



# JAMBOREE HOSTING GUIDE

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2019-2020

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<b>TABLE OF CONTENTS</b>	1
<b>Jamboree Sanction Process</b>	
Letter from Jamboree Chairperson	2
Jamboree Application and Hosting Responsibilities Checklist	3
<b>Jamboree Policies</b>	4
<b>Appendices</b>	
Appendix A – Setting Up the Rink	7
Appendix B – Game Participant List	8
Appendix C - Schedule Templates	9

## LETTER FROM JAMBOREE CHAIRPERSON

Thank you for your interest in hosting a Jamboree!

A jamboree is designed to engage players in a fun environment and is the coming together of several players who are then placed into teams. Games may or may not be competitive and the emphasis is on fun and fair play. The focus is on skill instead of scores and standings.

Jamborees are one of the easiest ways to help grow the game within your community. Get everyone involved – this is a true opportunity to showcase what your town or city is all about. Jamborees serve as a great way to meet and welcome new teams who you otherwise may not have the opportunity to play. Be proud of what your team and town has to offer.

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.

Please use this Jamboree guide as a reference for any questions you may have in regards to hosting.

Sincerely,

Jamboree Chair

## JAMBOREE APPLICATION AND HOSTING RESPONSIBILITIES CHECKLIST

### JAMBOREE APPLICATION CHECKLIST

- Jamboree Application is completed and submitted electronically using the Jamboree Application System via the OMHA Portal. Ensure the following are done:
  - All information on the application is completed.
  - Specify name of arenas to be utilized. **Do not indicate "various" or TBA.**
  - Pay Sanction Fees by credit card via the Portal at time of application submission or by mailing a cheque to the OMHA office.
  - Electronic submission indicates the authorization of the Centre President as per the checkbox when submitted.
  - WOAA CENTRES ONLY:** Payment must be by cheque forwarded to the WOAA office along with a printed copy of the Jamboree Sanction Application.

### JAMBOREE HOSTING RESPONSIBILITIES CHECKLIST

- The Jamboree Information Package will be sent to the Centre Contact by Purolator and a confirming e-mail which will include copies of all forms in electronic fillable format.
- Verify that the details of the Sanction Permit are correct. Additional copies may be printed from the Jamboree page in the Portal.
- At least 15 days (15) prior to the start of the jamboree forward the following to your **Regional Director:**
  - Jamboree Rules
  - List of Competing Teams
  - Invitation sent out (Invitational Jamborees)
  - Jamboree Schedule
- Display the Sanction Permit in a visible location in every Arena for the duration of the jamboree
- At the conclusion of the jamboree, forward the following to your **Regional Director:**
  - Travel Permits
  - Completed Game Sheets
  - Official Approved Team Rosters
- Complete and submit the Jamboree Reconciliation (or Cancellation if jamboree was cancelled) **online via the OMHA Portal within 30 days.**

## JAMBOREE POLICIES

- a) Jamborees are open to players on approved Initiation House League/Local League rosters and Tyke House League/Local League/Select rosters.
- b) Sanction fee for all Jamborees will be \$50.00.
  - i. For each inter-branch jamboree, the base sanction fee of \$50.00 shall apply plus a \$10.00 fee for each team from outside the host branch.
  - ii. For each international jamboree, the base sanction fee of \$50.00 shall apply plus \$50.00 per team (including teams from the USA) from outside Hockey Canada and \$10.00 per team from outside the host branch.
- c) Modified-Game Format:
  - i. Jamboree modified-games will be played in a Cross-Ice or Half-Ice format. Reference Appendix 'A' – Setting up the Rink.
  - ii. Prior to each modified-game, teams must complete a Game Participant List (see sample in Appendix 'B') indicating the name and number of each player as well as all Team Officials that will be participating in that modified-game. Only those players and Team Officials on the team's approved roster are eligible to participate.
  - iii. Shift Length shall be on a set time/buzzer system.
  - iv. No On-ice Officials are to be assigned for the Initiation division. One rostered and approved Team Official from each team will be on the ice during each game. One or two On-ice Officials may be assigned for the Tyke division.
  - v. The Lightweight (4 oz.) Blue Puck must be used.
  - vi. Boards/dividers/bumpers are recommended but not required.
  - vii. Small or modified nets are recommended but not required.
  - viii. May be four versus four (4V4), or, five versus five (5V5).
  - ix. Face-offs are used at the start of each game and, if applicable, each period.
  - x. No scoring or standings are to be recorded.
  - xi. No penalties or offside/icing are to be called.
  - xii. Scheduling – sample schedules have been provided in Appendix 'C'.
- d) All Jamboree sanctioning applications must be received in the OMHA office no later than thirty (30) days prior to the date(s) of the Jamboree. Applications for all Jamboree permits must be submitted for approval to the Executive Director, OMHA.
- e) Jamboree Host Centres may only accept applications to participate from teams that include an approved roster and Travel Permit from the team's applicable governing body.
- f) Jamborees may not take place prior to December 1<sup>st</sup> of the current hockey season.
- g) A Sanction Permit will be issued only to the Minor Hockey Association which is the recognized governing body in a Centre which is affiliated with the OMHA. All Jamboree

