

**2012 MAHA DISTRICT 3 JAMBOREE  
SATURDAY, FEB. 11, 2012**



- ASSOC. - TEAM NAME
- (1) **Macomb Cowboys - Ruth**
  - (2) **Fraser Hurricanes - Provencher**
  - (3) **Green Sting - Crosby**
  - (4) **Fraser Red Wings - Provencher**

- ASSOC. - TEAM NAME
- (5) **Macomb Wranglers - Boska**
  - (6) **Fraser Lasers - Kuque**
  - (7) **Yellow Sting - Essenmacher**
  - (8) **St. Clair Shores White**

| SCHEDULE |       |      |                  |                   |              |                  |
|----------|-------|------|------------------|-------------------|--------------|------------------|
| TIME     | RINK  | Game | Team             | Team              | Team         | Team             |
| 11:55 AM | MICH. | Game | Macomb Cowboys   | Fraser Hurricanes | Green Sting  | Fraser Red Wings |
| 12:55 PM | MICH. | Game | Macomb Wranglers | Fraser Lasers     | Yellow Sting | SCS White        |



- ASSOC. - TEAM NAME
- (1) **Black Sting - Astalos**
  - (2) **Macomb Mustangs - Stone**
  - (3) **St. Clair Shores Blue**
  - (4) **Grosse Pointe Canucks**

- ASSOC. - TEAM NAME
- (5) **White Sting - Wagner**
  - (6) **Grosse Pointe Leafs**
  - (7) **St. Clair Shores Red**
  - (8) **Grosse Pointe Canadiens**

| SCHEDULE |      |      |             |                 |          |              |
|----------|------|------|-------------|-----------------|----------|--------------|
| TIME     | RINK | Game | Team        | Team            | Team     | Team         |
| 1:45 PM  | R1   | Game | Black Sting | Macomb Mustangs | SCS Blue | GP Canucks   |
| 2:45 PM  | R1   | Game | White Sting | GP Leafs        | SCS Red  | GP Canadiens |

**MAHA District 3  
Jamboree Guidelines**

- Format – Small area games will be played on half ice with a diverder along the center red line. Players will utilize the benches ready to take their turn. Each team will have a "strong" line and a "not so strong" line, which will compete against the opponent's corresponding line. Match up lines so that they are 5 on 5 (or 4 on 4, depending on the attendance that day).
- On-ice coaching during games – Coaches will be on the ice on skates during the games, controlling and speaking with the players (coaching) resting in the players box, calling out the line changes, keeping the play moving and serving as the "officials".
- Injuries – Coaches should assess the seriousness of the injury and handle it accordingly. Obviously, the status and safety of the injured player is a priority. However, we also want to keep the game moving along. In most instances, the only thing hurt is the player's pride and a dose of "child psychology" is more effective than medical attention. If the injury is serious, be very careful with the player – do not try to pick them up. Encourage them to get up on their own. For very serious injuries that are beyond your comfort level, refer to the arena front office so that EMS can be called.
- Scorekeeping – The scoreboard will not be used. The players will keep track of the score if they choose to.
- Timekeeping – Games will consist of one 12 minute period – three-2-minute shifts for each line on each team. Each team will play three games within the 50 minute ice time, one game against each of the other three teams on the ice. The scoreboard clock can be utilized to time