

## Sun Prairie Mite Gobbler Games Jamboree Rules



1. Players must be recognized by USA Hockey.
2. All teams are guaranteed THREE games.
3. Teams will register as Red, White, or Blue and be divided accordingly.
4. 8 team openings for each level (Red, White, Blue).
5. All Participants receive a medal after their final game.
6. All Teams must be ready fifteen minutes prior to their scheduled game time.
  - a. Game Details
    - i. Each Game is allotted 36 Minutes
      1. Warmups 2:00
      2. 1<sup>st</sup> Half 15:00
      3. Break 2:00
      4. 2<sup>nd</sup> Half 15:00
      5. Handshake 2:00
        - a. Total 36:00
    - ii. Teams will swap ends of the ice after break
    - iii. Games will be 4 v 4 plus goalies
    - iv. Half Ice
    - v. Blue Pucks (Warmup pucks will be provided)
    - vi. Intermediate Nets
    - vii. No Offside
    - viii. No Icing
    - ix. No Penalties
      1. If a misconduct does occur the referee will remind players of
        - a. No Checking
        - b. No Tripping
        - c. Don't hit the goalie when he's covering the puck
        - d. Etc.
      2. If the issue continues the referee will remove the player from the ice for the shift to be replaced by another skater. Severe or repeated poor behavior could result in the player being removed from the tournament at the referee's and/or tournament director's discretion.
7. Buzzer every 90 seconds for line change.
  - a. Depending on Bench Positions all skaters must skate behind their own net or around the Near Defensive Zone Face-Off Dot before playing the puck.
8. All Skaters must change, no double shifting.
  - a. In situations with only 6-7 skaters on a team; players can double shift with the following rules in place.
    - i. The player(s) staying on the ice after the buzzer still must go around their own net or face off dot
    - ii. Any player double shifting cannot be the first player to play the puck on a new shift
9. When a Goal is scored:
  - a. The team which gives up the goal must take the puck around (behind) their own net before they can attack.
  - b. The team that scored must "tap-up" by touching their own net or goalie before going back on defense.
10. When the Puck is covered by Goalie
  - a. The team on offense must retreat to center ice before playing the puck.
11. Official Score will be kept at the scorer's table (Penalty box)
12. During Pool Play play, division standing will be determined by points.
  - a. 2 points for each win, 1 point for each tie, and 0 points for a loss.
  - b. If there is a tie within the division, the tie breaker order will be: Head to head result, Fewest goals allowed, Coin toss
13. If the championship game is tied at the end of regulation, the game will be decided by a shootout. The shootout will consist of 3 different players from each team. The team with the most goals after the 3 players shoot wins the game. If the game is still tied, the shootout will continue until a team has won with each team having equal opportunities to score. Player cannot shoot twice until the whole team has had a chance to shoot.
14. Team must clean their locker room and any damage will be billed to the team that was responsible.