registration fees must be made payable to the Minor Hockey Association obtaining the OMHA sanctioning. The OMHA reserves the right to request a profit and loss statement from any OMHA Sanctioned Jamboree at the request of the OMHA Board. At least fifteen (15) days prior to the start of the Jamboree a copy of the Jamboree invitation, a list of the competing teams, a copy of the Jamboree Regulations and a Jamboree schedule must be submitted to the Regional Director.

- h) A Sanction Permit may be withdrawn from any Jamboree that accepts an entry from a team, or players that are under suspension or are not on an approved roster. Once the Sanction Permit is withdrawn, teams will not be allowed to play in the Non-Sanctioned Jamboree.
- i) A Centre hosting an OMHA Sanctioned Jamboree, once having received a completed application from a team, must notify, in writing, said team of acceptance or non-acceptance twenty (20) days prior to the commencement of the Jamboree. Should it be necessary to cancel a Jamboree, notification to all teams must be made twenty (20) days prior to the Jamboree date. A copy of the notification(s) must also be sent to the Regional Director in the area. Failure to do so may result in the Centre being subjected to disciplinary action and/or monetary action by the OMHA.
- j) The Travel Permit and approved roster for each participating team must be available for inspection by the Regional Director, or his designate, at any time during the Jamboree and be mailed to the Regional Director upon completion of the Jamboree.
- k) The Regional Director, or his designate, is responsible to visit his assigned Jamboree to ensure that the Jamboree is in compliance with the OMHA Jamboree Policies. The Centre's Jamboree Director must co-operate and comply with any request of the Regional Director or his designate.

## **PARTICIPATING POLICIES**

- a) OMHA affiliated teams or players must not take part in any Jamboree unless such Jamboree has a Sanction Permit from the association's governing body. Teams shall not participate in concurrent Jamborees. The Manager and Coach of teams participating in concurrent Jamborees, Non-Sanctioned Jamborees, or entering such Jamborees without written OMHA permission shall be suspended for eight (8) games or thirty (30) days whichever comes first.

- b) All teams must have approved electronic rosters prior to participation in OMHA Sanctioned Jamborees. A team in a Sanctioned Jamboree shall be permitted to use only those players whose eligibility is supported by the team's approved Hockey Canada roster.
- c) The Manager and Coach of any team having applied and being accepted in one or more concurrent Jamborees who fail to cancel their application for one (1) or more of the Jamborees at least twenty (20) days prior to the start of the Jamborees, will be automatically suspended for eight (8) league games or thirty (30) days of the playing season.

For the purpose of the Jamboree Policies, concurrent Jamborees are separate Jamborees in which some or all of the modified-games are played during the same time span.

- d) The Manager and Coach of any team once accepting an invitation to a Jamboree who fail to notify the Jamboree Director that they cannot meet their obligation to the Jamboree at least twenty (20) days before the Jamboree, or who withdraw during the Jamboree, will be suspended for eight (8) league games or thirty (30) days of the playing season.
- e) OMHA teams, players, Coaches, Managers or Trainers taking part in Non-Sanctioned Jamborees without permission will be subject to disciplinary action.
- f) Team Officials who fail to produce an approved electronic roster and allow a player to participate shall be suspended for a minimum of eight (8) league games or thirty (30) days whichever comes first.

