

PAHL MITE JAMBOREE HOCKEY

APPROVED April 19, 2011

RECOMMENDED RULE PARAMETERS

The development and advancement of PAHL Mite Jamboree Hockey, within the member association's in house "practice" environment, and within the cross association events scheduled among PAHL member associations, is of paramount importance to the PAHL. Of utmost importance is building a flexible framework that provides member associations of all sizes the ability to create their individual programs such that they meet their members' needs based on the parameters within which they operate (such as, but not limited to, available ice time, association budgetary constraints, and number of players). Compliance is required and mandatory of all member associations. PAHL will monitor associations to ensure the growth and development of these programs as a league, to feed all other PAHL programs up the development pyramid, from Squirt to Midget, from entry level B teams to high level AA/Tier II teams.

ADMINISTRATION

- Member associations will be required to appoint a Mite ADM Director for their program. This will be the contact person for their program, along with the association President.
- PAHL will schedule bi-monthly mandatory meetings for all Mite ADM Directors. These meetings will be for the purposes of reporting, educating, and sharing information, and anything else that is necessary to further and maintain the PAHL Mite Jamboree Hockey structure.
- PAHL reserves the right to assign consequences/penalties/fines for non compliance (ie continuation of full ice competition for mites) with the Mite ADM Mandate within the league.

TEAM UNITS

- Team Unit Size: Range of 9 – 13, based on the USAH recommendation.
- Associations will assign their team units as best fits their group of mites via their association player evaluations. If the association has multiple team units it is recommended that differentiation of player by age and/or skill be considered.
- Associations will disclose how their team units were compiled (ie combination of skill levels; "major" vs "minor" skill levels; older birth year vs younger birth years) to facilitate scheduling of cross association Jamborees.
- Team units must be rostered through USAH as "Developmental". All players listed on continual rosters, no signatures required. Rosters must be submitted to PAHL to be entered into the player data base for future reference. As players are added through the

season, the supplemental rosters must be submitted as well. There is no deadline for roster changes.

- Players may be moved from one team unit to another as the association sees fit through the season.

JAMBOREE GAME PLAY

- PAHL will not rank team units or formally schedule Jamborees between associations. PAHL will devise and supervise a scheduling session in the beginning of the season for interested member associations to schedule cross Jamboree's with other member associations. This will permit associations to more properly match up their groups for cross ice competition and determine their own geographic travel circle. Associations will not be forced to schedule if they prefer to keep their program totally in house.
- Once cross association Jamborees are scheduled the following rules/guidelines will apply:
 - Host may determine if the team units will play 2 or 3 cross ice games at the same time.
 - Cross ice games may use goalies if available.
 - Cross ice games may use small nets if available.
 - Regular size nets are permissible as a substitute.
 - Cross ice games with a visiting association will require one EMT to be present at that ice pad, as in all PAHL cross association events.
 - Host associations may determine the usage of officials. Cross ice game play may be advantageous for training young officials if they are available to be scheduled. Otherwise, coaches may act in the role of dropping the puck to begin play and keep play moving when necessary.
 - Participating teams may determine whether to play 3 x 3 or 4 x 4, depending on the number and distribution of players available for a particular Jamboree session.
 - Cross ice games will run 12 minutes with a running clock and a buzzer every 90 seconds. At the end of the 12 minute period, the team units will switch and play a new cross ice game against a new team unit, with an approximate 2 minute break to allow teams to enter and exit playing areas.
 - Recommended ice slot is 70 – 90 minutes. Team units should be able to play 5 – 6 cross ice games within this time frame.
 - No scoresheets; no scoring on the scoreboard.
 - Jamborees will be scheduled from the beginning of November to the end of February.
- Associations may determine which and how many of their team units will participate in cross association Jamborees.
- Mite Jamborees may only be scheduled on weekends.
- No Mite preseason game play.
- No banners; no season champs; no playoffs.
- Every player that is rostered in a PAHL association Mite Jamboree hockey program will receive a “participation medal” at the end of the season.