



Belmont Minor Hockey Association

Belmont Arena - 14020 Belmont Rd, Belmont, ON N0L 1B1

Ranger Rumble U7 Jamboree - Rules, Regulations & Schedule

Jamboree Date: Nov 8th, 2024 - 9:00AM to 3:00PM

- 1) This is an OMHA sanctioned Jamboree. OMHA and OHF rules apply
- 2) By entering this Jamboree, the coach or manager, on behalf of their team, releases the Belmont Minor Hockey Association (BMHA), and all officials, referees, sponsors, volunteers, arena management and all concerned with the tournament from any and all liability of injury or accident which may be incurred by any player or team official while participating in coming to or going from the tournament.
- 3) Suspension rules used for the tournament will be the same as found in the OMHA Manual of Operations. It is the offending team's responsibility to ensure that all tournament suspensions and carry-over suspensions are adhered to. Violations during the tournament will result in the forfeiture of the affected games.

- 4) The interpretation of all rules and regulations will be at the discretion of the Jamboree Committee and all decisions made by the Committee will be final. Absolutely no protests are permitted.
- 5) Each team plays three (4) games. There are no finals.
- 6) Pinnies may be required from teams who do not have two different coloured jerseys. Please bring different colour pinnies or jerseys if you have them. BMHA can provide sets if not.
- 7) A member of the coaching staff must report to the Jamboree registration table to complete a participant list prior to each game (see Appendix B). The participant list must include the name and number of each player, as well as all Team Officials who will be participating in that game. Only those players and coaches on the team's approved roster are eligible to participate. This must then be handed back to the registration table following each game.

- 8) Only carded persons are allowed on the bench. Each OMHA team must have a carded trainer. If a team shows up without a trainer they may request the use of the other team's trainer.
- 9) Jamboree games are played in a modified ice format (see Appendix A).
- 10) Game times are 24 minutes in length; "run-time" periods. Shift length will be on a timed buzzer, every two minutes.

- 11) The lightweight (4 oz) blue puck will be used for all games. Pucks will be provided by the Jamboree Committee.

- 12) Boards/dividers will be used to divide the ice surface.
- 13) Small/modified nets will be used for all games.
- 14) Games will be in a 4v4 format (not including goaltenders). Goaltenders are urged to be fully dressed in proper goaltender equipment for each game.
- 15) Face-offs only occur to start the game and periods.
- 16) No scoring, standings, or statistics will be recorded.
- 17) There will be minimal warm ups prior to each game allowed pending the tournament schedule. Teams are expected to be ready to go on the ice 10 minutes prior to their scheduled start time. Failure to do so may result in shortened game lengths to maintain the Jamboree's set schedule.
- 18) There are NO time-outs, overtime periods, or shootouts.
- 19) Parents and guests are the responsibility of the team. Inappropriate parent or guest behaviour towards the competing team, any children, officials, coaches, arena staff, Jamboree staff, OMHA staff and/or other parents may result in the expulsion of the team from the tournament.

Appendix C - Teams and Schedule

TEAM #	TEAM NAME	DRESSING ROOM #
1	Belmont Blue	2
2	Belmont Green	2
3	Belmont Light Blue	3
4	Belmont Red	3
5	Lambeth White	4
6	Lambeth Dark	4
7	Mount Brydges Red	5
8	Mount Brydges Blue	5
9	Aylmer Black	6
10	Aylmer Red	6

TIME		WEST END	EAST END	Lunch
9:00AM	9:25AM	1 5	2 8	
9:30AM	9:55AM	3 7	4 6	
10:00AM	10:25AM	1 9	2 10	
FLOOD				
10:35AM	11:00AM	3 6	4 7	
11:05AM	11:30AM	5 8		11:15AM - 4, 6, 7
11:35AM	12:00PM	2 9		11:45AM - 1, 5, 8
FLOOD				
12:10PM	12:35PM	3 10		12:15AM - 2, 9
12:40PM	1:05PM	4 5		12:45AM - 3, 10
1:10PM	1:35PM	1 7	6 8	
FLOOD				
1:45PM	2:10PM	4 10	3 9	
2:15PM	2:40PM	1 8	2 5	
2:45PM	3:10PM	7 9	6 10	

Belmont Blue (1) 9:00 AM Lambeth 10:00 AM Aylmer 12:15 PM LUNCH 1:10 PM Brydges 2:15 PM Brydges	Belmont Green (2) 9:00 AM Brydges 10:00 AM Aylmer 11:35 AM Aylmer 12:15 PM LUNCH 2:15 PM Lambeth	Belmont Light Blue (3) 9:30 AM Brydges 10:35 AM Lambeth 12:10 AM Aylmer 12:45 PM LUNCH 1:45 PM Aylmer	Belmont Red (4) 9:30 AM Lambeth 10:35 AM Brydges 11:15 AM LUNCH 12:40 PM Lambeth 1:45 PM Aylmer
Lambeth White (5) 9:00 AM Belmont 11:05 AM Brydges 11:45 AM LUNCH 12:40 PM Belmont 2:15 PM Belmont	Lambeth Dark (6) 9:30 AM Belmont 10:35 AM Belmont 11:15 AM LUNCH 1:10 PM Brydges 2:45 PM Aylmer	Mt Brydges Red (7) 9:30 AM Belmont 10:35 AM Belmont 11:15 AM LUNCH 1:10 PM Belmont 2:45 PM Aylmer	
Mt Brydges Blue (8) 9:00 AM Belmont 11:05 AM Lambeth 11:45 AM LUNCH 1:10 PM Lambeth 2:15 PM Belmont	Aylmer Black (9) 10:00 AM Belmont 11:35 AM Belmont 12:15 PM LUNCH 1:45 PM Belmont 2:45 PM Brydges	Aylmer Red (10) 10:00 AM Belmont 12:10 PM Belmont 12:45 PM LUNCH 1:45 PM Belmont 2:45 PM Lambeth	

Appendix D - Lunch and Games

The arena concession stand will be open

Each coach will be given 4 player of the game tokens, redeemable at the concession stand for a free small slushy

Pizza lunch will be provided for all players in the upstairs arena hall

If there are any players with food allergies please let Lindsay Warren lwarren0725@gmail.com know prior t the Jamboree

Pizza will also be available for sale to all other non players - cash only sales

Dressing Room # 1 will be available for all coaches and volunteers to use. Complimentary coffee will be provided

A puck shooting game will be available for the kids upstairs. Rules are as follows:

KIDS/PARTICIPANTS * \$2 each play gets you 10 pucks

* The number of tagets hit gets you the same number of ballots to enter into the prize boxes

ADULTS * \$5 each play

* Fastest time to hit all targets will get the prize