

The JAM Rules & Game Protocols

1. GAME FORMAT

- Games will be played 4 on 4 plus a goalie
- Faceoffs at a marked “center ice” location will start the game and second half.
- Teams will switch ends for the second half
- Ice cuts will take place approximately every two hours
- Warm-up will be 60-seconds with no pucks
- All games will use “Blue Pucks”
- Cross Ice
 - Three (3) cross ice rinks with half boards dividing them (Lobby End, Center Ice, Zamboni End)
 - 30-minute games (two (2) 15-minute running clock halves)
 - Buzzer every 60-seconds to signal a mandatory line change.
 - Intermediate nets will be used for all games
 - Endzone games - The designated “Home” team on the scoresheet will use the player bench for the game and will defend the stands side of the rink during the 1st half.
 - The designated “Away” team will use the auxiliary bench and defend the benches side of the rink during the 1st half.
 - Center Ice game will use the neutral zone end of each player bench.
 - The designated “Home” team will defend the stands side of the rink during the 1st half
- Half Ice
 - Two (2) half ice rinks with half boards dividing them (Lobby End, Zamboni End)
 - 36-minute games (two (2) 18-minute running clock halves)
 - Line changes will be on the fly (no buzzer)
 - Modified Regulation Nets (regulation width but only 3’ tall) for all games

2. GAME SUPERVISION

- Teams are permitted to have no more than three (3) coaches on the bench
 - Coaches must be USA Hockey certified
- The tournament will provide game officials and scorekeepers/clock operators for all games.
- All games will be officiated by one (1) certified USA Hockey youth official
- There will be an adult Mentor Official to oversee all games, monitor, encourage and assist youth Officials.
 - Mentor Officials have the ability to overturn a game officials call or make a call that the game official may have missed.
 - Please note: Mentor Officials are instructed not to do this unless the call in question is a blatant scoring opportunity or reckless/aggressive.
 - Mentor Officials will also monitor coach behavior towards youth players and officials.
- There will be no video review – All game results and calls are final.
 - This includes Live Barn, phone/camera footage.

3. FACILITY BEHAVIOR

- [USA Hockey Zero Tolerance Policy](#)
 - USA Hockey is committed to creating a safe and fair environment for all participants. Respect for the game, the opponents, coaches, and officials is a critical part of the environment that is created. All players coaches, officials, team officials, administrators and parents/spectators are required to maintain a sportsmanlike and educational atmosphere before, during and after all USA Hockey sanctioned games.
- All coaches are considered mentors and role models for the youth participants and are expected to conduct themselves with sportsmanship and dignity throughout the entire event both on and off the bench.
 - This includes behavior towards opposing team's coaches, players, game officials and spectators.
- Abuse of officials will not be tolerated. Any coach that is removed from a game, will not be permitted to return to the bench for the remainder of the event (all remaining games).
- Team managers are responsible for monitoring the behavior, emotions, and language of their teams' spectators.
- Only Team Managers and Head Coaches may talk to tournament staff about the event if they feel they have an issue needing discussed or clarified.
- Anyone being disruptive, vulgar, or aggressive will be removed from the facility and will not be permitted to return for the remainder of the event.
- No noise making devices may be used by spectators (cow bells, air horns, whistles, etc.)
- This is a family-friendly facility. Officials may eject any player or spectator for threatening, abusive, or excessively vulgar language. This includes vulgar gestures or body language.
- Alcohol is not permitted in the facility or surrounding parking lots.
- Tobacco products are not permitted to be used in any area of the facility, including on the ice
- Spectators or Coaches under the influence of alcohol/drugs will be asked to exit the premises immediately

4. GAME PROTOCOL & RULES

- A center ice line will be painted to divide the rink into halves after each ice cut. This line will be used for faceoffs and the "retreat" line after a goal or goalie cover
- Creases will be painted as well for net placement purposes only.
 - There are no "crease violations" but attacking players may not prevent an opposing goalie from playing their position by interfering with them.
- After a goal or goalie cover, the attacking team must all retreat behind the painted center line and allow the opposing team a reasonable amount of time to bring the puck forward.
 - This is not treated like delayed offsides. Once all players have retreated, teams may not reenter to pressure the puck until it is brought forward.
 - Too Many Players on the ice – There will be no penalties for too many players. Once the non-offending team does not have possession of the puck, a whistle will stop play, players will be sorted out and possession will be granted to the non-offending team.
 - If in the sole discretion of the officials a team intentionally plays with too many players on the ice (example: to preserve a lead in a close game) a penalty shot may be awarded in both Cross Ice and Half ice divisions even if the buzzer sounds to end the half/game.
- Cross Ice Line Changes - Line changes will be instigated by a buzzer every 60-seconds

