**NEW RULE:** THE MAXIMUM GOAL DIFFERENTIAL FOR ALL GAMES WILL BE **5. \*\***GOALS WILL NOT BE ADDED TO ANY TEAM’S SCORE THAT IS LEADING BY MORE THAN **5 GOALS.\*\*** Please note this jamboree is designed to give the participants a “FUN” experience without the “win at all cost” philosophy.

* The on-ice teams will consist of (4) Skaters and a Goaltender and will play 4 on 4. No roster max. Team discretion regarding 2F/2D or 3F/1D formations.
* All shifts will be **90-seconds** in duration and will change on the horn. No changing on the fly. When the horn blows, the lines will change, and the Referee will gather the puck and insert a second puck in a neutral zone on the ice and play will continue. There will be **NO** faceoffs between shifts.
* Faceoffs will only occur at the beginning of each game. When a goal is scored, the scoring team must clear the zone. The other team will receive possession. When the goalie freezes the puck, offensive players must clear the zone and defensive players will take the puck out.
* Games will consist of (1) running time period of 24 minutes, plus a 3-minute skate warmup with **NO PUCKS!!** A sportsmanship handshake will take place at center ice at the game's conclusion. It is **CRITICAL** that each team is ready to go when the game is scheduled to begin so that the Jamboree runs on schedule and that games are not cut short!
* All 8U teams will play 4 games with a 5th game being a possibility based on number of teams. All teams will play 3 “round robin” games with 4 team divisions. 4 teams will play in a 4-team playoff (1v4 and 2v3) depending on seeding.
* **Note: "The ice will be resurfaced at scheduled intervals to offer both a proper hockey environment as well as offer breaks for the athletes"**
* **Tournament Point System & TieBreakers**
* **3 Points for a WIN / 1 Point for a TIE / 0 Points for a LOSS**
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* **Tie Breaker Order**
* **1. Head to Head\***
* **2. Most Wins**
* **3. Least Goals Against**
* **4. Goal Differential (max of 5 per game)**
* **5. Goals For**
* **6. COIN FLIP (Let's Hope Not!)**
* **\*Head to Head ONLY applies when 2 teams are tied**