



## **FREQUENTLY ASKED QUESTIONS**

**Q What are the dates of the 2019 CCM World Hockey Invite? When does my team have to be ready to play and when can we depart?**

The tournament will be conducted November 1-3, 2019. All teams must be ready to play their first game on Friday, November 1<sup>st</sup>, 2019 at 7:00 a.m. All championship games conclude by 4:30pm on Sunday, November 3<sup>rd</sup>. Every team should arrange to be in on Thursday night October 31<sup>st</sup>, 2019. There is a mandatory coach/manager check-in and reception between 5-10pm on Thursday, October 31<sup>st</sup>.

Almost every team will play 2 games on Friday, and 2 games on Saturday. The sweet sixteen will begin Saturday late afternoon and evening. All quarter, semi and championship games are on Sunday, and are always over at 4:30pm at the latest. You will play games on Sunday, if you qualify for the playoffs, starting at 7:00am. Some consolation games fall on Sunday as well.

**Q How do I apply for the Tournament?**

One may apply for the event by submitting the on line application. To be considered for an entry spot both the application and deposit fee must be submitted. Once the application is received, it is input into our database. An email is then sent out automatically to the email address indicated on the application (please be sure your email address is accurate to ensure that the return email is sent to the correct address). This email acknowledges receipt of your application as well as provides you with further information. This email is not a final offer of acceptance into the tournament.

**Q What is the Tournament Sanction number?**

Sanction number is: **ILH1819197**

**Q What is the cost of the tournament?**

The total entry fee is **\$1,950.00** for all age levels except U16/U18 (**\$2,050.00**). A \$150 discount is offered for teams paying in full by May 24<sup>th</sup>, 2019 and for Clubs/Associations bringing multiple teams (3 or more). Only one discount will be permitted (cannot combine both) off the full entry fee. Canadian Team Fees will be \$1700.00 USD with no additional discounts applied. A \$500 Deposit fee will be due for all teams applying to the World Hockey Invite (\*subject to availability). Final balances will be due by September 1<sup>st</sup>, 2019.

### **Q How do I know you have received all my information?**

A team checklist for each age level will be posted on the website in early July. This online document details various information that needs to be completed including application, deposits, balance, hotel forms, team roster etc. The website is updated every few days to keep track of what the CCM World Hockey Invite has received and what is still missing from each accepted team. Please note that **final team balances are due by September 1<sup>st</sup>, 2019**. Any team not paid in full by this date will lose their spot.

### **Q What is the structure of the tournament and how will teams be selected? Should we indicate our state, province and national ranking?**

All age divisions 2010, 09, 08, 07, 06, 05, 15U, 16U and 18U age levels will be separated into either **“AAA Elite”** or **“AA/AAA”**. The 2010, 2009, 2008 and 18U age levels will have two Divisions. The 07, 06, 05, 15U, 16U will be separated into three Divisions – **“AAA Elite (Super Tacks)”**, **AA/AAA (Jetspeed)** and **AA/AAA (Ribcor)**.

The CCM World Hockey Invite only wants the very best teams at every age level. Your submission of the application and past season’s results will be evaluated. Our top competitive levels is **AAA Elite**. This division is open to any “validated” team that wants to compete at the highest and most competitive level. If the team is not to the standard of the **AAA Elite** divisions it will be considered for the **AA/AAA** divisions. The **AA/AAA** Divisions are designed for teams who are not quite ready to compete with the very best elite teams. Examples of teams that enter this division include (but are not limited to): teams that have players from a limited geographic area, small town teams, or new teams. From a USAH national perspective, top end tier 2 (AA) teams in the country are comparable and can compete in this level of competition. If the team is not to the standard of the **AA/AAA** division, it will not be allowed into the tournament. The Tournament Team Selection Committee reserves the right to select from the list of applications and make appropriate placements. Once approved for either division, the completion of the registration procedure (payment, hotel forms and roster) must be completed.

The CCM World Hockey Invite Tournament Committee will use a criteria system to choose teams. It's always best to get your applications in early. Feel free to give us whatever information you think would help us better make the right decisions regarding acceptance, brackets, etc... This information is used when determining the appropriate divisions (**AAA Elite** and **AA/AAA**) for each team as well as in the seeding process. Our committee requests that each team send in game results from last season, including all exhibition games, tournament games and league games.

