

FUN 1 JAMBOREE RULES 2026

Team Assignments

- *Home team will provide a volunteer timekeeper. Please have your volunteer arrive 10 minutes early to become familiar with the time clock functionality.*
- *Little nets and bumpers will be provided for FUN games.*
- *Home and Visting team will need volunteers to move the little nets and bumpers.*
- *Ice cleats are in the Zamboni area and available for use.*

Safety

- *First Aid: Each team is responsible for their own first aid.*
- *Band-Aids and a few ice packs will be available at the Jamboree HQ.*
- *Call 911 in the event of an emergency and advise the volunteers at the Jamboree HQ.*
- *AED units are available in the lobby near the concession stand.*

MUSTER STATIONS ARE DIRECTLY OUTSIDE THE ENTRANCE DOORS ACROSS THE PARKING LOT

MAKE NOTE OF THESE LOCATIONS IN THE EVENT OF AN EVACUATION.

FACILITY ADDRESS – Port Coquitlam Recreation Center: 2150 Wilson Avenue, Port Coquitlam

Bench Staff Duties

- *Coaches or Managers must check in at a minimum of 30 mins prior to game time.*
- *On the first day, collect your tournament box.*
- *On the Game Sheet:*
 - *Confirm rosters, player numbers, bench staff, dressing room number, jersey color.*
 - *We will still have game sheets for the Fun1 and Fun2 games for confirmation of rosters and bench staff.*
- *In the event of a jersey color conflict, the visiting team changes.*

Dressing Rooms

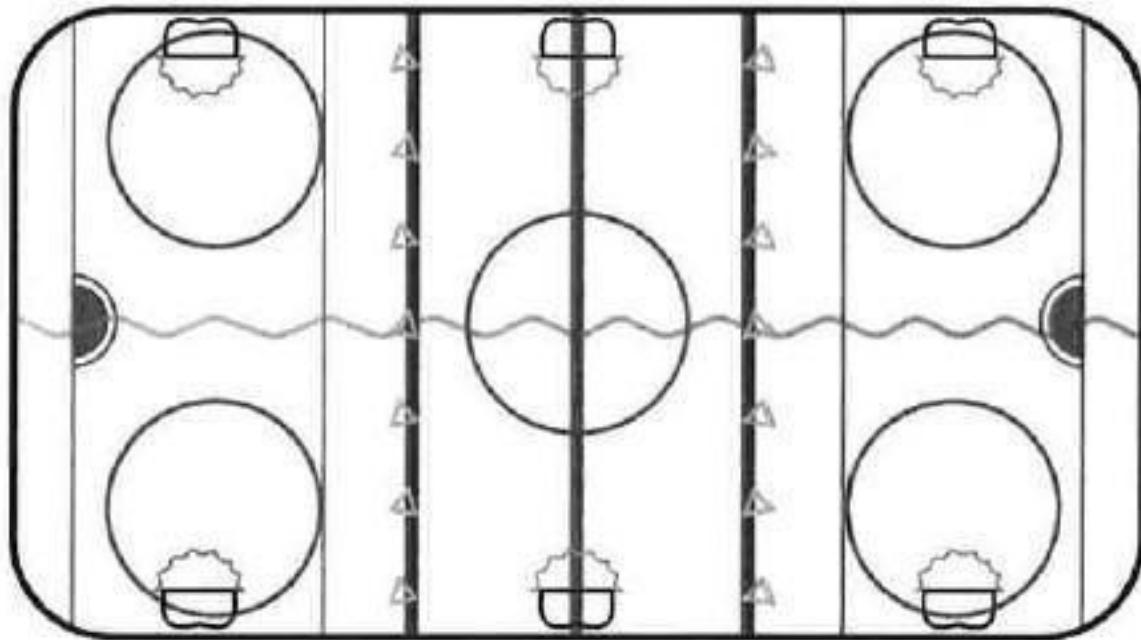
- *Only use the assigned dressing room & ensure you bring your own lock.*
- *Please vacate the Dressing rooms promptly to allow for the next group to arrive and prepare.*
- *As always, please ensure to leave a tidy dressing room.*

