



GIRLS WORLD HOCKEY INVITE RULES FOR CONDUCT OF 2018 GAMES

ARTICLE 1 General Rules

- 1.1 **Playing Rules.** Michigan/USAH requires that our tournament be registered and that all participating teams, players and coaches be USA Hockey/C.H.A./IIHF registered. **Tournament Sanction Number MIT 1937693841 (See Article 6).** USA Hockey rules and penalties shall apply to all games.
- 1.2 **Length of Games & Penalties.** All 12U games shall have three (3) – thirteen (13) minute periods. All 14U games shall have three (3) - fourteen (14) minute periods. All 16U and 19U games shall have three (3) - fifteen (15) minute periods. All games played at the 16U and 19U age levels shall have an ICE CLEAN after every 2 periods (this could be between the 2nd and 3rd period or after the 1st period). Warm-ups for all levels shall be **three (3) minutes** starting when the Zamboni doors shut. 2:00 Minor Penalties, 5:00 Major Penalties, and 10:00 Misconducts.
- 1.3 **Running Clock:** If a team is ahead by 6 or more goals in the third period it will be running time for the balance of the game. If the goal differential falls to 5 then stop time play will resume.
- 1.4 **Home Teams/Jerseys/Start Times.** For all games, the home team listed shall wear its white, home jerseys and the visiting team listed shall wear its colored away jerseys. Teams are asked to be at the rink 45 minutes prior to their scheduled game time. In the event the previous game finishes early, teams playing the next game will be expected to take the ice as soon as re-surfacing is completed and/or referees are available. In no event, however, shall a game begin more than 10 minutes prior to its scheduled start time.
- 1.5 **USAH Equipment.** All games are operated under USAH Rules and Regulations. **USA teams** - All players, including goalkeepers are required to wear a colored (non- clear) internal mouthpiece that covers all the remaining teeth of one jaw, customarily the upper. 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. **Canadian Teams:** Per a standing agreement between USA Hockey and Hockey Canada (HC), the following policy regarding playing rules and protective equipment is in effect. Hockey Canada rules do not mandate the wearing of a mouthpiece at any age classification where a full-face mask is required. We do recommend a mouth guard but this is not mandated. Neck guards are required for all Canadian players. 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. Neck guards are highly recommended for USA Teams and if your affiliate requires you to wear these then they must be worn during this tournament.
- 1.6 **On-Ice Officials.** All games for the GIRLS divisions shall be officiated by two referees.
 - 1.7 **Off-Ice Officials.** The Tournament shall provide scorekeepers. **Each team competing in each game shall provide a penalty box attendant for their team's penalty box.**
 - 1.8 **Tournament Director.** The tournament director for the 2018 Girls World Hockey Invite shall be Julie Pardoski (248-866-2399). All questions and Controversies shall be referred to the Tournament Director. The Tournament Director's decision in any such matters shall be final.
 - 1.9 **Score sheets.** All score sheets will be at the front counters of the proper rink for team managers to place their label on. **Please bring your own team labels to be used on score sheets.** It is the responsibility of each team to check its roster prior to each game and make appropriate changes/notations to the score sheet.
* It is the responsibility of each coach to read the score sheet after each game and to ensure that suspended players are advised of their suspension and not be permitted to play in the next game.
 - 1.10 **Timeouts.** There will be **NO Timeouts for Round Robin Games.** In all Quarter Final, Semi-Final and Championship Games Only ~ each team will be allowed one, one (1) minute timeout.
 - 1.11 **Handshakes.** Handshakes shall take place immediately after each game.

ARTICLE 2

Ties and Tiebreakers

- 2.1 **Round Robin Games.**
In the round robin portion of the tournament two points will be awarded for a win, one point for a tie, and zero points for a loss. There will be no overtime. During round robin play, if the score is tied at the end of regulation time, the tie

score will stand and each team shall be awarded one point for the game. The division winner will be determined as the team who has accumulated the most points. After the division winners are determined, the wildcards will also be determined by the teams who have the most points who did not finish in the top of their division or by the Tiebreaker Rules.

12 & Under: 20 Total Teams. Two Divisions. The 12U Tier 1 and Tier 2 Division (10 teams) will comprise of 2 brackets of 5 teams each. Teams will play each team in their bracket once (4 games). The top two teams in each bracket (4 total teams) after the round robin will advance to the semi-final and championship round. Teams finishing 3rd, 4th or 5th in their bracket will have finished the tournament.