Please see the very bottom of this page for the Tournament Format for each Age Level.

### **Q How many teams will be playing?**

We anticipate 524-540 Boys Teams participating in Chicago.

### **Q Where do teams come from?**

We will get teams registering from all over the world. Representation typically comes from 32 plus states, 7 provinces and 5-6 different European countries.

### **Q Do you accept Mite/Novice age teams?**

No. Mite/Novice teams are not permitted to play in the event, regardless of where/how they are registered, i.e. USAH or Hockey Canada.

### **Q When will we know if we have been accepted?**

All competitive “AAA Elite” and “AA/AAA” teams that apply before May 24<sup>th</sup> will be guaranteed acceptance immediately. All other teams will be notified no later than Friday, July 12<sup>th</sup>, 2019. **\* If total applications once again exceed the number of teams the tournament can accept ~ earlier notification will be given.** \*For the last 12 years, we have sold out completely and early notifications were sent out. Please note that all offers of acceptances are tentative until your application and deposit are received.

### **Q What is the Refund Policy?**

Any team **not accepted** to the CCM World Hockey Invite will be refunded their entire deposit by July 12<sup>th</sup>, 2019. Any team **accepted** to either the “AAA Elite” or “AA/AAA” Divisions has a non-refundable deposit. If we have a team on the waiting list who can replace your team prior to August 9<sup>th</sup>, 2019 then your deposit refund will be issued. **No refunds (deposits or full team entry fees)** will be issued at either Elite AAA or the AA/AAA divisions after August 9<sup>th</sup>, 2019.

### **Q Do I have to stay at Designated Hotels?**

All accepted teams must stay in a tournament designated hotel and submit a pre-registration form. All hotels are in close proximity to arenas, restaurants, shopping malls and other attractions. A hotel tournament packet will be posted on the web site under "Hotel Preference Selection" on **Friday, July 12<sup>th</sup>, 2019**. Each team is required to commit to 42 total room nights with a 3-night minimum requirement (14 rooms per night). Teams unable to meet this requirement are able to apply for a waiver by emailing Laura at [laura@200x85.com](mailto:laura@200x85.com). Any questions regarding hotels should be directed to Laura at [laura@200x85.com](mailto:laura@200x85.com) or Christina at [christina@200x85.com](mailto:christina@200x85.com)

### **Q Do I need to make my own travel arrangements? Are there discount airline and car partners?**

Yes, all travel arrangements are handled by each team/family on their own. **United Airlines** is our official Airline for the CCM World Hockey Invite. For discounted fares - you can book on line at [www.united.com](http://www.united.com) or call the Special Meeting Desk at 1-800-426-1122 and refer to:

Z code **ZGN4** and the Agreement Code **171683** in the Offer Code box while searching for flights.

The tournament website also has information for **BUDGET/AVIS** on car rentals and **GREEN RIVER LINES** for bus rentals under “TRANSPORTATION”.

**Q Where are the games and age levels played? Do participants play in more than one ice arena?**

We will be utilizing a total of 34 ice facilities and 57 sheets of ice for this event. We will likely rotate specific age levels and divisions around a certain demographic area. You will likely have games at a couple different sites/arenas.

**Q When is the tournament schedule released?**

The schedule for the 2019 CCM World Hockey Invite will be released on **October 11<sup>th</sup>, 2019**. We make every attempt not to make changes to the schedule after the release dates, however sometimes things happen that are out of our control and changes are made. It is important to monitor the website at **[www.ccmworldinvite.com](http://www.ccmworldinvite.com)** for updates. We will send emails as well. Please be sure we have your correct email addresses on file (coach and manager) in order to receive these important updates.

**Q Our Head Coach has more than one team to oversee can scheduling arrangements be made?**

We understand there can be personal conflicts that may hinder some coaches with multiple teams. Although we cannot promise that we can accommodate everyone's request. If a request is put in prior to **July 12<sup>th</sup>** we will make every attempt possible to help coordinate your games. On the tournament application there is a section listed for Special Requests. Let us know your conflict and we will make every effort to accommodate your request!

