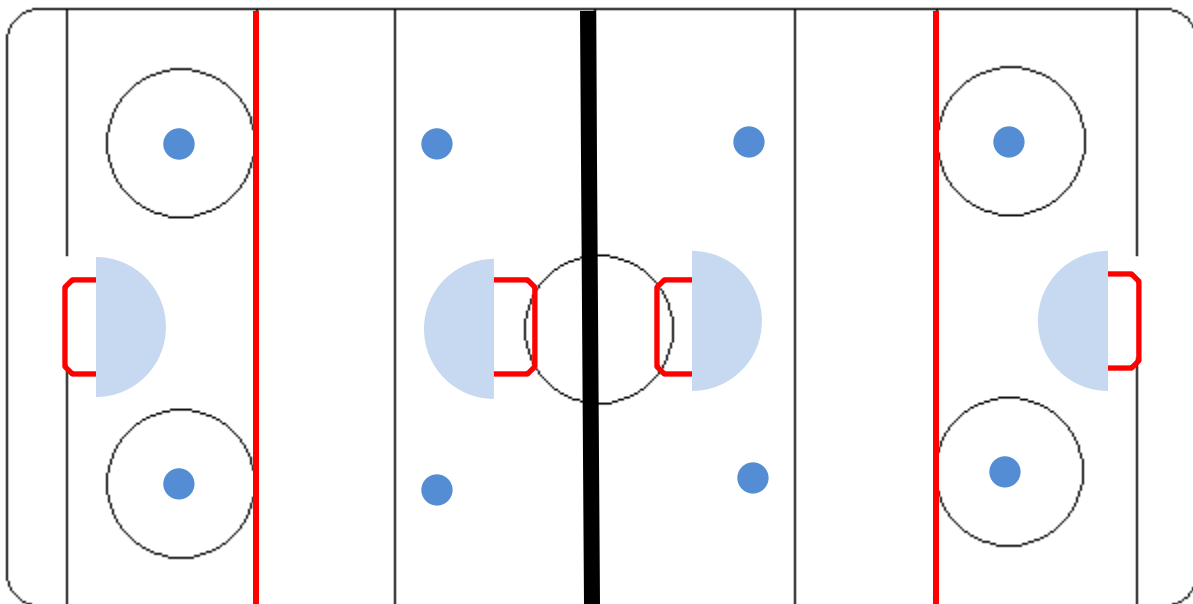


Ringette PEI U8 Jamboree Format 2019-20

Ice Setup

- The ice will be divided at center ice to make two ice surfaces. Where possible, a solid divider of some form used across the center ice line to stop the ring from traveling to the other side.
- Each net should be placed approximately four feet from the divider to allow some room for players to go behind the net and a crease should be marked or painted for the center ice nets. The existing crease should be used at both ends of the rink.
- If the association has access to the smaller nets, those should be used otherwise the full size nets will be used.



Teams

- There are 11 teams across PEI (5 Charlottetown, 1 Montague, 2 Rustico, 2 Souris & 1 Summerside)
- Where necessary teams may share players, borrow players from different teams or associations to ensure everyone has the opportunity to play. The goal is to get the players on the ice and have as many ring touches as possible
- Each team should have at least one bench coach and one on-ice coach during the games (on-ice coach can be optional once players get used to the process after a few jamborees)
- Players should wear their team jerseys
- Teams can place a player (in player gear) with a goalie stick in the net and alternate that person every goal or two or they can have a designated player be the goalie and wear goalie equipment. This will likely look different for every team.

Game play

- The games will be played with 4 skaters per team plus a goalie on the ice
- The remaining players will occupy the end of the bench their goalie is in (so both teams share one bench)
- The games will be 24 minutes long
- Every two minutes, the buzzer sounds, the clock is stopped and line change is made (the bench and on-ice coach need to facilitate this for a quick change). The clock will only be stopped for a maximum of 20 seconds. After the line change has happened or the 20 seconds has elapsed the clock will be started (with no buzzer). The referees will blow the whistle to start the game.
- Play will start with a player free pass from one of the faceoff dots to their teammate. The ring just needs to be passed off the dot to another player – the large circle does not matter.
- The team defending the end board net will use either of the dots in the circles and the center ice team will use either of the dots next to the blue line.
- On a free pass (to start a shift or after a goal) the opposing team must start on their half of the ringette line and can only cross the ringette line after the ring has been moved off of the dot.
- During game play, teammates must pass the ring over the ringette line
- On a goalie ring the opposing team must start on their half of the ringette line and can only cross the ringette line after the ring has been passed by the goalie.
- There will be no score kept

