



## Stillwater's Skate for the Roses U8 Level 4/3 Jamboree

Coaches, players and spectators must never verbally abuse an official from the bench, on the ice or from the stands. Anyone that is identified as doing such will be removed from the arena without question.

### **Location:**

Lumberyard Hockey & Sports Center  
1650 Washington Ave, Stillwater, MN 55082

### **GAMEPLAY: All rules are in accordance with D2 hockey**

- Gameplay is 4v4, plus a goalie
- There will be one on-ice official provided and no coaches on the ice.
- ● Games consist of 5-minute warmup, two 22 minute halves, and 1-minute intermission
- Please make sure teams are ready to go on time to stay on schedule
- No offsides or icing will be called
- Play is started with a face off at the beginning of first and second half.
- When a goal is scored, all players from the scoring team must leave the zone and tag up on the "tag up" line. All players must be tagged up at the same time before any attacking player re-enters the zone.
- When the goalie freezes the puck, the four offensive team players must leave the offensive zone and tag up on the "tag up" line. Each attacking player can tag up independently. Any player that does not tag up is ineligible to play the puck until the puck leaves the zone or the player leaves the zone. A player that starts outside the line may enter the offensive zone immediately.
- If the referee calls a penalty, Shooter lines up at the attacking blue line. All other players must line up at the far blue line and cannot leave until the shooter touches the puck.
  - If the player scores: follow rules above
  - If the player doesn't score: the puck will be played live
- A maximum of 10 goal differential is allowed. If the goal differential returns to 9, scoring will resume.

### **Mite 3 / Mite 4 Differences:**

#### Mite 3 Games:

- All line changes will be buzzed after 1min 30 secs **with no on-the-fly changes allowed.**
  - At the buzzer, players must leave the puck where it is and skate off the ice.
  - Penalty may be assessed if the puck is shot into the offensive zone after the buzzer by a player leaving the ice.

#### Mite 4 Games:

- All line changes will be **on-the-fly.**

### **SCORE REPORTING**

- Each game will have a game sheet that needs the final score and signatures from both coaches and the ref.
- Volunteer working the clock will return signed game sheet to the Lumberyard lounge

### **PROCEDURES:**

- Teams will receive 2 points for a win and 1 point for a tie.
- Pool tiebreakers are:
  - Goals Allowed
  - Coin Flip

**GOOD LUCK & HAVE FUN! PRACTICE GOOD SPORTSMANSHIP, ON THE ICE AND IN THE STANDS.**