**Q How and when do we submit our team roster for the tournament?**

An ON-LINE LINK will be posted in **mid September** for submitting your team roster. Your team roster must be submitted on line by no later than **October 4<sup>th</sup>, 2019**. This ON LINE roster link is used for the tournament program and score sheet labels. . A certified team roster from your governing body (hard copy) must also be sent in. Game sheet roster are to be provided from each team.

**Q What Rules do you play by? What are the rule differences between USAH and Canada?**

Teams must be affiliated with one of the following: CHA, USA Hockey or IIHF. The **2019** Rules and Regulations will be posted on **Friday, October 11<sup>th</sup>** when the tournament schedule is released. All games are operated under USAH Rules and Regulations. Neck guards are only required and mandatory if your US state/affiliate requires them. All USAH registered players, including goalkeepers in the Peewee (08, 07) through Midget (15U, 16U, 18U) age classifications are required to wear a colored (non clear) internal mouthpiece that covers all the remaining teeth of one jaw, customarily the upper. Canadian teams will abide by the equipment requirements of their governing organization. For the first violation of this rule, the team shall be issued a warning. A misconduct penalty shall be assessed to any player or goalkeeper of that team for a subsequent violation during that game. For Squirts (Atoms) and Peewees -

USA Hockey replaced the delayed offside rule with an automatic whistle. Consequently, if a player is offside, the whistle will be blown immediately. If the offside is accidental then the face-off will occur just outside the offensive zone blue-line, an intentional offside will be whistled down with the face-off occurring in the violating team's defensive zone. Checking is only permitted at the 2006 and older age classifications.

**Q What do we need to provide as part of tournament sanctioning?**

It is very important we receive a copy of your **Travel Permit** (if required by your state/affiliate) and **Certified USAH/Hockey Canada Roster** by **October 11<sup>th</sup>**. These permits and rosters must be approved/signed by your governing body/affiliate. If you have an electronic version of these documents please email them to Tim McLaughlin @ [tim@200x85.com](mailto:tim@200x85.com) If you do not have an electronic version then you can fax the documents to 630-442-7238. Please be sure you bring your approved roster sheet and travel permit as back up at the Opening Night Check In and Reception as well.

**Q Do you accept non-sanctioned USAH, Hockey Canada or IIHF teams?**

No, you must be properly registered with your National Governing Bodies.

**Q What is the roster limit?**

USAH permits 20 players to be included on your team roster.

**Q What are the Game Times?**

All games will be run under Stop Time. Game length will be as follows:

All **Round Robin Games & Sweet Sixteen Games** – 3 x 14 minute periods for 2010, 2009 and 2008's. 3 x 15 minute periods for 2007, 2006, 2005, 15U, 16U and 18U. The 2005's, 15U, 16U and 18U will have an ice make after every two periods.

All **Quarter and Semi-Final Games** – 2 x 15 minute periods. No ice makes at any age level. \* Qtrs and Semis are set up intentionally for the 2 Halves on Sunday. The CCM World invite requires teams who make the Championship to play 3 games on Sunday. We instituted this rule 8 years ago and it has added so much excitement to the 8 finalists at every age level.

**Championship Games** – 3 x 15 minute periods. The **2005's, 15U, 16U and 18U** will have an ice cut half way through the Championship Game.

**Q Does the team manager and or coach have to attend the Chicago Blackhawk check-in/reception on Thursday, October 31<sup>st</sup> between 5-10pm?**

Yes. The CCM World Hockey Invite has a MANDATORY check-in/reception that is a unique and innovative way to gather all team personnel for a social gathering. In addition, each team picks up player gifts and additional tournament information that evening. When teams accept entrance into the CCM World Hockey Invite they do so knowing that participation in the Chicago Blackhawks manager/coach reception is mandatory for **ALL teams**. Location: Seven Bridges Ice Arena, 6690 South Rte 53, Woodridge, IL 60517

**Q Can I register on Friday morning?**

No, each team must send and designate at least one person to the Team Check-In on Thursday, October 31<sup>st</sup>, 2019 between 4:00-10:00pm.

**Q What do I do when I get to the CCM World Hockey Invite Check In?**

Your team managers/coaches will handle all check in procedures at the Thursday night reception. Specific information will be given to all team personnel prior to this mandatory check –in/reception.

