

Kingston Canadians Tournament Series – Novice Jamboree

**Team Managers are asked to register their team 45 minutes prior to the start of their first tournament game.**

**RULES:**

1. Hockey Canada rules & OMHA regulations will govern all games with the following additional rules for the tournament operation.
2. Teams must register at the Tournament Headquarters (at each location) before their first game ***with their Official Team Roster and Travel Permit.***
3. All teams are guaranteed 4 games.
4. Only players on the approved roster are eligible to play in the tournament.
5. Teams must be prepared to play up to 15 minutes before their schedules start time.
6. 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.
7. The KAMHA Tournament Committee reserves the right to make decisions regarding interpretation of the rules, objections and protests. All decisions are final.
8. Team association rules in effect for all equipment requirements – including mouthguards and neckguards.
9. There will be no protests entertained on referee’s decisions. All other decisions on rules, protests and conduct will be made by the Tournament Committee and are final.
10. It is the responsibility of the coaches and team officials to ensure that there are 2 team officials ( or designated parents ) in the dressing room with the players at all times, from the time the players enter the room to the last player leaving.   Dressing rooms are to be cleared, inspected and keys left in the dressing room door 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.
11. Ice will be flooded after every other game.
12. The KAMHA allows the tournament photographer access to the penalty box to take photographs during play, the photographer assumes all liability.

**Game Format:**

* Two teams play a game utilizing the two halves of the ice with each team of 18 participants divided into two groups of 9
* Each team is required to dress two goaltenders, one for each half-ice game
* When the buzzer sounds to end the first period, the visiting team (2 groups of 9) will switch ends and benches (so each group plays each other)
* Nets: full-sized 6' x 4' hockey nets

**Playing Rules:**

* 4 vs. 4, plus one goaltender for each team
* Teams (2 groups of 9) share the same bench
* On Ice: barriers set up across centre red line, nets set up on the centre circle (circle line as the goal line) and opposing goal line
* Warm-up: 4-minutes
* Game Length: 44 minutes total, two 22 minute periods
* Running time, no score kept
* Shifts: 1 minute automatic buzzer to indicate the line change
* If there are fewer than four players on the bench, the active player(s) designated to remain out must tag up at the bench prior to continuing play
* Face-offs: 2 during the game, one to start the first period and one to start the second period
* No offsides or icing
* Change of Possession
* On a Goaltender save or freeze, the official blows the whistle to indicate to the attacking team to back off and the defending teams get possession
* On a goal, the team that scores will retreat. Referee blows whistle and points to the goal, the defending team gathers the puck and attacks
* Puck out of play – the offending team backs off and official gives non-offending team a new puck
* Penalties
* On a penalty, the referee raises their arm and blows the whistle signaling the change in puck possession. At the end of the shift, the referee informs the coach of the penalty called and the player it was assessed to. The offending player sits the next shift. Teams continue at even strength.