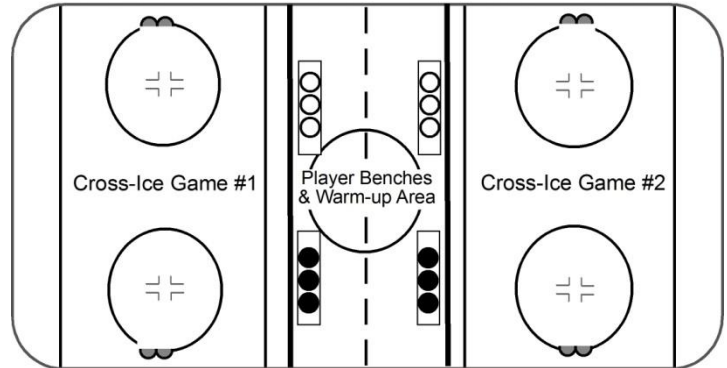
### **W.O.A.A. JAMBOREES**

- a) All Jamborees in the W.O.A.A. territory must be sanctioned by the OMHA. Jamboree applications must be forwarded to the OMHA through the W.O.A.A. Executive Administrator. W.O.A.A. approval must be obtained before the OMHA Executive Director can issue a permit. Sanction fees must be forwarded to the OMHA with the application.
- b) All Jamboree Game Participant Lists are to be forwarded directly to the W.O.A.A. Executive Administrator by the Jamboree Director within seven (7) days after completion of the Jamboree. A financial statement of income and disbursements must be forwarded to both the OMHA Executive Director and W.O.A.A. Executive Administrator along with all other schedules and team lists. Failure to comply with all Jamboree Regulations and all OMHA Regulations will result in refusal of future Jamboree Sanctions Permits and possible disciplinary action.

## APPENDIX 'A' – SETTING UP THE RINK

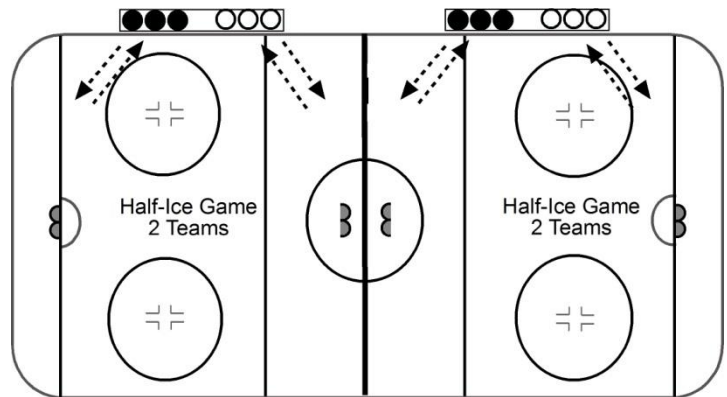
### Cross Ice: Two (2) Modified Games

Two Cross-ice modified-games run simultaneously.  
Neutral zone is set-up for the player benches.



### Half Ice: Two (2) Modified-Games

Two Half-ice modified-games run simultaneously.  
Teams would share player benches and use one door each.  
Note: recommend boards to divide the rink in this set-up to keep pucks in their respective playing areas and reduce the chance of errant shots.





## APPENDIX 'C' – SCHEDULE TEMPLATE

Eight (8) Teams

Two (2) Cross-Ice Modified-Games / 4 Teams on Ice

50-Minute Time Slot

### OPTION 1:

Three (3) modified-games per team, per day; three (3) hours playing time

Maximum 48-minute cross-ice modified-game; three (3)-minute buzzer

HR #	MGM#	TIME	HOME	VISITOR	RINK	DIVISION
1	1	9:00am-9:50am	TEAM 1	TEAM 2	1	A
	2	9:00am-9:50am	TEAM 3	TEAM 4	2	A
2	3	10:00am-10:50am	TEAM 5	TEAM 6	1	B
	4	10:00am-10:50am	TEAM 7	TEAM 8	2	B
3	5	11:00am-11:50am	TEAM 2	TEAM 3	1	A
	6	11:00am-11:50am	TEAM 4	TEAM 1	2	A
4	7	12:00pm-12:50pm	TEAM 6	TEAM 7	1	B
	8	12:00pm-12:50pm	TEAM 8	TEAM 5	2	B
5	9	1:00pm-1:50pm	TEAM 3	TEAM 1	1	A
	10	1:00pm-1:50pm	TEAM 2	TEAM 4	2	A
6	11	2:00pm-2:50pm	TEAM 7	TEAM 5	1	B
	12	2:00pm-2:50pm	TEAM 6	TEAM 8	2	B