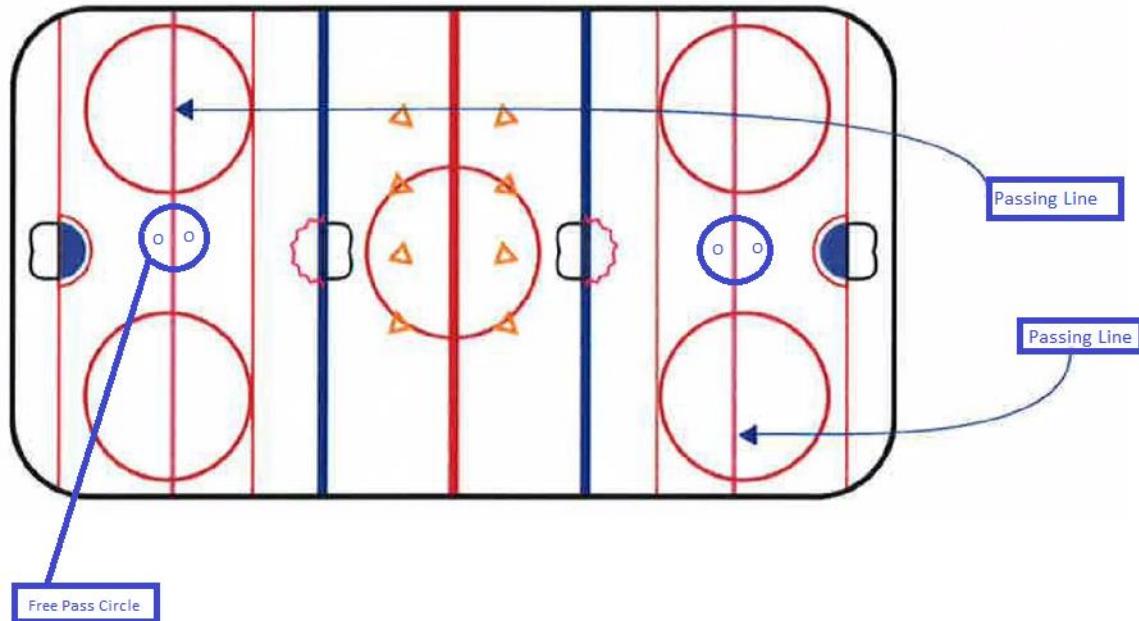
FUNdamentals 1

- *The FUN 1 game format is cross-ice play. Two mini games can be played simultaneously at either end of the ice surface.*
- *To help keep the tournament schedule on track, teams should be ready to play 10 minutes before their scheduled game time and exit to the dressing room promptly after each game.*
- *If the teams playing each other are large enough they are encouraged to play two mini games simultaneously.*
- *Note: Please ensure you do not leave any valuable belongings in the dressing room; dressing room doors will not be locked for you.*

Line Markings

- *Games can be played in each of the two end zones; the middle zone can be used for other activities.*
- *Cones or bumper pads will be provided to divide the various sections of the ice.*
- *Passing Line (Blue Line): Enforcement at coach discretion.*
- *One (1) passing line will be hand drawn for each game. Line is drawn halfway between the two nets.*
- *Goalie Crease: hand drawn in front of both nets*
- *Free Play Line: is not used at FUNdamentals 1*
- *Jagged line indicates the hand drawn creases and blue line (passing line).*





Game Play

- A timekeeper is required to keep track and buzz every 2 minutes for shift change.
- All games will have a 5-minute warm up prior to the start of a game and a 2-minute break in between periods.
- Games will consist of two 16 minute running time periods with a buzzer every 2 minutes for line changes. The time clock stops for line changes or an on ice injury.
- Coach discretion to lengthen or shorten the second period to ensure game play continues for the entire 60min ice time. Coach discretion to shorten formal game play and move to informal fun activities depending on age/skill/attention level of players.
- The score will not be kept and a Ringette BC game sheet is not required. However, each team must sign in before each game.
- Player substitutions will occur on a buzzer every two minutes. Coaches will rotate their waiting skaters during ringette game play as needed. The waiting skaters can use center ice (near red line) to wait for their time to be rotated into the ringette game by their coach.
- Each game will have two on ice coaches (one coach per team) or additional at coach discretion.
- Game is 3 vs. 3 with a goalie in net (4 players per team) or 4 v 4 with a goalie in net (5 players per team).
- Goalie uses a goalie stick only and rotates players on the buzzer.
- Teams do not change ends and use the same net in both periods.

Starting Play

- *A coach will toss the ring into play to start play at the beginning of each period or shift, after each goal, and after any stoppage in play (violation, out of bound ring, safety etc.)*
- *When a goalie makes a save, the goalie will throw the ring back into play. No five count, coaches can support with pass making decisions.*
- *The coach can help the goalie pick up the ring if needed, and can throw the ring in if necessary.*

Rules Governing Play

- *No Referees. Coaches from each team will participate to maintain game flow and ensure athlete safety.*
- *Penalties: Play is stopped for dangerous or rough play. Reason for stoppage must be explained to the player. There is no advantage or change in possession.*
- *Out of Bound Rings: Players should be taught to stay inside the boundaries. If a player or the ring goes out of bounds, play is immediately stopped. A coach will retrieve the ring and toss it back into play.*
- *Goal allowance per player: coaches will encourage players to make two passes before shooting if they have scored 3 goals.*
- *Crease violations: Play is stopped for crease violations if a player does not make an effort to stay out of the crease while they have the ring or while they are defending. Play continues if there is intent to avoid entering the crease.*
- *When play is stopped for a crease violation, the ring is given to the Goalie for a goalie ring.*
- *All other game play rules will follow the Ringette BC FUN 1 Ringette Manual: [Childrens-Ringette-Jamboree-Guidelines-and-Technical-Package-v1.2-11.6.2018.pdf](#) (click link to access 7 page manual)*