- Players must immediately stop playing the puck and leave it at the sound of the buzzer.
 - Any shots that are taken after the buzzer that results in the puck going in the net will result in “no goal”. This will be treated like a goalie cover and the offending team must allow the other team to collect the puck and bring it forward.
 - Any playing of the puck after the buzzer that results in an advantage gained; play will be whistled and possession will be given to the non-offending team.
 - Please note: the buzzer indicates when players may no longer play the puck. A puck that has been legally played prior to the buzzer and is in motion at the time of the buzzer is considered live and may enter the net as a good goal.
- If the puck is properly left in place and no advantage is gained, the play will be live and the it will be a foot race to gain possession of the puck & continue play
- The new line of players may not step on the ice until the buzzer sounds.
 - Player bench doors must remain shut until the buzzer sounds.
 - a. After a warning, a bench minor may be called and a coach may be removed from the bench is the problem persists.
- Asymmetrical Line Changes – if a team is not changing a full line, the player remaining on the ice (double shifting) must come back to their team’s player bench door and “tag up” by tapping the boards near their door (directly to the left or right of the open door) with their stick before continuing play.
 - If a player continues play without “tagging up” it will be treated as illegal playing of the puck and possession will be given to the opposing team.
- Half Ice Line Changes – No buzzer, all changes will be made on the fly.
- Pulling a goalie: A team may only pull its goaltender with 3 minutes or less remaining in the final period.
- There are no timeouts
- If an injury occurs, game officials will alert the scorekeeper.
 - At this time the buzzer will sound and the clock will stop. All games must stop at this point.
- An UPMC Athletic Trainer will be on site for all games.

5. PENALTIES

- Cross Ice Games
 - When a penalty is called, play will be stopped when the offending team gets possession of the puck.
 - The offending player will be removed from play and sent to their bench without substitution.
 - Possession will be given to the non-offending team, and play will resume 4 on 3 until the next buzzer. At that time, a normal line change will occur and 4 on 4 will resume.
 - The offending player will not be required to miss any additional shifts.
 - Should penalties be taken by different players on the same shift, both players go to the bench, but the offending team may substitute for 1 of those players to keep a 4 on 3 situation. Under no circumstances should a team ever be left with less than 3 players on the ice.
- Half Ice games
 - When a penalty is called, play will be stopped when the offending team gets possession of the puck.
 - All minor penalties will result in a penalty shot

- Major Penalties will result in a game ejection & at the tournament directors discretion may be disqualified from the event.
- After all penalty shots, the puck is dead regardless of the result (Goal, goalie cover, rebound)
 - Shooters may only take one shot and cannot score on a rebound.
- The end of a penalty shot is treated like a goalie cover and all attacking players must be behind the retreat line to allow the opposing team to bring the puck forward.

6. REQUIRED FORMS & REGISTRATIONS

- All teams must be registered in the DaySmart portal (event registration) and sign the UPMC LSC Waiver.

7. ROSTERS

- All participants must be registered with USA Hockey
- Official USA Hockey Rosters must be submitted to the Tournament Director prior to the event
- A goalie in full goalie gear is required and will have full goalie privileges.
- Teams may rotate goaltenders or use the same player in net throughout the tournament in all divisions.
- Players may only be rostered for 1 team in the event.

8. STANDINGS & SCORING

- There will be an individual scoreboard for each game that will be updated in real time. Game clock on the main scoreboard will be used for all games.
- Total score will not be updated on the scoreboards if the differential is greater than 5 goals.
- Any forfeited game will be recorded as a 3-0 score
- No individual stats will be kept.
- Game Breakdown
 - Win = 2 points
 - Tie = 1 point
 - Loss = 0 points
- No Overtime or shootouts in Round Robin games
- Tournament Tie Breakers
 - Points
 - Head-to-Head (if applicable)
 - Most wins
 - Fewest Goals Against
 - Most Goals For
 - Goal Differential (Goals For/Goals Against)
 - Team that Registers First (DaySmart Registration Timestamp)
- Three or more teams tied
 - Head-to-Head is thrown out and not used, will follow the above criteria starting with “Most Wins”
 - The goal is to break the “Three or more teams” tied either by advancing one (1) team or eliminating one (1) team.

- Once one team is advanced or eliminated, the entire process starts over with the remaining tied teams (once the tie is reduced to only two (2) teams, head-to-head will be used)

9. JERSEYS & EQUIPMENT

- Teams must wear matching jerseys of the same color with numbers
 - Teams should bring both a light and dark set of matching jerseys
- Home Team will wear Dark & Away Team will wear light
 - If a team only has one jersey then their opponent should wear a contrasting color.
- Most importantly the players/teams need to be easily distinguished.
- All standard hockey equipment (including neck guards) must be worn for all games.
- Goaltenders must be in full goalie equipment (player skates and helmet are permitted)

10. PLAYOFFS & CHAMPIONSHIP GAMES

- All games will follow the same format as the round robin games.
- If a playoff game is tied at the end of regulation, there will be a 3-player shootout (no OT)
 - Designated "Away" team will shoot first
 - If still tied after the first 3 shooters, a head-to-head format will be used with each team getting 1 shot.
 - No players may repeat until one (1) team has used their entire roster. (once one team needs to repeat, the other team may begin to repeat shooter as well)