Location: Seven Bridges Ice Arena, 6690 South Rte 53, Woodridge, IL 60517 – 4:00-10:00pm.

**Q What other activities encompass the Tournament Experience?**

What's hockey without the party? On Thursday, October 31<sup>st</sup> we will put on an AMAZING Opening Night Team Check In / Reception, presented in part by the Chicago Blackhawks. This event will kick off the tournament and welcome registrants to the #1 – AAA Hockey Tournament in the world!

For all tournament participants and their families - CCM Hockey will put on their amazing Get Fast Demo Experience to test out the latest CCM hockey equipment on the Olympic rink. In addition, there will be Feature Games on the NHL Rink and last year we had the the Hanson Brothers, On the Bench's Olly & Jacob, skill competitions, interactive exhibits, booths, games, displays (hopefully Stanley Cup returns again) and much more. We would encourage everyone to take part in this incredible experience!

The upper level of Seven Bridges Ice Arena (10,000 square feet) will hold our Gala Chicago Blackhawks Party for all team coaches and managers (three total people per team permitted) for the 524-540 teams participating. This has proven to be a great opportunity for coaches/managers to take a break from the hustle and bustle of the hockey season to come and enjoy themselves with their peers from across the world. Join us to experience what is sure to be the hottest hockey event around. The reception will include VIP Guests, music, open bar and great food! But, more importantly, it puts all the coaches/managers in the context of a great hockey network. This is a casual and welcoming venue that fits the spirit of the event. Come for the hockey, stay for the party!

**Q Are there many scouts that attend? And where are they from?**

Yes. The United States Hockey League (USHL) and College Hockey Inc., are just two of our major tournament attendees. Last year we had 154 scouts attending the CCM World Hockey Invite. The scouts

were from Juniors (USHL, NAHL, EJHL, and Canadian Major Junior), Div 1, 3 and ACHA colleges, and many NHL teams. College Hockey Inc, sponsors our Midget U15, 16 and U18 College Hockey Cup Divisions. This tournament is the best choice for players/teams who are looking for Junior, College and Pro Exposure.

**Q Is there a Gate Fee for the tournament?**

No, we do not charge any entry fees for the CCM World Hockey Invite. Any individual can attend any games for free.

**Q Can I check out the CCM World Hockey Invite as a spectator?**

Yes. Admission is FREE for every game. Come check out this fun event and great competition!

**Q Will friends at home be able to watch streamlined video?**

Live Barn has been working its way into the majority of the ice rinks we utilize. We will provide the names of all ice facilities carrying Live Barn on our website.

**Q Will there be pre-sales of tournament merchandise?**

Yes, we will have pre-sales available. An email will go out to all teams prior to the event in regards to Merchandise Sales. In addition, the tournament will also have on site sales at almost all designated ice facilities.

**Q What is the 2019 Tournament Format? \* **May be adjusted after registrations are complete.****

**2010's: 20 Total Teams.** Two Divisions. The **AAA Elite Division** (8 teams) will comprise two (2) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). All teams (8 teams) after the round robin will advance to the quarter final, semi final and championship round. The **AAA Division** (12 teams) will comprise two (2) brackets of six (6) teams each. Division A, B, C & D team numbers 1, 2 and 3 will crossover and play Division A, B, C & D teams numbers 4, 5 and 6. Each team will play 3 round robin games. At the conclusion of round robin play, all teams from each Division will be ranked one through six. The top four (4) teams in each bracket will advance to the qtrs, semi finals and championship round. Teams finishing 5th and 6th will cross over and play a consolation game for their fourth and final game.

**2009's: 60 Total Teams.** Two Divisions. 20 teams in the **"AAA Elite"** Division and 40 teams in the **"AAA"** Division. The **AAA Elite** (20 teams) will comprise will comprise four (4) brackets of 5 teams each. Teams will play each team in their bracket once (4 games). The top 2 teams in each bracket (8 teams) after the round robin will advance to the quarter final, semi final and championship round. Teams finishing 3<sup>rd</sup> 4<sup>th</sup> or 5<sup>th</sup> in their bracket will have finished the tournament. The **AAA Division** (40 teams) will comprise eight (8) brackets of 5 teams each. Teams will play each team in their bracket once (4 games). The top

team in each bracket (8 teams) after the round robin will advance to the quarter final, semi final and championship round. Teams finishing 2<sup>nd</sup>, 3<sup>rd</sup> 4<sup>th</sup> or 5<sup>th</sup> in their bracket will have finished the tournament.

