



# Jamboree Guide



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# Introduction

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## Purpose:

Ringette contributes to developing the physical literacy of participants using modified games and activities inspired by Ringette to teach fundamental movement skills associated with skating the foundational games associated with invasion games. Jamboree's provide a platform for participants to test these skills in a semi-structured, competitive environment with participants of comparable skill level.

As participants exit Children's Ringette (U12) they should have developed a strong connection to ringette with the motivation, confidence, physical competence, knowledge and understanding to be able to:

- Enjoy recreational or competitive Ringette for Life
- Pursue and enjoy other sports and physical activity for life
- Pursue excellence in ringette or another sport at a provincial, national and international level should they so choose.

## Guiding Principles:

These guiding principles represent the ideals of how Children's Ringette is intended to be played and experienced. They served as a guide when developing and designing this Jamboree guide as well as the over-all programming of Children's Ringette.

The following **Ringette Canada Guiding Principles** were emphasized during development:

1. Ringette experiences are meaningful for all participants and teams from the beginning to the end of each season.
2. Ringette is always a fun, positive experience.
3. Every ringette participant, coach, official, volunteer and administrator has an opportunity to improve.
4. Competition reflects the True Sport Principles and the values of Ringette Canada.

The following **True Sport Principles** were emphasized during development:

**Go for It** : Rise to the challenge - always strive for excellence. Discover how good you can be.

**Play Fair** : Play honestly - obey both the letter and spirit of the rules. Winning is only meaningful when competition is fair.

**Respect Others** : Show respect for everyone involved in creating your sporting experience, both on and off the field. Win with dignity and lose with grace.

**Keep it Fun**: Find the joy of sport. Keep a positive attitude both on and off the field. **Stay Healthy** : Place physical and mental health above all other considerations - avoid unsafe activities. Respect your body and keep in shape.

**Include Everyone** : Share sport with others. Ensure everyone has a place to play.

**Give Back** : Find ways to show your appreciation for the community that supports your sport and helps make it possible.

**\*We encourage all Jamborees to be declared True Sport events.\***

# Program Progressions

Developmental Stage:	Age:	Description:
FUN 1 (Fundamentals 1)	U6, U7, U8	Children in this stage may have never played ringette before, have limited skating ability and wish to learn the sport of ringette.
FUN 2 (Fundamentals 2)	U7, U8, U9	Children in this stage may have never played ringette before, has defined skating ability and wish to learn the sport of ringette.
FUN 3 / LEARN 1 (Fundamentals 3 / Learn to Train 1)	U9, U10	Children in this stage may have never played ringette before, can skate forward and wish to learn the sport of ringette.
LEARN 2 (Learn to Train 2)	U10	Children in this stage have likely played ringette before, can skate forward and backward and wish to learn the sport of ringette.

\* This is what is considered the progression in an ideal state. Some Local and Provincial Ringette Associations may need to combine stages to make their programs viable \*

# The Jamboree

A Jamboree can be organized in many different ways, however they must follow the parameters set in the developmental game format chart below.

Progression:	Game Format:	Team Size:	Game Duration:	Ice Size & Markings:	Player Positions:	Goal Crease:	Nets:
<b>FUN 1</b>	- 3v3 or 4v4; - No Score Kept	12 players (Divide into groups of 3 or 4)	15-20 minutes; all players playing.	1/3 ice (width wise) - No Passing Lines	- No Goalies. - No Positions	None; or fun shape to increase awareness of goalie crease.	Pylons approx. 1 meter apart or mini nets
<b>FUN 2</b>	- 4v4 or 5v5 (including a rotating goalie) - No Score Kept	12 players (Divide into groups of 4 or 5)	30 minutes; 2-3 minute shift length.	1/2 ice (red line to boards) - Create 1 passing line (about half)	- Goalie's rotate using Goalie Stick Only. - No other positions.	use ice markings for one end and paint one (approximately 1.8m radius) approximately 1.5m from the centre line.	Reduced size nets
<b>FUN 3 / LEARN 1</b>	- 5v5 (including goalie) - No Score Kept	12 players (Divide into groups of 4 or 5)	30 minutes; 2-3 minute shift length.	1/2 ice (red line to boards) - Create 2 passing lines	- Goalie's rotate using Goalie Stick Only. - No other positions.	use ice markings for one end and paint one (approximately 1.8m radius) approximately 1.5m from the centre line.	Reduced size nets
<b>LEARN 2</b>	- 5v5 (including goalie) - Score is kept	12 players (Divide into groups of 4 or 5)	30 minutes; 2-3 minute shift length.	1/2 ice (red line to boards) - Create 2 passing lines	- Goalie's rotate using Goalie Stick Only. - Forward & Defense introduced.	use ice markings for one end and paint one (approximately 1.8m radius) approximately 1.5m from the centre line.	Reduced size nets

## Additional Game Elements:

### Start of Game:

- Rock, Paper, Scissor to determine which team starts with the ring
- The winning team starts with the ring in their circle
- Defending team retreats to their half of the ice surface
- Defending team retreats to their half of the ice surface

### After a Goal:

- Coach gives to ring to a player who must pass to a teammate
- Create parameters so that all players touch the ring on each shift.

