

Roseville Thanksgiving Jamboree- Rules

General

- Teams listed first (Team 1 and Team 3) are the HOME team and should wear light jerseys if possible.
- Mite 3 and 8U games will be played half-ice, with the boards in the middle and nets going the long way, not cross-ice.
 - Teams listed FIRST (Team 1 and Team 2) will play on the EAST SIDE (closest to the ice entrance), and teams listed SECOND will play on the WEST SIDE (farthest from the ice entrance)
- All games will include a 3 minute warm-up, 2 26-minute run-time halves, and a 2 minute intermission.
- The jamboree will require 1 Coach from each team on ice to "referee". No more than (3) coaches may occupy a team's bench. Bench & on-ice coaches must have appropriate certifications including but not limited to: CEP, age-specific modules, background checks, and SafeSport
- Each player must wear an approved helmet with full protection including a chinstrap, face shield, and straps AND approved neck guards. Helmets must be worn when on the bench (Players/minors).

Mite 3/8U Rules

- Games will be played 4v4 with a goalie.
- The clock will go every 90 seconds for shift changes, players will play the puck where it ended.
- Penalties will be live penalty shots, where the player who drew the penalty will take the shot at half ice, being chased by the other players who will start on a knee. The chasing players cannot get up until the shooting player touches the puck. The puck is considered live once the shooter touches it, and play continues from there.
- Goalies can play the whole game or rotate at half-time.
- After each goal, there will be a faceoff at center ice.

Mite 4 Rules

- Games will be played at $\frac{3}{4}$ ice, meaning the boards will be pushed back to the far goal line. The net will be placed approximately 5 feet up from the boards.
- Games will be played 5v5 with a goalie.
- There will be no offsides or icing called.
- Players will change on the fly.
- Penalties will be live penalty shots, where the player who drew the penalty will take the shot at half ice, being chased by the other players who will start on a knee. The chasing players cannot get up until the shooting player touches the puck. The puck is considered live once the shooter touches it, and play continues from there.
- After each goal, there will be a faceoff at center ice.
- After the goalie freezes the puck, there will be a faceoff on that side of the ice.
- Goalies can play the whole game or rotate at half-time.