**2008's: 60 Total Teams.** Two Divisions. 20 teams in the “**AAA Elite**” Division and 40 teams in the “**AAA**” Division. The **AAA Elite** (20 teams) will comprise will comprise four (4) brackets of 5 teams each. Teams will play each team in their bracket once (4 games). The top 2 teams in each bracket (8 teams) after the round robin will advance to the quarter final, semi final and championship round. Teams finishing 3<sup>rd</sup> 4<sup>th</sup> or 5<sup>th</sup> in their bracket will have finished the tournament. The **AAA** Division (40 teams) will comprise eight (8) brackets of 5 teams each. Teams will play each team in their bracket once (4 games). The top team in each bracket (8 teams) after the round robin will advance to the quarter final, semi final and championship round. Teams finishing 2<sup>nd</sup>, 3<sup>rd</sup> 4<sup>th</sup> or 5<sup>th</sup> in their bracket will have finished the tournament.

**2007's: 72 Total Teams.** Three Divisions. 16 teams in the “**AAA Elite (Super Tacks)**” Division, 24 teams in the “**AAA (Jetspeed)**” and 32 teams in the “**AA/AAA (Ribcor)**” Division. The **AAA Elite (Super Tacks)** Division (16 teams) will comprise four (4) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). Team will be ranked 1-4 in each bracket after the round robin (and will all advance to the sweet sixteen, quarter final, semi final and championship round. The **AAA (Jetspeed)** -24 teams) will comprise four (4) brackets of six (6) teams each. Division A, B, C & D team numbers 1, 2 and 3 will crossover and play Division A, B, C & D teams numbers 4, 5 and 6. Each team will play 3 round robin games. At the conclusion of round robin play, all teams from each Division will be ranked one through six. The top four (4) teams in each bracket will advance to the sweet sixteens, qtrs, semi finals and championship round. Teams finishing 5<sup>th</sup> and 6<sup>th</sup> will cross over and play a consolation game for their fourth and final game. The **AA/AAA (Ribcor)** Division (32 teams) will comprise eight (8) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter final, semi final and championship round. Teams finishing 3<sup>rd</sup> or 4<sup>th</sup> in their bracket will play a fourth and final game with a similar finisher in a different bracket.

**2006's: 72 Total Teams.** Three Divisions. 16 teams in the “**AAA Elite (Super Tacks)**” Division, 24 teams in the “**AAA (Jetspeed)**” and 32 teams in the “**AA/AAA (Ribcor)**” Division. The **AAA Elite (Super Tacks)** Division (16 teams) will comprise four (4) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). Team will be ranked 1-4 in each bracket after the round robin (and will all advance to the sweet sixteen, quarter final, semi final and championship round. The **AAA (Jetspeed)** -24 teams) will comprise four (4) brackets of six (6) teams each. Division A, B, C & D team numbers 1, 2 and 3 will crossover and play Division A, B, C & D teams numbers 4, 5 and 6. Each team will play 3 round robin games. At the conclusion of round robin play, all teams from each Division will be ranked one through six. The top four (4) teams in each bracket will advance to the sweet sixteens, qtrs, semi finals and championship round. Teams finishing 5<sup>th</sup> and 6<sup>th</sup> will cross over and play a consolation game for

their fourth and final game. The **AA/AAA (Ribcor)** Division (32 teams) will comprise eight (8) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter final, semi final and championship round. Teams finishing 3<sup>rd</sup> or 4<sup>th</sup> in their bracket will play a fourth and final game with a similar finisher in a different bracket.

