

# IP Jamboree Rules

1. Blue (4 oz) pucks will be used for all games. If a puck goes over the divider, a new puck will be given to the non-offending team to start the play.
2. Games will be 1/2 ice, 4v4, and will be 42 minutes in length (21mins per half). Teams will be divided in half by skill, with your top half players in Zone #1 and your bottom half players in Zone #2.
3. Coaches, please do your best to match up your lines evenly with the opposing team. Lines should be played 4v4 (but can be 5v5, if needed).
4. Line changes will be every 1.5 minutes on the buzzer. The game time will run continuously and will not be stopped on the buzzers.
5. The game will start with a face-off. No other face-offs will be permitted. When a line change occurs, the players on the ice will leave the puck where it is, and new players will simply play the puck where it lies.
6. After a goal the defending team will retrieve the puck out of their net and start play, the scoring team will retreat to their defensive end.
7. No goaltenders. Small nets will be used.
8. We require a minimum of 1 coach per team to be on the ice (one in each half) to officiate the gameplay. Can have a maximum of 2 coaches from each team on the ice during the game, one in each zone (can have total of 4 coaches on the full ice surface total)... the rest can work the bench. All coaches on the ice must be wearing skates and a CSA approved helmet.

## **ELKS Central Canada Tom Thumb Tournament**

February 27 - March 1, 2020

