

## **NFMHA NOVICE JAMBOREE**

### **\* COACHES CAN PICK UP PARTICIPATION AWARDS IMMEDIATELY AFTER YOUR FINAL GAME IN THE MEMORIAL ROOM \***

The Rules contained herein are subject to change prior to the start of the tournament. You are encouraged to ask the Jamboree Director for any rule change when you register for your first game.

1. All teams must have at least one (1) Certified Coach and one (1) Certified Trainer on the bench. They must be present throughout the entire game.
2. All teams must present an approved electronic roster and an approved travel permit two weeks before start date. Only teams sanctioned by Hockey Canada or USA Hockey will be eligible to participate. There will be NO EXCEPTIONS.
3. The team manager or coach must report to the Headquarters where their first scheduled game is at least one hour prior to their first game of the tournament. If the team has failed to provide their approved roster and travel permit as stated in Rule #2, they will have to produce their required documentation prior to their first game. If for any reason a team fails to produce their paperwork, they will be removed from Jamboree play and shall be reported to their governing body. In these cases, the team shall not be refunded any tournament fee.
4. Game start times shall remain flexible in that they may be moved forward or backward as circumstances dictate.
5. Visiting and Home teams must occupy the player bench and end assigned to them.
6. In the event of conflicting colours, the home team must change sweaters.
7. Only Jamboree Officials will be permitted in the timekeeper's bench. Team Officials are ONLY permitted in the player bench areas.
8. No one is permitted on the ice while ice-cleaning equipment/and or crew is on the ice.
9. The arena will assign change rooms. Teams are responsible for damage to a dressing room(s) and other arena facilities. Report any damage to a Jamboree Committee member before using the room. The Jamboree accepts no responsibility for loss or theft from dressing rooms.
10. Spectators are forbidden to enter the player's dressing room, player's bench area, penalty box area, timekeeper's box, or the Referee's change room. Spectators not abiding by this rule will be removed.

### **GAME FORMAT**

- Game Participation Lists must be filled out in the convenors room prior to each game.
- There will be a five (5) minute warm up prior to each game starting when the siren sounds for teams to go on the ice.
- Teams should consist of 16 Players and 2 Goalies. Teams will be split into two 9 Player groups, which will play the opposition at the same time (2 Games at the same time on a split rink).
- There will be one Referee for each split rink ice surface.
- Games will consist of two periods.
- Periods will be 22 minutes. At the end of the first period the visiting team will switch rinks and the second 22 Minute Period/Game will start.
- Games to run with one minute shifts, with the buzzer sounding at the end of each shift.
- Face-offs are used at the start of each game and, if applicable, each period.
- No scoring or standings are to be recorded.
- No penalties or offside/icing are to be called.