**2005's: 72 Total Teams.** Three Divisions. 16 teams in the **"AAA Elite (Super Tacks)"** Division, 24 teams in the **"AAA (Jetspeed)"** and 32 teams in the **"AA/AAA (Ribcor)"** Division. The **AAA Elite (Super Tacks)** Division (16 teams) will comprise four (4) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). Team will be ranked 1-4 in each bracket after the round robin (and will all advance to the sweet sixteen, quarter final, semi final and championship round. The **AAA (Jetspeed)** -24 teams) will comprise four (4) brackets of six (6) teams each. Division A, B, C & D team numbers 1, 2 and 3 will crossover and play Division A, B, C & D teams numbers 4, 5 and 6. Each team will play 3 round robin games. At the conclusion of round robin play, all teams from each Division will be ranked one through six. The top four (4) teams in each bracket will advance to the sweet sixteens, qtrs, semi finals and championship round. Teams finishing 5th and 6th will cross over and play a consolation game for their fourth and final game. The **AA/AAA (Ribcor)** Division (32 teams) will comprise eight (8) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter final, semi final and championship round. Teams finishing 3<sup>rd</sup> or 4<sup>th</sup> in their bracket will play a fourth and final game with a similar finisher in a different bracket.

**15U: 72 Total Teams.** Three Divisions. 16 teams in the **"AAA Elite (Super Tacks)"** Division, 24 teams in the **"AAA (Jetspeed)"** and 32 teams in the **"AA/AAA (Ribcor)"** Division. The **AAA Elite (Super Tacks)** Division (16 teams) will comprise four (4) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). Team will be ranked 1-4 in each bracket after the round robin (and will all advance to the sweet sixteen, quarter final, semi final and championship round. The **AAA (Jetspeed)** -24 teams) will comprise four (4) brackets of six (6) teams each. Division A, B, C & D team numbers 1, 2 and 3 will crossover and play Division A, B, C & D teams numbers 4, 5 and 6. Each team will play 3 round robin games. At the conclusion of round robin play, all teams from each Division will be ranked one through six. The top four (4) teams in each bracket will advance to the sweet sixteens, qtrs, semi finals and championship round. Teams finishing 5th and 6th will cross over and play a consolation game for their fourth and final game. The **AA/AAA (Ribcor)** Division (32 teams) will comprise eight (8) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter final, semi final and championship round. Teams finishing 3<sup>rd</sup> or 4<sup>th</sup> in their bracket will play a fourth and final game with a similar finisher in a different bracket.

**16U: 80 Total Teams.** Three Divisions. 16 teams in the **"AAA Elite (Super Tacks)** Division, 32 teams in the **"AAA (Jetspeed)"** and 32 teams in the **"AA/AAA (Ribcor)"** Division. The **AAA Elite (Super Tacks)** -16

teams) will comprise four (4) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). Team will be ranked 1-4 in each bracket after the round robin (and will all advance to the sweet sixteen, quarter final, semi final and championship round. The **AAA (Jetspeed – 32 teams)** and **AA/AAA (Ribcor-32 teams)** will comprise eight (8) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter final, semi final and championship round. Teams finishing 3<sup>rd</sup> or 4<sup>th</sup> in their bracket will play a fourth and final game with a similar finisher in a different bracket.

**18U: 56 Total Teams.** Two Divisions. 24 teams in the “**AAA Elite**” and 32 teams in the “**AAA**” Division. The **AAA Elite** (24 teams each) will comprise four (4) brackets of six (6) teams each. Division A, B, C & D team numbers 1, 2 and 3 will crossover and play Division A, B, C & D teams numbers 4, 5 and 6. Each team will play 3 round robin games. At the conclusion of round robin play, all teams from each Division will be ranked one through six. The top four (4) teams in each bracket will advance to the sweet sixteens, qtrs, semi finals and championship round. Teams finishing 5th and 6th will cross over and play a consolation game for their fourth and final game. The **AAA** Division (32 teams) will comprise eight (8) brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter final, semi final and championship round. Teams finishing 3<sup>rd</sup> or 4<sup>th</sup> in their bracket will play a fourth and final game with a similar finisher in a different bracket.

**I want to become involved as a sponsor for this event. Who do I get in touch with?**

Please contact Mike Embach at [mike@200x85.com](mailto:mike@200x85.com)

**More Information?**

Chicago Tournament Directors: Kevin Mann [kmhinc@aol.com](mailto:kmhinc@aol.com) & Justin Lewandowski [justin@200x85.com](mailto:justin@200x85.com)

[www.ccmworldinvite.com](http://www.ccmworldinvite.com)