**OPTION 2:**

Six (6) modified- games per team, per day; three (3) hours playing time

Maximum two (2) x 24-minute cross-ice modified-games; three (3)-minute buzzer

HR #	MGM#	TIME	HOME	VISITOR	RINK	DIVISION
1	1	9:00am-9:25am	TEAM 1	TEAM 2	1	A
	2		TEAM 3	TEAM 4	2	A
	3	9:25am-9:50am	TEAM 1	TEAM 3	1	A
	4		TEAM 2	TEAM 4	2	A

2	5	10:00am-10:25am	TEAM 5	TEAM 6	1	B
	6		TEAM 7	TEAM 8	2	B
	7	10:25am-10:50am	TEAM 5	TEAM 7	1	B
	8		TEAM 6	TEAM 8	2	B

3	9	11:00am-11:25am	TEAM 1	TEAM 4	1	A
	10		TEAM 2	TEAM 3	2	A
	11	11:25am-11:50am	TEAM 1	TEAM 3	1	A
	12		TEAM 2	TEAM 4	2	A

4	13	12:00pm-12:25pm	TEAM 5	TEAM 8	1	B
	14		TEAM 6	TEAM 7	2	B
	15	12:25pm-12:50pm	TEAM 5	TEAM 7	1	B
	16		TEAM 6	TEAM 8	2	B

5	13	1:00pm-1:15pm	TEAM 1	TEAM 2	1	A
	14		TEAM 3	TEAM 4	2	A
	15	1:15pm-1:30pm	TEAM 1	TEAM 4	1	A
	16		TEAM 2	TEAM 3	2	A

6	17	2:00pm-2:15pm	TEAM 5	TEAM 6	1	B
	18		TEAM 7	TEAM 8	2	B
	19	2:15pm-2:30pm	TEAM 5	TEAM 8	1	B
	20		TEAM 6	TEAM 7	2	B

**OPTION 3:**

Nine (9) modified-games per team, per day; three (3) hours playing time

Three (3) x 15-minute cross-ice modified-games; three (3)-minute buzzer

HR #	MGM#	TIME	HOME	VISITOR	RINK	DIVISION
1	1	9:00am-9:15am	TEAM 1	TEAM 2	1	A
	2		TEAM 3	TEAM 4	2	A
	3	9:15am-9:30am	TEAM 1	TEAM 3	1	A
	4		TEAM 2	TEAM 4	2	A
	5	9:30am-9:45am	TEAM 1	TEAM 4	1	A
	6		TEAM 2	TEAM 3	2	A

2	7	10:00am-10:15am	TEAM 5	TEAM 6	1	B
	8		TEAM 7	TEAM 8	2	B
	9	10:15am-10:30am	TEAM 5	TEAM 7	1	B
	10		TEAM 6	TEAM 8	2	B
	11	10:30am-10:45am	TEAM 5	TEAM 8	1	B
	12		TEAM 6	TEAM 7	2	B

3	13	11:00am-11:15am	TEAM 1	TEAM 2	1	A
	14		TEAM 3	TEAM 4	2	A
	15	11:15am-11:30am	TEAM 1	TEAM 3	1	A
	16		TEAM 2	TEAM 4	2	A
	17	11:30am-11:45am	TEAM 1	TEAM 4	1	A
	18		TEAM 2	TEAM 3	2	A

4	19	12:00pm-12:15pm	TEAM 5	TEAM 6	1	B
	20		TEAM 7	TEAM 8	2	B
	21	12:15pm-12:30pm	TEAM 5	TEAM 7	1	B
	22		TEAM 6	TEAM 8	2	B
	23	12:30pm-12:45pm	TEAM 5	TEAM 8	1	B
	24		TEAM 6	TEAM 7	2	B

5	13	1:00pm-1:15pm	TEAM 1	TEAM 2	1	A
	14		TEAM 3	TEAM 4	2	A
	15	1:15pm-1:30pm	TEAM 1	TEAM 3	1	A
	16		TEAM 2	TEAM 4	2	A
	17	1:30pm-1:45pm	TEAM 1	TEAM 4	1	A
	18		TEAM 2	TEAM 3	2	A

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HR #	MGM#	TIME	HOME	VISITOR	RINK	DIVISION
6	19	2:00pm-2:15pm	TEAM 5	TEAM 6	1	B
	20		TEAM 7	TEAM 8	2	B
	21	2:15pm-2:30pm	TEAM 5	TEAM 7	1	B
	22		TEAM 6	TEAM 8	2	B
	23	2:30pm-2:45pm	TEAM 5	TEAM 8	1	B
	24		TEAM 6	TEAM 7	2	B