

Glenwood Springs Youth Hockey Association 8U Jamboree Details

Event Overview

The Glenwood Springs Youth Hockey Association is hosting the 8U Jamboree for players born between 2017 and 2020. This is an 8U **Intermediate tournament**. This exciting event offers a fun and competitive atmosphere for young athletes to enjoy hockey and develop their skills.

Registration Information

Each participating team must submit a 1T roster TWO weeks before the event. The registration fee is \$450 per team, with a maximum of 9 players allowed per team. Payments should be made through online registration at www.grizzlyhockey.com.

If a team needs to cancel, please contact jpetersen@gsyha.org as soon as possible.

Rules and Regulations

- USA Hockey ADM (American Development Model) rules will be enforced throughout the event.
- USA Hockey youth officials will officiate games when available, with support from USA Hockey coaches and players as needed.
- This is a tournament for **8U Intermediate teams**.
- All games will count toward the ADM maximum game count for each player.

Game Day Procedures

- Teams should check in 30 to 45 minutes before their scheduled game time to receive locker room assignments.
- Parents may enter locker rooms, but photography and cell phone use are strictly prohibited.
- Teams that fail to arrive on time will forfeit their scheduled game and may be excluded from subsequent games at the discretion of the tournament director.

Safety and Equipment Requirements

- USA Hockey SafeSport protocol will be followed during the event.
- All players are required to wear neck guards.
- Teams should bring both dark and light jerseys for the games.

Game Format

- Each team is guaranteed four games, with each game lasting 20 minutes and played cross-ice (4v4 including goalies).
- Blue pucks will be provided for use during the games.
- A buzzer will sound every two minutes to signal line changes.
- No score will be kept for any game.
- The host association will operate the clock and music during the event.