14 & Under: 32 Total Teams. Two Divisions. The 14U Tier 1 and Tier 2 Divisions (16 teams in each) will comprise of 4 brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two (2) teams in each bracket (8 total teams) after the round robin will advance to the quarter final, semi final and championship round. Teams finishing 3rd or 4th in their bracket will play a fourth and final game with a similar finisher in the other bracket.

16 & Under: 32 Total Teams. Two Divisions. The 16U Tier 1 (12 teams) will comprise of two (2) brackets of 6 teams each. Three (3) teams will play the other 3 teams in their own bracket once (3 games). At the end of the round robin play, teams will be ranked one through six. The top four (4) teams in each bracket (8 total teams) after the round robin will advance to the quarter final, semi final and championship round. Teams finishing 5th or 6th in their bracket will play a fourth and final game with a similar finisher in the other bracket. The 16U Tier 2 (20 Teams) will comprise of 4 brackets of 5 teams each. Teams will play each team in their bracket once (4 games). The top team in each bracket (4 total teams) after the round robin will advance to the semi final and championship round. Teams finishing 2nd, 3rd, 4th or 5th in their bracket will have finished the tournament.

19 & Under: 20 Total Teams. Two Divisions. The 19U Tier 1 (8 teams) will comprise of 2 bracket of 4 teams. Teams will play each team in their bracket once (3 games). The top two (2) teams after the round robin will advance to the to the semifinal and championship game. Teams finishing 3rd or 4th in their bracket will play a fourth and final game with a similar finisher in the other bracket. The 19U Tier 2 (12 teams) will comprise of 2 brackets of 6 teams each. Three (3) teams will crossover and play 3 teams in their own bracket once (3 games). After round robin play, teams will be ranked one through six. The top four (4) teams in each bracket (8 total teams) after the round robin will advance to quarter final, semi final and championship round. Teams finishing 5th or 6th in

their bracket will play a fourth and final game with a similar finisher in the other bracket.

*** The Tournament Director reserves the right at his/her discretion to re-seed the quarterfinals or consolation games to avoid playing the same team twice in the Tournament, or playing a team from the same regular season league and or needing to reschedule to follow the Michigan 4-hour rule.

2.2 **Tiebreakers for All Age Levels of Round Robin Play.** In all tiebreaker situations, the Tournament Director's decisions shall be final. If two or more teams are tied in points after the Round Robin, the following tiebreakers in the following order shall be used to determine which team finishes higher for final seeding:

1. If two teams are tied, **Head to Head Competition;**
2. If two teams remain tied, **Most Wins** during the Round Robin;
3. If two teams remain tied, **Goal Differential (as defined below) shall be applied first counting only Games against common opponents, and if no winner emerges then counting all Round Robin Games;**
4. If two teams remain tied, **Scoring Quotient (as defined below) shall Be applied first counting only Games against common opponents, and if no winner emerges then counting all Round Robin Games. If still tied, skip to Tiebreaker 9;**
5. If more than two teams are tied and all tied teams played each other in the Round Robin, the seeding shall be by the following tiebreakers in the following order: a) **Points Earned in the Games against the other Tied Teams;** b) if still tied, **Goal Differential** in the Games against the other Tied Teams; c) if still tied, **Scoring Quotient** in the Games against the other Tied Teams; d) **Goal Differential** in all Round Robin Games; and e) **Scoring Quotient** in all Round Robin Games. If still tied, skip to Tiebreaker 9 without reverting to earlier two-team tiebreakers;
6. If more than two teams are tied and all tied teams did not play against each other in the Round Robin, the **Tournament Director** will use his best discretion to determine seeding, including where fair and feasible to use the following tiebreakers in the following order: a) **Points Earned in the Games that were in fact played against other Tied Teams;** b) **Points Earned in the Games against Common Opponents;** c) **Goal Differential in the Games against other Tied Teams;** d) **Scoring Quotient in the Games against other Tied Teams;** e) **Goal Differential in all Games;** d) **Scoring Quotient in all Games.** In applying his discretion, the Tournament Director may depart from strict adherence to these tiebreakers and in the interests of fairness may consider results in Head-to-Head competition, results against Common Opponents, relative Strength of Schedule, etc.;

7. Goal Differential is calculated by subtracting a team's goals against from its goals for. The team with the higher number advances. For purposes of calculating a team's Goal Differential, the maximum goal differential a team can take for any one game is six (6) goals;

8. Scoring Quotient is calculated by dividing a team's goals for by the sum of its goals for plus goals against. The team with the higher number advances. For purposes of calculating the scoring quotient, the maximum goal differential a team can take for any one game is six (6) goals, arrived at by reducing goals for and counting all goals against;

Example: Team A: 15 GF 7 GA Quotient is $15/22 = .681$

Team B: 14 GF 6 GA Quotient is $14/20 = .700$

Team B advances.

