

## **River Lakes Jamboree Format & Rules**

1. Games will be three 16-minute running time periods with one minute breaks between periods
  - a. Shifts: 2 minutes with buzzer; play resumes where the puck was left after the previous 2 minute shift
  - b. No scores will be kept for any games
2. Teams must be available to play at least 5 minutes prior to their scheduled game time
3. The targeted number of skaters on the ice at a time is 5 skaters (plus a goalie for intermediate and advanced levels).
  - a. Coaches are strongly encouraged to discuss skater numbers and consider alterations to enhance the playing experience, for example:
    - i. Team A and Team B have 7 skaters, consider playing 4 on 4 for one shift and 3 on 3 for the other shift
    - ii. Team A is dominating play while skating 4 on 4, coaches discuss removing one skater from Team A so Team B can have opportunities

### **Beginner Mite- 3 Cross-Ice Games**

- Played with 5 skaters with mini-nets (no goalies or goalie pads)

### **Intermediate Mite- 3 Half-Ice Games**

- Played with 5 skaters, intermediate size nets, and goalies.
  - If you do not have a goalie a mini-net will be utilized

### **Advanced Mite- 1 Full-Ice Game & 2 Half-Ice Games**

- **Half Ice Games**
  - Played with 5 skaters, intermediate size nets, and goalies.
- **Full-Ice Game**
  - Played with 5 skaters, intermediate size nets, and goalies.
  - Penalties: can be called but no one will play shorthanded
  - Off-sides and icing will be called, but not on all plays. Refs will use good judgment to keep the game competitive and enjoyable for the kids

\*Improper behavior by anyone will result in removal from the arena and/or jamboree. Any abusive language or conduct toward game officials, players, coaches, managers, parents or fans may result in the team forfeiting from the jamboree

\*All decisions made by the referees and jamboree officials are final