

Quinn's Cup Mite Jamboree Rules

January 19-21, 2024

JAMBOREE INFORMATION

- District 6 registered officials will be used for each game.
- Teams must be ready to play (15) minutes prior to scheduled game time.
- All games will be played at Braemar Ice Arena in Edina Minnesota.
- Ice will be resurfaced after each jamboree game, however the jamboree director reserves the right to alter the resurfacing schedule and make other decisions to keep games on the schedule.
- Gate fees for the jamboree were included in the registration fee, no entry fee for fans.
- The Edina Hockey Association and any of its affiliates assume no liability for personal injury to any participants during the tournament.
- Mouthguards must be worn by all players. Neck guards required for D6 teams per D6 rules and recommended for other teams.

JAMBOREE FORMAT

- The Quinn's Cup Boys Mite 3 Level will consist of 14 teams. Each team will play 3 different teams during the Jamboree for a total of 3 games each.
- The Quinn's Cup Boys Mite 4 will consist of 14 teams. Each Team will play 3 different teams during the Jamboree for a total of 3 games each.
- The Quinn's Cup Girls Mite 3 division will consist of 8 teams. Each team will play each of the other teams once during the Jamboree for a total of 3 games each.
- Each game will begin with a 4-minute warmup. Team rosters will be announced during warm-ups. Players will **not** skate to the blue line; the names will simply be announced during warm-ups to allow the jamboree to stay on schedule.
- Each Jamboree game will consist of 2 - 25 minute running time halves.
- There will be a 2-minute break between halves.
- No timeouts are allowed during any game for either team.,
- NO score or stats will be kept and no winner will be declared for any Jamboree game.
- Teams need to move off the ice quickly after each jamboree game to ensure that we stay on schedule.

GAME RULES

GENERAL

- Coaches: No coaches will be allowed on the ice during ANY game.
- Penalties: Penalties will be called as prescribed by the USA Hockey rule book. Play will be stopped...and the offending player must be replaced on the ice (no power-play).

INTERMEDIATES (M3)

- Off-Sides: We will allow +/- 3 feet on either side of the blue-line for the purposes of determining off-sides...unless an off-side player creates a scoring opportunity (immediate whistle).
- Icing: We will use the opposite blue-line (not the center red-line) for determining icing.
- Line changes: Line changes only on the 90-second buzzer. All players who plan to remain on the ice after the horn MUST tag-up to the team bench before playing the puck. If a player on the ice advances the puck AFTER the horn...an immediate whistle and face-off will be conducted at the spot of the infraction.

ADVANCED (M4)

- Off-side: Off-sides will be called exactly as prescribed by the USA Hockey rule book.
- Icing: Icing will be called exactly as prescribed by the USA Hockey rule book (center red line).
- Line changes: Change on-the-fly.

Note: The Jamboree Director shall have the discretion to alter the ice resurfacing schedule at any time during the jamboree. The 4-minute warm-ups prior to game start may have to be shortened if we are running behind. Teams should be ready to play 15 minutes prior to start time if ice is available.

JAMBOREE CONDUCT

All players, coaches, and spectators are expected to demonstrate good sportsmanship. Cheer on your teams but be respectful of the officials and the other teams and their fans. Coaches will be held responsible by the referees for the behavior of their fans. Jamboree officials will be monitoring each game. Spectator behavior complaints should be made to jamboree officials. Jamboree headquarters is located at the EHA room inside South Rink at Braemar Arena.