

Saturday, February 28th & Sunday, March 1st
8U Mite Madness Jamboree in Durango!

Mite Madness Basic Information & Jamboree Format Summary

- Half Ice with Rigid Divider Boards on the redline
- 2 games going at once, play lengthwise.
- No formal scoring, no championship game, or trophy to win. Pure FUN!
- No formal referees. We will arrange for some of our older USA Hockey players and coaches to serve as referees to keep the games flowing. Please prepare to have one of your own USA Hockey coaches ready to go on the ice in case we can't cover all the games, or if you prefer to have one of your own USA coaches on the ice (Feel free).
- 4 vs 4, plus a goalie, Intermediate-size goal.
- Ideal team roster number: 8 skaters and a goalie (9 total players). Flexibility for team roster numbers +/- a couple of players.
- A maximum of two teams per organization, unless we have room for additional teams after the registration deadline, which is unlikely, but we will see.
- Guaranteed 3 hours of ice, equalling 6 games per Team.
- \$360 per Team (ideal roster 9 total players). Two teams = \$720
- No formal division levels; however, please provide Lou Tocco (director@durangohockey.org) with the ranking of your Teams as 'B' or 'C' level, and we will attempt to match teams as much as possible. Please provide jersey color and name for each of your teams.
- Durango is most likely entering 2 teams ranked at 'B' level, comprising players aged 7 and 8 in their second season. They have participated in a few weekend games vs other organizations this season. Plus 1-2 teams of mainly first-year mites ages 5-8 ranked at the 'C' level. They have never competed against any other organization.
- Schedule Window: Your Team or teams will likely be scheduled for three 1-hour or 1:15-hour ice slots between these windows: Saturday, 12:30 - 6:30 pm, and Sunday, 7:30 am - 2:00 pm.
- The schedule will be organized after the registration deadline and shared with all organizations shortly thereafter.

Official 8U Mite Madness Jamboree Rules

Requirements to Participate

- 8U Mite Madness **sanctioned event**
- **Sanction #** to be assigned shortly
- Saturday, February 28th & Sunday, March 1st
- No official divisions, however, ranking each of your teams as level B or C will be helpful in scheduling even matchups
- The USA Hockey 1-T roster will be checked prior to the start of the Jamboree weekend
- **All coaches, players, and volunteers must meet USA Hockey Requirements**

Jamboree Cost

- Cost per team: \$360
- If your team is not accepted into the jamboree, you will be reimbursed for your full registration fee.
- Sorry, no reimbursement for your team's cancellation.

Games (Players, Mandatory NeckGuards! Mouthguards highly suggested)

- Games will count towards the maximum allowed per ADM policies
- USA Hockey ADM Rules
- Score will not be kept or posted
- Officiating to include USA Hockey, Durango Youth Hockey Players (12U, 14U, 18U, 19U), Durango USA Hockey Coaches, and participating organization USA Hockey Coaches
- Each one-hour slot includes 2 games per team. Each team is guaranteed 3 hours of icetime, equalling 6 total games.
- Games are half-ice with rigid divider boards on the center ice redline
- Two games are happening at the same time
- 4 vs 4 plus a goalie for each team (Intermediate size goals)
- Each game consists of two 12-minute runtime periods with a one-minute break between periods
- Line changes on the fly and during stoppage of play (No Horn/buzzer)
- Blue pucks

Team Responsibilities

- Players must be fully dressed and ready to take to the ice 10 minutes before scheduled game times. If we have the opportunity to get ahead of schedule, we aim to take advantage of it!
- Organizations should be prepared to have a USA Hockey Certified coach on each team's player bench, plus a coach prepared to go on the ice. Most likely, your organization will be scheduled with two teams playing separate games at the same time. One team at each end.
- Blue pucks will be provided by the host organization (Durango)
- Locker room space is tight. Both your teams will most likely be assigned to the same locker room. Suggestion: Coordinate team #1 to dress first, then leave the locker room (staging area with supervision), then team #2 dresses.
- Ensure Locker rooms are kept clean
- If your team has two separate color jerseys (white & dark, please bring both) Please notify the Hockey Director at least 7 days prior to the jamboree your team Jersey color/s

