

U10 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.*
- *Visiting Team will provide a volunteer scorekeeper. Please have your volunteer pick up the game sheet from the tournament table 10 minutes prior to the game. The scorekeeper will return the game sheet to the tournament table after the game once the officials have signed it.*

Safety

- *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.*

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.*

U10

- *The U10 game format is full ice with regulation-sized nets.*
- *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.*
- *Note: Please ensure you do not leave any valuable belongings in the dressing room; dressing room doors will be locked at the discretion of each team (Teams to supply their own lock and keys).*

Game Play

- *Game play falls under Ringette Canada Rules.*
- *Games will consist of two 18 minute stop time periods. All games will have a 4-minute warm up prior to the start of a game and a 2-minute break in between periods.*
- *The posted score will not reflect more than a five (5) goal spread and a Ringette BC game sheet is required. The 10 point rule is in effect during the Jamboree, a max of a 10 goal spread will be allowed.*
- *Bench staff are required to sign in at the tournament table 30 mins ahead of each game to confirm roster and note Captains/Alternates, Goalie(s), add jersey color – note the visiting team is required to change jerseys in the event of a color conflict.*
- *Goal allowance per player: Three (3) goal maximum.*