



Iroquois Falls Minor Hockey Association

P.O. Box 335

Iroquois Falls, ON

P0K 1G0

705-232-6377

www.iroquoisfallsminorhockey.ca

Iroquois Falls Minor Hockey **U9 Jamboree Invite**

December 7th, 2024

\$250 per team registration
4 – 24 minute games

Ideal Teams should consist of 8 players and 1 Goalie.
(4 on 4 Half Ice Format)

3 - Divisions based on skill
A, B and C group

Cheques can be made payable to **IFMHA** and mailed to
P.O. Box 335 Iroquois Falls, Ontario P0K 1G0
along with Registration Form.

**Free admission for all games and activities,
and prize for each registrant.**

**HOPE TO SEE YOU ALL AT THE
JUS JORDAN ARENA !!!**

For more Information or any questions please contact:
Miranda Nawroski at 705-465-3911 / Nawroski@outlook.com



Iroquois Falls Minor Hockey U9 Jamboree

December 7th, 2024

Jus Jordan Arena, Iroquois Falls

Dear Coaches/Managers,

IFMHA would like to invite you to our U9 Half Ice Jamboree December 7th, 2024.

We will be accepting a total of 12 teams for this event in three different divisions. IFMHA has 36 inch cross-ice boards that create an oval shape and split the ice in half. Attending our jamboree will benefit your players with maximum ice time and touches while keeping the feeling of real boards in the game. It will also allow for your teams to see how the half ice format is facilitated.

Team compositions for the Jamboree are recommended to be 8 players and 1 goalie to allow for maximum ice time. Teams may be built with less than 8 players or more if needed, depending on how many players an association has in their novice program. **You may mix players from various teams within your association to create teams for this jamboree format.**

The jamboree will offer 3 divisions that teams may register within. We hope to create the following divisions A (Rep), B (Weaker Rep/ Stronger House), C (House) and accept 4 teams per division (12 TEAMS MAX). If you register multiple teams into the same division, we ask that you balance out your teams to allow for all the teams to be balanced based on abilities. Please do not stack all your best players on one team and make a second team with all your lower ranked players and enroll them into the same division.

Example: You might be an A center and create two equal strength teams for the A division and the next best 8 players might be better suited for the B division. You might also be an B center and your top 8 players might be very talented, so you could sign them up for the A division while another team registers for the B division. A House center could have 8 kids who would do well in the A or B division and another team of 8 could be registered in the C division. Or a C center where one team of 8 could be B division and another team of 8 could be C division.

We ask that teams please use their knowledge of your players abilities to place them appropriately.

Format and Guidelines:

- Games will be 4 VS 4 with a goaltender
- Games will run for 24 minutes - the buzzer will sound after 1.5 minutes to allow for line changes.
- The ice surface will be split up into 2 sections with 4 teams of 8-12 players playing at the same time
- **Team compositions are recommended to be 8 players and 1 goalie to allow for maximum ice time.** Teams may be built with less than 8 players or more if needed, depending on how many players an association has in their novice program.
- Line matching vs the opposing team during the game is required. Example coordinate with opposing team to match their 1st line vs the other teams 1st line and 2nd line vs

2nd line to allow for balanced competition.

- Every team will play 4 games of 24 minutes total throughout the day Example: **Game 7** = 1vs3, 2vs4, 5vs7, 6vs8 **Game 8** = 1vs2, 3vs4, 5vs6, 7vs8
- The tournament fee is \$250 per team of 8-12 players.
- Tournament committee reserves the right to amend rules and adjust divisions to ensure fair game play.

Novice Jamboree Game Rules:

Ice Surface: Half-Ice

Lines: 4 on 4

Warm Up: 2 Minutes

Length: 24 Minutes per Game

Face-offs: Start of Game Only

Keep Score: YES

Standings: YES

Offsides: NO

Icings: NO

Line Changes: On the fly, every 1.5 Mins. Play Stops at buzzer and players leave puck where it is and go to the bench. Play resumes immediately as players take to the ice.

Puck out of Bounds: Offending team backs away, referee drops new puck to non offending team

Goaltender Save: Shooting team backs away on referee's whistle and goalie passes to own team.

Goal Scored: Referee blows whistle. Scoring team backs away, defending team removes puck from net and play continues.

Penalties: Referee indicates penalty, if offending team has puck, it is a change of possession. At the end of shift, referee notifies coach of offending player, who misses their following shift. Teams play at even strength.

For any questions please contact:

Miranda Nawroski at 705-465-3911 / Nawroski@outlook.com