



SFHL - 8U Jamboree – 2025-26 Guidelines for Play

Purpose of 8U hockey

To provide a fun, safe environment for all players involved while maximizing playing time and development, keeping in mind that the key factor to grow long term hockey players is fun. This is a NO Score-Keeping League with NO Stats to ensure that coaches, families, and players focus on the big picture of learning, growth, and fun. The adults involved (referees, coaches, managers, and parents) are responsible to create and uphold a positive culture that instills fair play, sportsmanship and always puts the player first.

Warm-ups

- Coaches are absolutely NOT permitted on the ice for warm-ups at any time
- For the first games of the jamboree, those four teams will be given a 2-minute warm-up period with pucks. For subsequent games, when a team is playing their first game of the day, that team only will be permitted to utilize the transition time immediately before their first game to warm-up WITH a maximum of three pucks.

Game Format:

- Games are Half Ice (red line down to goal line)
- Hard Boards across the Red line
- All games use 3ft x 4ft - 8U nets
- Blue pucks
- Individual Game Length:
 - jamborees with 4 teams will play 24-minute games, running time
 - jamborees with 5 to 8 teams will play 18-minute games, running time
- Buzzer every 90 seconds of play for players changes
- All games are 4v4 PLUS a goalie

Blue pucks and 3ft x 4ft nets are MANDATORY. The host organization is responsible for ensuring that blue pucks and 3ft x 4ft goals are used for the jamboree. Violations will be met with swift sanctions against the host organization and possible revocation of future jamborees.

JERSEYS

- Home team wears light jerseys, Away team wears dark jerseys.
- Coaches may coordinate with other teams and adjust if it makes sense to minimize jersey changes.

Faceoffs – Each game will begin with a faceoff at a location halfway between the two opposing goals and centered between the side boards.

Line Changes - when the 90 second buzzer sounds, players will change. The puck should be placed in a 50/50 corner before play starts. **No player should get a breakaway off a line change.** Referees may deem a faceoff if necessary (referee chooses appropriate neutral location).

Puck out of Play - referees should have extra BLUE puck in pocket to put in the nearest corner of play. If the referee does not have extra BLUE puck, they will retrieve the BLUE puck and put the BLUE puck into play at nearest corner to create a 50/50 battle.

On goalie covers - referees must command the offensive team to back off from goalie so the defensive team can get the puck from goalie. Defensive team should have at least 10 feet of clearance before the game resumes.

Penalties - will be called and the player that committed the infraction is removed from the ice for the remainder of the shift. The referee signals and blows down the play briefly and sends the player to the players' bench. Play should continue within a few seconds in a safe manner with the one team shorthanded (4v3) and the non-penalized team in possession of the puck. The next shift will resume at even strength. If two separate infractions occur the game can go to 4v2 for that shift.

USA Hockey states at the 8U level players need to begin to understand the following:

To stress the importance of two specific types of penalties:

1. Dangerous and reckless plays
 2. Rules violations that negate scoring chances
- Dangerous plays are defined as any play that endangers the safety of another player. At 8U level collisions will happen but any major stick infractions or dangerous body contact as stated above should be penalized.
 - In the clear scoring chances are defined by any player in the clear attempting to attack the other net for a breakaway and is tripped or hooked down or purposely impeded, a penalty is called.

While the above is to be stressed to the players, all types of infractions will be called in accordance with USA Hockey playing rules.

Major Penalties

- If a major penalty is assessed to a player, the player is removed for the remainder of the current game as well as the next jamboree game. If the major penalty is called during the last game of the jamboree, then the player must sit out the first game of the next jamboree.

If there is a no-show, all organizations should report this to the SFHL Commissioner immediately. Should an 8U team fail to show up for a scheduled jamboree for any reason, that team shall be fined \$2,500 and the Head Coach shall be suspended for three SFHL months (defined as September through February) from all SFHL teams.



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Addendum 1 (approved and added 9/22/24)

Emergency Goalie Procedure

If you know ahead of time that your team will be without a goalie for a jamboree, or if you are left without a goalie due to injury, illness, etc. for a jamboree, then your team has four options available to them. Those four options are listed below.

1. Dress One of Your Team's Players - have a player from your team dress and play as a goalie.
2. Request a Goalie from Your Organization - have a goalie from within your organization play for your team. This goalie MUST be from an equal or lower level (i.e. a goalie on an 8U-Black team can play for an 8U-Orange team BUT a goalie on an 8U-Orange team cannot play for an 8U-Black team).
3. Borrow a Goalie from Another Team in the same jamboree - If another team participating in the same jamboree as your team has a goalie that is not playing in your game or in the other game during the same time slot as your game, you may request permission from the coach of the goalie on the other team to allow that goalie to sub for your team. With approval from the other goalie's coach, that goalie can play for your team.
4. Play with 5 Skaters - If there are not any other goalies available, you will play the jamboree with 5 skaters and no goalie.