Officials

- One referee should be assigned to officiate each game (one at each end)
- Officials must call ringette line violations and goal crease violations. These violations will result in a free pass from the dot or a goalie ring.
- No penalties will be called, but dangerous play must be addressed and if it continues talk to the on-ice coach to deal with the player
- After a goal, ringette line violation, goal crease violation or when the line change buzzer sounds the official should set the ring on the closest dot (to the net their team is defending) for the team who will receive the ring. Once everyone is set (line change happened, opposing team is on their side of ringette line, etc.) the official blows the whistle to start play.

Jamboree Schedules

- It is anticipated that three hours of ice will be required and that each game will take 28 minutes which includes the 24 minutes of game time plus the 20 sec (max) stoppage between shifts.
- There will be a 5 minute buffer to allow for the teams on the ice to move to their next location (other end of the ice, change room, etc.)
- Once teams are in place, a short warm up can be held (with the on-ice coach) and then the games will begin promptly at the scheduled time.
- Arenas use either a 10 or 15 minute flood time. Seeing that we will not be flooding the ice for the ice rental, you will gain either 20 or 30 minutes on three hours of ice rental.

- Below is a template that each association can use to schedule the jamborees
- Because there are 11 teams, 5 teams will be required to play a game, sit a game and then play again while the remaining six teams will all play back to back games.
- For the template, a start time of 1:00 pm is used however each association can simply adjust for their start time.

Time	Jam Timing	Activity	Ice Surface 1		Ice Surface 2
1:00 pm	0 mins	Warm up	Team 1 vs Team 2		Team 3 vs Team 4
1:05 pm	5 mins	Start Game 1			
1:33 pm	33 min	Game over/ Warm up	Team 1 vs Team 5		Team 6 vs Team 7
1:38 pm	38 mins	Start Game 2			
2:06 pm	1 hr 6 mins	Game over/ Warm up	Team 3 vs Team 2		Team 4 vs Team 7
2:11 pm	1 hr 11 mins	Start Game 3			
2:39 pm	1 hr 39 mins	Game over/ Warm up	Team 5 vs Team 6		Team 8 vs Team 9
2:44 pm	1 hr 44 mins	Start Game 4			
3:12 pm	2 hrs 12 mins	Game over/ Warm up	Team 8 vs Team 11		Team 10 vs Team 9
3:17 pm	2 hrs 17 mins	Start Game 5			
3:45 pm	2 hrs 45 mins	Game over/Warmup	Team 10 vs Team 11		
3:50 pm	2 hrs 50 mins	Start Game 6			
4:18 pm	3 hrs 18 mins	Game over	Clear ice and remove barriers		

Change rooms

- If your arena has more than four change rooms per ice surface then you can likely manage this easily. If not, here is a suggested approach which then provides rooms B & C for the next rental afterwards because they would need to access those rooms around 3:50 pm for a 4:30 ice rental on our example schedule.
- Each team will share a change room with another team. Please be considerate of space
- We will assume that players arrive 20 minutes before their first game and will leave as quickly as possible after their games are finished
- If you have access to 5 change rooms, it is suggested you use the 5th room E in place of the second time room A is listed

Change Room	Team	Arrival time	Last game completed at	Team	Arrival Time	Last game completed at
A	1	12:40 pm	2:06 pm	2	12:40 pm	2:39 pm
B	3	12:40 pm	2:39 pm	4	12:40 pm	2:39 pm
C	5	1:13 pm	3:12 pm	6	1:13 pm	3:12 pm
D	7	1:13 pm	2:39 pm	8	2:19 pm	3:45 pm
A	9	2:19 pm	3:45 pm			
B	10	2:52 pm	4:18 pm	11	2:52 pm	4:18 pm