun!

1. General Guidelines

- Each team will play a minimum of four (4) games.
- Games will be 24 minutes long unless the schedule falls behind.
- A buzzer will sound every two (2) minutes to signal a shift change.
- There will be a three (3)-minute warm-up between games.
- After a goal, the scoring team must skate back and touch its goal. The team scored against must start with the puck behind its net.

2. Teams

- Only players registered on a team's or association's roster may participate. Unregistered players may not be used for any reason.
- Teams should consist of six (6) to nine (9) skaters and one (1) goalie; however, this roster size is recommended, not required.
- A team must start a game with at least five (5) players: four (4) skaters and one (1) goalie. Coaches may mutually agree to play five (5) skaters against five (5) skaters, with a goalie.

3. Rules of Play

- USA Hockey rules will apply, except where modified by the rules below.
- All games will be non-body-checking.
- Face-offs will take place only at the beginning of each game.
- If play is stopped because the goalie controls the puck, a whistle will signal the attacking players to retreat to center ice. Once all defending players have retreated halfway, the defending team may begin to pressure the puck carrier.

4. Shifts

- Player shifts will be two (2) minutes long. A buzzer will signal the end of each shift.
- Bench doors must remain closed until the buzzer sounds.
- When the buzzer sounds, players must immediately relinquish control of the puck and leave the ice. New players may enter immediately.
- The team closest to the penalty box must go behind its net before play resumes. The team farthest from the penalty box must go around the face-off dot nearest its bench.
- If a team has a shortened bench because of an injury or ejection, all players must make contact with the bench boards when the buzzer sounds. Any player who is double-shifting may rejoin play after going behind the net or touching the face-off dot with their teammates.

5. Coaches and Bench Personnel

- A maximum of three (3) coaches, assistant coaches, or trainers may be on each bench. All bench personnel must be rostered with the players and have the proper USA Hockey Coaching Education Program (CEP) certification.
- Coaches must make every effort to provide equal ice time to all jamboree participants. Shortening the bench is not permitted.
- Any bench personnel ejected from a game, for any reason, will be automatically suspended for a minimum of one (1) game and may be subject to further review, which could result in expulsion from the tournament.