CPMHA U9 JAMboree RULES & REGULATIONS

1. A team must give both verbal and written notification with a minimum of ten (10) days of their intent to withdraw from a tournament. (This withdrawal also must be due to UNAVOIDABLE circumstances HEO Rules & Regulations bylaw 11.1 (j).)
2. All Official Registrar/Player signed and approved Team Lists (and player cards where applicable) must be presented to our Tournament Convenor prior to your first game. (No All Star team selections).
3. Only players whose names appear on the players list provided by the team may participate in the tournament.
4. Each team must arrive at least 45 minutes before their scheduled starting time and be dressed and prepared to start the game 15 minutes early.
5. If for any reason the goaltender cannot continue to play, he must be replaced immediately by a substitute. No time will be allowed for the goaltender to repair his/her equipment or to dress a substitute goaltender.
6. No time-outs are permitted.
7. Opposing coaches will select player of the game awards at the end of every game. Players will line up at their respective blue lines and then shake hands after the player of the games are awarded. Timekeeper will have the player of the game award.
8. All rules as per HEO with Code of Discipline in effect.
9. House Tournaments: After 3 personal penalties, a player or team official will automatically be ejected from the game. (In the case of a double minor penalty Examples: Spear, Head Butt, etc as per Hockey Canada rule book the double minor only counts as one penalty. The double minor must be the same infraction. This is not to be confused with for example: a minor for Tripping and Interference during the same stoppage of play to the same player, as this is 2 separate penalties)
10. Neck guards are mandatory. Mouthguards are to be worn as per your district rules and regulations.
11. Any player who receives a fighting penalty will be expelled from the tournament.
12. HEO General Playing Rules will apply, 4 vs 4 player format and one goaltender for each team.
13. Game length – 50 minutes in total (2 minute warm up, 46 minutes post warm-up). Two 23-minute halves.
14. Shift length – 90 seconds in duration with an automatic buzzer or whistle sounding to indicate player change.
15. The clock continues to run through the 23-minute half. Players change on the fly at the buzzer or whistle.
16. Two face-offs during the game. The first face-off will start the game. The second face-off will start the second half.
17. There is no requirement that teams change ends.
18. Players must not go on to the ice until all arena staff have left the ice, and the Zamboni door has been closed. Coaching staff are to enter and exit the benches without stepping onto the ice surface.
19. Zero Tolerance: Taunting or berating of any players, staff or tournament volunteers will NOT be tolerated under any circumstances by parents, team officials or spectators.
20. Carleton Place Minor Hockey Tournament committee does not accept teams on a first-come, first-serve basis but follows a criteria aimed to bring in as many teams as possible from as many different Associations as possible.