- Defending team retreats to their half of the ice surface

### Playtime and Shifts:

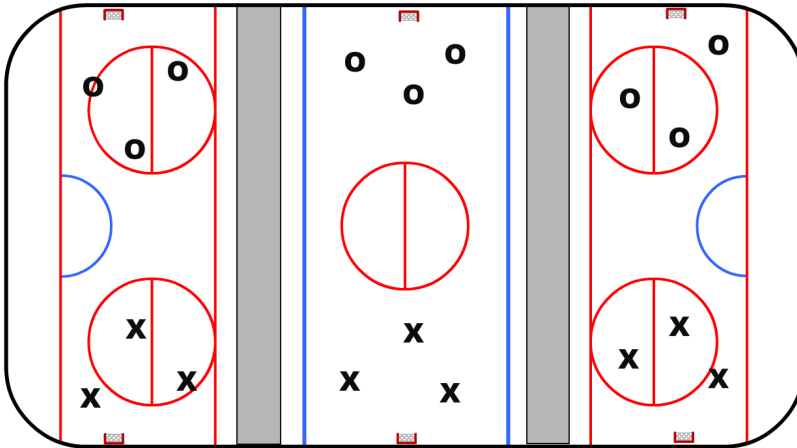
- All players receive equal playing time
- Shift change occurs every 2-3 minutes

### Coaching Notes

- Create parameters so that all players touch the ring on each shift.

# Cross-Ice Games

Cross-ice games were intended to be a set-up and step back environment, to allow all players the chance to do their best in a no pressure environment, get creative with their abilities and have fun!



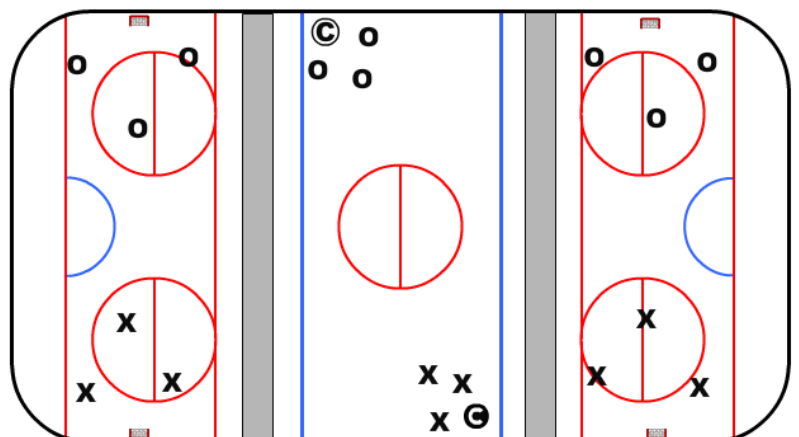
The shaded grey area indicates a “buffer zone” to try and limit collisions and cross game mix-ups.

## Cross-Ice Game Logistics:

1. There are no formal rules at this stage.
2. Games are played running time to a max of 20 minutes of game time.
3. Games are played 3 on 3 (or 3 on 4, or 4 on 4, depending on the numbers of participants and circumstances of each team.)
4. The nets are set using 2 pylons or mini-nets. There is no requirement for a crease, however you can draw a fun shape in the typical crease area to increase crease awareness.
5. There are no goalies at this stage.
6. Groups rotate every 5—7 minutes in a clockwise rotation so that every group of players plays against each other.
7. There is no score kept
8. There are no team standings.

## Ice Format Variation:

Instead of running 3 games at the same time, you can take one game out and run a few development stations or fun games in this space. As groups rotate through the ice they will all get a turn playing the cross-ice game and taking





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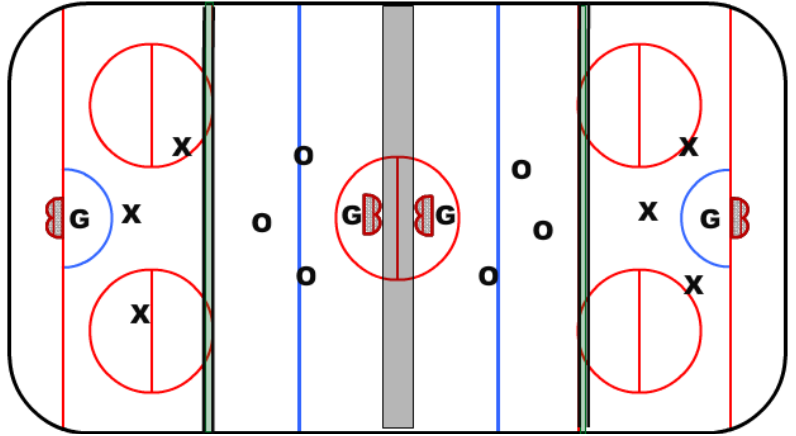
# Half-Ice Games

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Half-ice games were intended to be a progression up from Cross-ice games. These games begin to add game concepts, rules and positions.

