

PAHL 8U JAMBOREE GAME PLAY RULES

Pittsburgh Amateur Hockey League 2025-26



Jamboree Manpower: The base manpower for all games shall be 3-on-3 (plus goaltenders). The host association, with input from the participating teams, can increase the manpower to 4-on-4 in half-ice jamborees only, with considerations given to the skill level of the jamboree, the number of players available for each team, and the overall length of the jamboree.

- 1) The base manpower can be scheduled to change at a predetermined point of the jamboree, as established in advance by the host association.
- 2) All games taking place simultaneously on the ice surface shall concurrently use the same base manpower.

Jamboree Game Protocol: Each jamboree shall follow a standard protocol:

- 1) An on-ice warm-up period of 3 minutes shall occur prior to the first game, with each participating team provided a designated area for its warm-up.
- 2) Each game within the jamboree shall be no more than 20 minutes in length, as determined by the host association, under a running-clock format.
- 3) The buzzer shall sound every 60-90 seconds, as established by the host association, at which time the players shall rotate within each game.
- 4) There shall be a 2-minute, on-ice intermission between games.

Jamboree Player Rotations: The full manpower of players on the ice surface for each team shall be changed at each buzzer.

- 1) Playing time for skaters of each team should be as equal as possible.
- 2) Skaters shall not play consecutive shifts unless the team does not have enough players available to perform a full rotation, and under such circumstances, a player(s) remaining on the ice for consecutive shifts must first make contact his team's net during the line change.
- 3) Any team wishing to rotate goalies within a single jamboree shall plan for this rotation in a manner that avoids a delay to the jamboree.

Jamboree Gameplay: All of the following shall apply during jamboree games.

- 1) The score of a game shall not be kept by any method, posted to the scoreboard, nor communicated by any person.
- 2) Players exiting the ice surface at the conclusion of a shift shall not touch the play nor interfere with any player entering the ice. The On-Ice Official shall stop play if the puck is among several players entering/exiting the playing area and shall grant subsequent possession to either respective team.
- 3) A center ice face-off shall be conducted to start each period/game and to resume play after an injury stoppage, but no other face-offs shall be conducted while the clock is running.
- 4) The defending team shall be granted possession of the puck for stoppages in play – including saves and goals near nets, pucks no longer in motion near barriers, and pucks leaving the playing area – at which time all players of the attacking team shall retreat to its defending half of the ice.
- 5) Coaches shall assist in restoring the alignment of the barriers upon their displacement but shall not intervene or interfere with the game in any way.

Jamboree Penalties: An On-Ice Official shall immediately stop play within a game to assess a penalty upon an infraction by any player.

- 1) The penalized player shall go to the team bench, and the team shall play with one less than the base manpower until the players are rotated at the conclusion of the current shift.
- 2) There shall be no penalty time posted for any penalty.
- 3) No penalty shots shall be awarded, regardless of the infraction.
- 4) The non-penalized team shall start with possession of the puck when play resumes after the penalty.
- 5) Infractions of an elevated or serious nature that recklessly endangers an opponent – such as body checking, head contact, physical fouls, forceful stick play, etc. – shall be reported by an On-Ice Official to the head coach of the offending team, and the coaches of the team shall determine when – or if – the offending player is permitted to return to the jamboree.
- 6) Team coaches shall also determine when – or if – a player who incurs multiple penalties, repeatedly displays over-aggression, or exhibits a lack of emotional control within a jamboree is permitted to return to play.

Jamboree Injury Situations: The clock shall only be stopped during gameplay due to an injury in any of the concurrent games, at which time all games on the ice surface shall be paused.

- 1) The Off-Ice Official shall sound the buzzer three consecutive times at the injury stoppage to alert all teams on the ice.
- 2) A center ice face-off shall be conducted to resume each game once the injury situation has been addressed, and the game clock shall resume once each game has been restarted.