

Jamboree Dates:

• Friday, November 22, 2024

Saturday, November 23, 2024

Important Information

Divisions: U9

Guarantee: Four (4) games Guarantee

*** Souvenirs for ALL Participants ***

All registration must be completed ONLINE.

GAME LENGTHS

Jamboree

Warm-up 2 minutes

Game Time 2 Periods of 30 minutes Buzzer time set for 1 minute

Ice will be resurfaced after every Game or at the discretion of the arena convenor

Arenas

- Centennial Arena
- Exhibition Arena

Objective and Focus

A jamboree is designed to engage players in a fun environment and is the coming together of several teams who will play 4 games with the focus on skill instead of scores and standings. Games may or may not be competitive and the emphasis is on fun and fair play. Guelph PowerPlay Jamboree serve as a great way to meet other teams and play with players from other communities.

The setup of a Jamboree ensures that players get to play in an age-appropriate setting with a unique set of rules that ensure maximum ice time and enjoyment for all involved. Remember, this is a Jamboree and not a tournament. Everyone can be a winner if they are having fun.

The Committee will be contacting the registered contact person prior the start of the Jamboree to get a sense of the skill level each team are. The committee will attempt to match teams with the same level of skill. The committee will also their best to have teams play centers that are from different areas to provide the best experience possible.



Bring With You to Registration:

Travel permit/permission from your home association to attend.

Regular and affiliated players approved Hockey Canada (HC) or Hockey USA rosters/cards...

Hotel Accommodation

Hudson Travel Group is the exclusive travel partner for all tournaments hosted by Guelph Minor Hockey Association. One of the criteria of acceptance into our tournaments will be that your hotel accommodations have been secured through Hudson Travel Group. They have blocks put aside at all the participating host hotels so been sure to contact them early and secure your spot. We thank you in advance for your support.

THE JAMBOREE SETUP

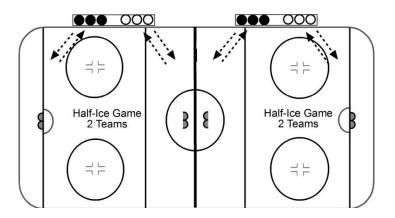
Half Ice: Two (2) Modified-Games

Two Half-ice modified-games run simultaneously. Teams will share player benches and use one door each.

Note: There will be boards or bumpers to divide the rink in this set-up to keep pucks in their respective playing areas and reduce the chance of errant shots.

There will be 2 referees on the ice with 1 referee responsible per side.

THE RINK SETUP





Scheduled game start times are approximate. Your team must be ready to play 15 minutes prior to the scheduled game time. There is very little extra time built into the schedule so you <u>must be ready to play 15 minutes prior to the scheduled game</u> time. Due to the nature of our scheduling, time restrictions will be enforced. Due to unforeseen circumstances the Guelph PowerPlay will not be held responsible for any last-minute changes in schedule including any cost that team's may occur.

GAME FORMAT

Jamboree is for player development and opportunity to play with different players therefore please remember it's about fun and development.

After the 1^{st} period the Visitors team (players only) are to switch side giving players the opportunity to play with other players from the home team.

Team Format:	Two Team Model	Game Format:	4 V 4 plus Goaltenders
Game Length:	Two 22 Minutes Halves (44 Mins)	Officials:	1 per game
Warm Up:	2 Minutes	Score Kept:	NO Score will be kept
Pucks:	Black (6 oz)	Benches:	Teams share benches

ICE WILL ONLY BE RESURFACED EVERY OTHER GAME OR AT THE DISCRETION OF THE ARENA CONVENOR

Coaching Staff and Participants

If an Incident occurs during a game the referees will be managing within OMHA and Hockey Canada rules and behaviour. The referees have the authorize to remove a player or coaching staff from the game and make recommendations to the Jamboree committee for further disciplinary actions. In addition, referees are obligated to report incidents through OMHA guidelines



ADMINISTRATION, RULES and POLICIES

Admission - NO GATE FEE

Eligibility

Only teams with approved Hockey Canada (HC) or Hockey USA rosters/cards will be permitted to play.

A maximum of seventeen (17) players may participate in any one game, with a maximum of 2 goalies

There shall be a maximum of six (6) team officials registered to any team. Only five (5) may go on the bench.

Affiliated players may participate only if listed on an approved Affiliated Players List.

Travel Permit. / Player Rosters

All teams must be prepare to present either the travel permit or their official player roster(s) at anytime during the tournament to the tournament convenor or committee.

General

Teams will play four (4) games. Please check your schedule to ensure it is accurate. You are guaranteed four games against different opponents. In the event of a conflict, please notify the Registrar as soon as possible.

This is a OMHA sanction Jamboree therefore OMHA jamboree guidelines will apply.

- At your first game team officials must present to the arena convenor both approved team
 roster and travel permits. There maybe other documents that are required to be filled out
 prior to first game.
 - a). **Approved team roster** approved by their (OMHA, Alliance, GTHL, NOHA, USA Hockey; etc) Governing Body.
 - b). **travel permit** or letter of permission from their local hockey organization must be presented to the Tournament officials prior to first game.
 - c). If teams do not have the proper approved player and team official documents the arena convenor will contact the tournament chair for additional instructions. If the team does not produce the necessary documents prior to the agreed upon time they may not continue in the jamboree and no refunds will be given out.
- 3. All players and coaching staff official registration documents (as outlined in 2-a) must be available for examination at any time during the course of the Tournament upon request by the tournament committee.
- 4. All players must wait until the ice machine is off the ice and the gate is closed before entering the ice pad. Player may be subject to suspension from the tournament for entering the ice pad early. Hockey Canada rules and OMHA regulations will govern all games with the following additional rules for the tournament operation.



Team association rules in effect for all equipment requirements – including mouthguards, and neckquards.

Home jerseys will be white (or lighter colour), if a colour conflict arises, the home team will be asked to wear their alternate set. IF the home team does not have an alternate set, the visiting team will be asked to wear their alternate set.

Dressing rooms are to be cleared, inspected and keys returned to the tournament office within 30 minutes of the game ending. The bench and dressing room is to be cleaned by departing team. Any damage found by arriving team is to be reported to the tournament office. Any damages that occur will be the responsibility of the team and bills for damages will be assessed and could result in the team being expelled from the balance of the tournament.

Due to variations in League rules, any player or coach under suspension entering the tournament is ineligible to participate in the tournament unless first cleared by the Tournament Committee.

The Jamboree Committee will not hear protests regarding a referee's decision.

Refund Policy

Refunds will be issued in form of a cheque.

Refunds will be issued after a written (email) request is made based upon the following:

Full refund less \$75.00 administration fee, for requests received 45 days before the first day of the tournament.

No refund will be given, for requests received within the 45 days before the first day of the tournament

Release from Liability

Acceptance of a team's entry releases the tournament committee and officials, the arena management and everyone connected with the tournament from all liability for injury or accident which may be incurred by a player, team official or spectator while attending or participating in the tournament.

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