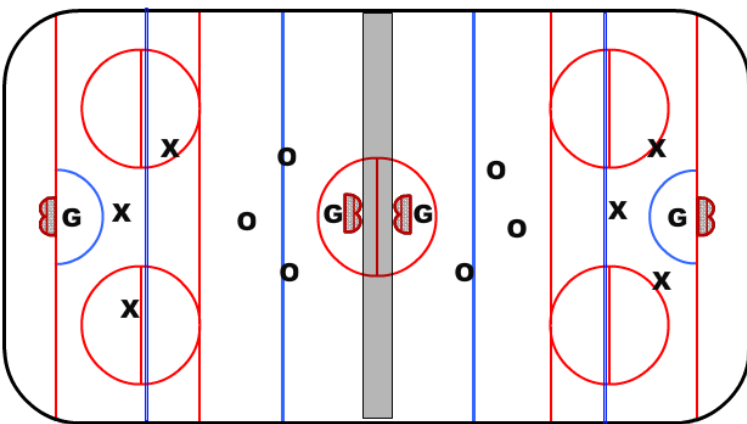
## Game Logistics:

1. Games are played 4 on 4 (or 4 on 5, or 5 on 5, depending on the numbers of participants and circumstances of each team.)
2. Games are played running time to a max of 30 minutes of game time.
3. The nets are set with one in the usual crease and one in half of the centre circle.
4. It is optimal for each group to have a full line change on the bench so that players can change lines, get a water break and experience cheering on their team mates.
5. There is no score kept and there are no team standings.



## Official Game Rules:

1. Goalies are introduced at this stage and are to be rotated every shift.
2. There are no Forward, Defense or Centre in this first format.
3. Line changes take place every 2-3 minutes via a whistle.
4. The Goalies Crease is taught and reasonably enforced.
5. It is encouraged that coaches either colour a passing line approximately half way between the creases, or players are instructed to pass to a team mate over the ringette line.—This is to teach and encourage the **concept** of passing to a team mate to advance down the ice.



## Half-Ice Game Progression:

Add the following Official Game Rules to make this game format more challenging for participants who have the ability.

1. Create a passing line (where indicated in blue) to give the appearance of 2 “blue lines” to further the concept of passing, and introduce the blue line rules of the game.
2. Begin to introduce positions (forward, defense) and explain what their primary role is.—Let children explore this role in this game format so they have a good grasp of this before more zones are introduced.

## Registration:

All players who are participating in a Jamboree MUST be registered with their local ringette association in the appropriate ringette program.

## Player Safety:

### Required Equipment:

- CSA certified hockey helmet and ringette face protector
- Neck guard (BNQ approved)
- Elbow Pads
- Jersey
- Gloves
- Girdle/Pelvic Protection
- Ringette Pants
- Shin Pads
- Skates
- Ringette Stick



### Required Equipment

- 1 Hockey helmet and ringette face protector (both CSA certified)
- 2 Neck guard (BNQ approved)
- 3 Elbow pads
- 4 Jersey
- 5 Gloves
- 6 Girdle/pelvic protection
- 7 Ringette Pants
- 8 Shin pads
- 9 Skates
- 10 Ringette Stick

NOTE: Please consult provincial rules regarding the use of shoulder pads.

### Équipement obligatoire

- 1 Casque de hockey et protecteur facial de ringette (les deux certifiés par l'ACN)
- 2 Protège-cou (approuvé par la BNQ)
- 3 Coudières
- 4 Maillot
- 5 Gants
- 6 Gaine / Protection pelvienne
- 7 Pantalon de ringette
- 8 Protège-tibias
- 9 Patins
- 10 Bâton de ringette

NOTA: Veuillez consulter les règlements provinciaux en ce qui concerne l'utilisation des épaulettes.

## Team Travel:

There is no need for expensive, time consuming travel at these younger ages. This time is better spent with players developing within their local association or playing other sports and being with friends.

It is believed that all teams participate in Jamboree's in their own province or as deemed acceptable by their Provincial Ringette Association.

# Frequently Asked Questions

## **Why Small Area Games?**

Increases player participation; modifies the playing environment to fit the physical and developmental abilities of the participants; improves decision making skills and promotes creativity.

## **What are the benefits of Small Area Games?**

Fundamental skills are reinforced at a greater rate; increases the use of core skating skills, balance and coordination; Number of ring touches for all players is significantly increased.

## **Can we give our players a medal?**

As long as all players are receiving the same medal or memento, and it is viewed as a participation medal, that is fine.

## **Can we keep score during the games?**

Scores may be kept as indicated in the Jamboree format section of this document.

## **How many teams can enter our Jamboree?**

As many as you can reasonably accommodate.

## **How many teams can be on the ice at the same time?**

Refer to your specific game format guide. Ultimately it is up to the organizer to determine a safe number of teams to be on the ice at one time.

## **What can we charge teams for entrance into the Jamboree?**

With the rising cost of sports, it is recommended that you charge what is required to cover your own costs as to keep the opportunity accessible to all teams. KidSport and Jumpstart both have programs to help with some financial assistance should you know of any players looking for options.