



WELCOME!
2026 District 10
SLP Mite Jamboree

Hosted by: The Spring Lake Park Youth Hockey Association
@ Fogerty Arena – Blaine, MN

Weekend at a Glance:

Friday, February 27th	<p>4:30 pm – Welcome Table/Check-in Table open (Front Lobby)</p> <p>5:10 pm – North rink games begin</p> <p>5:30 pm – South rink games begin</p> <p>**Vendors</p> <p><u>Onsite Apparel</u>: Custom apparel which includes tournament clothing/personalized T-shirts and sweatshirts.</p> <p><u>Rooster River</u>: Stylish, high quality hats that are perfect for any occasion.</p> <p>**CHUCK-A-PUCK available at all Friday games</p>
Saturday, February 28th	<p>7:30 am – Welcome Table/Check-in Table open</p> <p>8:00 am – North rink games begin</p> <p>8:40 am – South rink games begin</p> <p>11:30 am - Skills Competition: C Level North rink</p> <p>1:20 pm - Skills Competition: D Level South rink</p> <p>**Vendors onsite and open</p> <p>**CHUCK-A-PUCK available at all Saturday games</p>
Sunday, March 1st	<p>9:00 am - North rink games begin</p> <p>9:20am South rink - games begin</p> <p>**Player name announcement and skating through fog before game</p> <p>**Medals awarded after final game</p> <p>****Final day of Vendors onsite and open</p>

We would like to welcome you and remind you of a few Jamboree items:

- Prior to your team's first jamboree game, each team manager (or designated jamboree contact) is expected to sign-in at the jamboree *Check-In Table* in the MAIN LOBBY.
 - Upon sign-in, each team manager/coach will receive the swag bags for their team players
- Game schedules and locker room assignments will also be posted at the *Check-in Table* and also on the Fogerty Arena TV screen that you will see in the main lobby. Locker room attendants will be available at each rink to help direct teams to respective locker rooms and address questions. No cameras or cell phones are allowed in the team locker rooms.
- Before all **Sunday** games: player names will be announced before the game. Please line players up in roster order by number before the game at the main rink access door. Players will be expected to skate to, and stand on, the blue line for the National Anthem. Players may not remove their helmets for the National Anthem. We will have a staff member on hand helping, along with dispersing the fog from the fog machines.
- Medals will be awarded on Sunday to each player after the teams last game. Players may NOT remove their helmets to receive the medal. We request that the coaches help distribute the medals. This needs to be done to keep the players safe and to keep the remaining games on schedule. **NO PARENTS ON THE ICE** unless they are helping with the hockey boards.
- Teams are invited to take a quick team photo, on the ice, after all players have received their medals. Please exit the ice surface as quickly as possible so as to keep the remaining games on schedule. Coaches ONLY...**NO Parents on the ice to take photos.**
- See our SKILLS COMPETITION FORM to highlight the skills competition process information
- We will have hats, personalized clothing/jamboree t-shirts & concessions available on site all weekend. There will be a game of Chuck -A- Puck held on games taking place on Friday and Saturday.

New to 2026

- All teams will be given 1 MVP puck to be given to a player at the end of their last game. The coaches for each team will get to decide who is the MVP for the tournament. The coach will tell the announcer at the last game who is the MVP for their team and this will be announced to the crowd.

- A picture should be taken of the player and their puck and sent to 612-840-2109
 - This picture will be highlighted in the SLP Youth Hockey Association social media pages
 - Parents will be encouraged to post on social media and say #2026SLPMITEJAMBOREE

The 2026 SLP Mite Jamboree will be played in accordance of the following District 10 and Minnesota Hockey rules:

Definition of a Jamboree: Mite-level, low-key, full and equal participation event in a non-competitive environment. Scores will not be kept or posted.

- USA Hockey-certified officials will be used for all games
- A 4 oz. blue puck will be used for all D and C mite level games
- No score will be kept. No winner, no losers, no standings are allowed
- No statistics will be kept, such as shot on goal, saved goals, assists, time of possession, etc.
- Participation medals will be the same for all participants. No team awards or trophies are allowed during regular games - **(Skills Competition is separate)**
- All players must wear approved helmets and facemasks, and have mouth guards
- No more than four coaches will be allowed on the players bench during the games
- A two-minute warm-up will precede each game
- Each game will consist of two 16 min, running time periods. Length of 3rd period will be adjusted to fit 1 hour of ice-time. Sunday games will be reduced to 12 min game periods.

**Sundays game periods will be slightly shorter due to player name announcement and fog machine
- Each game will be played as 4 on 4, half-ice game
- C-level Mite teams are allowed to suit one goaltender in goaltender pads
- D-level Mite teams are not allowed to suit any goaltender in goaltender pads
- Line changes for the all level Mite teams will occur as indicated by a buzzer. After the line change, the play may continue “on the fly” at D-level. For C-level, after line changes the puck may be played “on-the-fly” without face-off, upon agreement of both head coaches.

- At the C and D Mite level, one coach is allowed on the ice for each team, at any given time. Teams may elect to not have an on-ice coach, if desired
- What to expect from Mite referees:
 - D/C level play: Refs will be dropping and retrieving pucks, maintain a safe hockey environment.
- All decisions made by the Referees and Jamboree officials are final

Thank you for participating in the 2026 SLP Mite Jamboree!

Jamboree Coordinator: John Sellner
Registration Coordinator: Kelsey Petterson
Mite Director: Mike Watts

Let's Play Hockey!