



Napane District Minor Hockey

U8 Jamboree

March 18th

Jamboree Rules and Regulations

1. This an OMHA sanctioned Jamboree. OMHA and OHF rules apply.
2. By entering this Jamboree, the coach or manager, on behalf of their team, releases the Napane District Minor Hockey Association (NDMHA), the Napane U8 Jamboree Committee and all officials, referees, sponsors, volunteers, arena staff and all concerned with the Jamboree from any and all liability of injury or accident which may be incurred by any player or team official while participating in coming to or going from the tournament.
3. Suspension rules used for the jamboree will be the same as found in the OMHA Manual of Operations. It is the offending team's responsibility to ensure that all tournament suspensions and carry-over suspensions are adhered to. Violations during the tournament will result in the forfeiture of the affected games.
4. The interpretation if all rules and regulations will be at the discretion of the Jamboree Committee and all decisions made by the Committee will be final. Absolutely no protests are permitted.
5. Each team may register a maximum of eighteen (18) players.
6. Each team is guaranteed a minimum of three (3) games.
7. A member of the coaching staff must report to the Jamboree office to complete a participant list prior to each game (see Appendix B). The participants list must include the name and number of each player, as well as all Team Officials who will be participating in that game. Only those players and coaches on the team's of approved rosters are eligible to participate.
8. Only carded persons are allowed on the bench. Each OMHA team must have a carded trainer. If a team shows up without a trainer they may request the use of the other team's trainer.
9. As teams will be sharing dressing room , **players are asked to show up as dressed as possible to the rink to avoid change room loitering.**
10. Jamboree games are played in a modified ice format (see Appendix A).
11. Games times are 44 minutes in length; two 22-minute "run time" periods. Shift length will be on a timed buzzer, every two minutes.
 - a. The Jamboree Chair reserves the right to adjust game times to maintain the jamboree schedule.
12. Each team is permitted one (1) rostered and approved Team Official on the ice for each game.
13. The lightweight (4 oz) blue puck will be used for all games. Pucks will be provided by the Jamboree Committee.
14. Boards will be used to divide the ice surface.



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15. Regulation size nets will be used for all games.
16. Games will be in a 4v4, or 5v5 format (not including goaltenders). The ultimate gameplay formation is determined and agreed upon by the coaches for each game, prior to the game.
17. Face-offs only occur to start the game and periods.
18. No scoring, standings, or statistics will be recorded.
19. No penalties, offsides, or icings will be called.
20. There will be no warmups prior to each game. **Teams are expected to be ready to go on the ice 15 minutes prior to their scheduled start time.** Failure to do so may result in shortened game lengths to maintain the Jamboree's set schedule.
21. There are **NO** timeouts, playoff rounds, overtime periods, or shootouts.
22. Parents and guests are the responsibility of the team. Inappropriate parent or guest behaviour towards the competing team, any children, officials, coaches, arena staff, Jamboree staff, OMHA staff and/or other parents may result in the expulsion of the team from the Jamboree.



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Appendix A – Modified Ice Layout

Half Ice: Two (2) Modified Games Two Half-ice modified-games run simultaneously. Teams share player benches and use one door each. Note: boards are used to divide the rink in this setup to keep pucks in their respective playing areas and reduce the chance of errant shots and players.