Forfeits/Refusal to Play

Any Team which enters a tournament and fails to appear on time for a scheduled Game or who fails to provide a valid 1-T roster to the Tournament Director prior to the first Game of the tournament will be subject to:

- 1) Forfeit all tournament Games as determined by the Tournament Director.
- 2) Pay for all expenses, including but not limited to Referee fees and ice costs for each forfeited Game.
- 3) Denied entry in any Colorado tournaments for the remainder of the season and in the case of a CAHA team, any approved travel permits will be rescinded.

Safe Sport Compliance

- The USA Hockey Sanctioned Tournament Safe Sport Protocol will be adhered to.

Neck Guards

- Neck guards are mandatory for all youth, girls, and adaptive players per USAH rules.

Jamboree Penalty clarification

In USA Hockey ADM cross-ice Mite (U8) games, penalties emphasize education over stoppage, often allowing play to continue for minor infractions with coaches addressing the player at the next shift change. For severe/dangerous fouls, officials stop play, explain the penalty, and remove the player for the shift.

Key Mite Cross-Ice Penalty Rules:

- Minor Infractions: Officials may allow play to continue, and the coach is expected to explain the infraction to the player at the next shift change.
- Severe Infractions (Injury Potential): If a player commits a dangerous foul, the official will stop play, quickly explain the penalty, and the player must sit for the remainder of that shift.
- No Penalty Box: Due to the developmental nature of cross-ice, players often do not sit in a traditional penalty box but are replaced immediately on the ice.
- Penalties per Game: While standard rules apply, in some formats, a player receiving multiple penalties (e.g., 4) may be asked to sit for the remainder of the game.
- Focus on Safety: The primary focus is on eliminating body checking and dangerous actions (e.g., cross-checking, reckless endangerment).

Note: Specific local league, tournament, or district rules may vary slightly from the general ADM guidelines.

Jamboree Game Protocols

- 2 games going at once (half-ice)
- 3 minutes warm-up before the start of each game (Clock)
- 2, 12-minute running time periods per game (Clock)
- 1 minute timeout b/t period #1 & #2 (Clock)
- Switch goal sides after the first period
- Line changes on the fly or stoppage of play (no timer or Horn to signal line changes).
- 5 minutes break before starting the next game (Clock)
- 3-minute warm-up of the next game (Clock)
- Zam/Ice-Cut after the fourth game (every 2 hours)
- Please assist in moving rigid divider boards for Zam/Ice-cuts
- No keeping score & no posting the score
- Durango will manage the game clock for all games

Contact Information

- Lou Tocco, Executive Hockey Director & Tournament Director, (914) 774-8953 director@durangohockey.org
- Marcy Spaulding-Waddell, Registrar, registrar@durangohockey.org
- Chapman Hill Ice Arena, (970) 375-7395, 500 Florida Rd, Durango, CO 81301

Schedule Information

- TBD and shared with participating organizations approximately 7 days prior to the event

Sanction #

- TBD and shared with participating organizations as soon as it is assigned.

DURANGO ICE DEVILS

MITE MADNESS

Jamboree

📍 CHAPMAN HILL ICE RINK

**FEBRUARY 28TH AND
MARCH 1ST**



COME CLOSE OUT THE SEASON WITH US BY PARTICIPATING IN

MITE MADNESS

A WEEKEND DEDICATED TO OUR YOUNGEST HOCKEY FANATICS.

HALF ICE 4V4 WITH BOARDS

\$360 PER TEAM OF 9 PLAYERS

**MAX 2 TEAMS PER ORGANIZATION GUARANTEED 3 HOURS OF ICE
AND 6 GAMES**

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NOW!**



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REGISTRATION DEALINE FEBRUARY 13TH