9. If teams still tied, **Fewest Penalty Minutes;**

10. If teams still tied, **Coin Flip.** If more than two teams are involved in the Coin Flip, the Tournament Director will determine the method of coin flip to be used. If teams still tied, coin flip

2.3 **No Tie Games in Quarter Finals, Semi-Finals, and Championship Games.**

A winning team and a losing team must emerge from these games. If at the end of regulation time in a quarter, semi, or championship game the score is tied, the teams will play;

- 1.** A five (5) minute sudden death 4 x 4 (four on four) overtime period (if a team ended the first overtime with a 5 on 4 advantage the advantage will continue as 4 on 3). If there is still no winner at the end of the first overtime period;
- 2.** A five (5) minute sudden death 3 x 3 (three on three) overtime period. If penalties occur during the 3 on 3 play, the team with the man advantage shall begin the power play as a four-on-three. At the expiration of the penalty, the teams shall play four-on-four. At the first stoppage after the power play ends, the play will resume as three-on-three. If multiple penalties occur to the same team, penalties will be stacked once a team is down to three skaters. If coincidental penalties occur, both teams will remain with three skaters. If the score still remains tied;
- 3.** Each team will pick five (5) players to take part in a shootout. The visiting team will shoot first. If no clear winner emerges after the first shootout;
- 4.** Each team will pick one (1) player to take part in a sudden death shootout. The teams will continue in a "sudden death" shootout, until

the game is decided. *Teams must select a different player for each phase of the shootouts.

ARTICLE 3

Protests

- 3.1 A game, including its outcome, may not be protested based on the judgments or “calls” made by an on-ice official. A game, including its outcome, may be protested based on the opponent’s use of an ineligible player, or on a gross violation of rules or of protocol that clearly has an impact on the game and that inures to the detriment of youth hockey.
- 3.2 Any such protest must be filed by the protesting team as soon as is reasonably possible, preferably on the disputed game’s score sheet, and referred immediately to the Tournament Director for her consideration.
- 3.3 If the Tournament Director determines that the circumstances warrant it, the Tournament Director’s decision in any such matters shall be final.

ARTICLE 4

Forfeitures

- 4.1 Use of an Ineligible Player. Any team found using an ineligible player shall forfeit each game in which the ineligible player is used. Such ineligible players may not even dress for a game or it shall be forfeited. The forfeiture shall take effect upon a finding by the Tournament Director to that effect. It is the responsibility of the team, and of the team’s organization, to immediately report to the Tournament Director any use of an ineligible player once such use becomes known by them.
- 4.2 All forfeitures will result in a 1 – 0 win be awarded to the opposing (non forfeiting) team.

ARTICLE 5

Suspension and Expulsion of Players, Parents, Coaches, Other Team Personnel

- 5.1 **Coaches, Parents and Team Personnel.** Coaches, parents and another team or association personnel may be suspended or expelled from participation in the Girls World Hockey Invite Tournament, including all games and removal from the rink premises, for conduct deemed by the Tournament Director to be detrimental to the best interests of youth hockey. Such conduct shall include, but not be limited to, the following:
 - a. fighting or inciting others to fight;
 - b. obscene language, conduct or behavior;

- c. language, conduct or behavior intended to intimidate others;
- d. refusal and/or failure to immediately heed a directive from a referee, from authorized rink personnel, or from the Tournament Director.

5.2 **Players.** Any player who receives a major penalty for fighting, or a game misconduct of any kind, in a game, shall automatically be suspended from the balance of that game and his next game.

ARTICLE 6

Sanctioning and Credentials of Players, Coaches, Other Team Personnel

- 6.1 All team duffle bags will be handed out prior to your first scheduled game at designated ice facility.
- All teams will produce verification that team is registered with USA Hockey or C.H.L.
 - All teams will produce a roster certified by their State Registrar or Governing Body. No player can participate on more than one team in her respective age division regardless of levels. If your governing body and or your USAH affiliate sanctions your roster (s) with players from other affiliates then we will look closely at these roster additions to make sure they have been properly certified. If a USAH affiliate from any state is going to register players from another state then that affiliate needs to notify the other state involved that the players are participating on a Tier I or Tier II team during the fall season in addition to the one from their respective state. All states should be aware of what their players are participating in should it have any implication on their status to participate with their regular fall team. This is especially important for national bound teams as there may be rules in a specific state that they cannot participate on more than one team in a season.