

Mini-Mite Gobbler Games Jamboree Rules

1. Players must be recognized by USA Hockey.
2. Registration is open to U6/ learn to play/Mini-Mite/etc. teams.
3. All Participants a participation medal after their final game.
4. All teams are guaranteed **THREE** games.
5. Final Schedule will be communicated when known.
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. Warm Ups 2:00
 2. 1st Half 15:00
 3. Break 2:00
 4. 2nd Half 15:00
 5. Handshake 2:00
 - a. Total 36:00
 - ii. Games will be 4 on 4 NO goalies
 - a. (Coaches discretion may be used with regard to number of players on each team)
 - iii. Cross Ice
 - iv. Blue Pucks (Warmup pucks are NOT provided, please plan accordingly)
 - v. Mini Nets
 - vi. All effort will be made to match teams with like ability (Red, White, Blue) Once you are registered the tournament director will reach out to you for more information included ability level.

1. 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
2. The ice will be divided using foam divider-pads. There will be 3 games being played simultaneously. The kids will use the pads as their "bench" during games.
3. There will 2 face offs (one before each period)
4. Each team can have up to 2 coaches on the ice, skating with the kids. Every Coach MUST be USA Hockey certified at a minimum of Level 1. CEP numbers must be included in the registration forms provided after registration. Coaches must also have their cards at the rink with them.
5. 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.
6. Team must clean their locker room and any damage will be billed to the team that was responsible.