

2024 Fond du Lac/Waupun Mite Jamboree

1. Games will be played 4 X 4
2. All games will be played with black pucks
3. Each level will play four games.
 - Blue level plays four games with no championship rounds
 - White level plays four round robin games (3 divisions). Top seed in each division advances to Semi final plus a wild card from one of the three divisions.
 - Red level plays 2 divisional round robin games (3 divisions). Top seed in each division advances to semi final plus a wild card form one of the three divisions. All other teams advance to 2 non-elimination games.
4. Red and White level games must have goalies in full pads. Blue goalies are allowed BUT teams must notify tournament director prior to tournament.
5. Blue Level Games will be played Cross Ice; while Red and White level games will be played half ice.
6. Blue level game will use "W" nets when a goalie isn't present; Red and White level games will use USA Hockey U8 Cross Ice nets (not full-size nets). Full size nets will not be used under any circumstance.
7. Games will be 3 periods, with each period being 12 minutes in length.
 - a. There will be a 2-minute warmup prior to the game.
 - b. The time in between periods will be 1 minute
8. Horn will sound every 90 seconds for shift change.
9. Red and white level games will have a referee on the ice. Blue will have refs when available.
 - A. Referee will be solely responsible for calling goals. A scorekeeper will be used to keep score.
 - B. Blue Division will have refs when available. Blue coaches need to bring skates and helmets for games.
 - C. At Red and White level one coach from each team can be on the ice to keep to the play moving and help enforce rules. Coaches can agree prior to the game to have one or no coaches on ice and let the ref handle play.
10. Score will be kept for Red and White level games only.

11. When entering the ice on a shift change, the players must skate around their net or dot (depending on location) before playing the puck; even if that means skating past the puck. If unequal areas are present, coaches can agree on new rules from shift changes.
 - a. If a player is double shifting, they must also go around their net or dot before playing the puck.
 - b. All levels will play "as it lies" on shift changes. This means players are to play puck from where it lies on previous shift but must tag up prior to playing puck.
12. When the goalie freezes the puck, the attacking team must retreat to center ice and wait until the defending team starting moving the puck up ice before attacking again.
 - a. The puck can be advanced as soon as the goalie uncovers it. The players are not required to take a frozen puck around their net.
13. After scoring a goal; Blue, players must retreat go around their own net. Red & White level skaters will have a face-off after each goal.
14. Blue Level: After getting scored on, the team must remove the puck from their net and go behind their net with the puck, prior to advancing forward.
15. Faceoff's will only take place at the start of each period and after goals.
16. Red and White level Inter-Divisional Tie Breakers: Total Points, Head-to-Head, Goals for divided by Goals Against (Capped), least goals allowed, Goals For divided by Goals against (uncapped), and then coin flip.
 - a. Cap goal differential per game is 15.
17. Red and White level Wild Card Tie Breakers: Total Points, Goals for divided by Goals Against (Capped), least goals allowed, goals for divided by goals against (uncapped) and then coin flip.

Coaches, we ask for your assistance in ensuring your team is following all rules. It's critical to fair play. Fond du Lac Blue Line Association strictly enforces a zero-tolerance policy for players, coaches, and spectators. Violation of the policy may result in, but is not limited to, removal from the property.