



CCM WORLD HOCKEY INVITE

RULES FOR CONDUCT OF 2017 GAMES

ARTICLE 1 General Rules

- 1.1 **Playing Rules.** AHAI/USAH requires that our tournament be registered and that all participating teams, players and coaches be USA Hockey/Canadian Amateur Hockey Assoc/IHF registered. **Tournament Sanction Number # ILH1617054.** USA Hockey rules and penalties shall apply to all games.
- 1.2 **Length of Games & Penalties.** All age level round robin games will be three (3) – fifteen (15) minute stop time periods. All age level consolation, sweet sixteen (where applicable) and championship games shall have three (3) - fifteen (15) minute stop time periods. All games played at the **U18, U15-16 and 2003** 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). **ALL SUNDAY QUARTER FINALS and SEMI-FINAL GAMES for all AGE LEVELS** (except 2007 Elite who will stay at 3 x 15 for semi/no qtr) will be TWO (2) – fifteen (15) minute stop time periods. Warm-ups for all levels shall be **three (3) minutes**. 2:00 Minor Penalties, 5:00 Major Penalties, and 10:00 Misconducts.
* 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 permitted to play in the next game.*
- 1.3 **Running Clock:** If a 5 goal or greater spread exists at the start of the 3rd period or at any time during the 3rd period ~ running time will commence for the balance of the game.
- 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 at least 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 **Equipment.** All games are operated under USAH Rules and Regulations. All **USAH** players, including goalkeepers in the Peewee (05, 06) through Midget (U18) age classifications 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. Neck guards are not required by USAH but may be required by your affiliate - i.e. all Illinois (AHAI) teams are required to wear neck guards.

Canadian (Hockey Canada) team equipment rules are those recognized and subject to/by your governing body and or as required by their own leagues/associations. (i.e. mouth guards, neck guards, and all other equipment.) Hockey Canada requires a BNQ Certified Throat Protector (neck guard) for all Youth classifications. Hockey Canada rules do not mandate the wearing of a mouthpiece at any age classification where a full face mask is required.

The following USA Hockey rules may differ or not be familiar to teams from Canada and or other IIHF affiliates but shall apply in the World Hockey Invite;

- Any player receiving 5 or more penalties in 1 game must sit the following game.
 - If a team receives 15 or more penalties in one game, the head coach must sit the following game.
 - All USAH & Hockey Canada sanctioned 12 & Under age classification (2008, 2007, 2006, 2005) games that are played in the World Hockey Invite are required to play under the Body Contact (Non-Check) Playing Rules.
 - There are NO off-sides tag-up for 2008, 2007, 2006, and 2005 age levels and they will play under the immediate off-sides rule.
 - Slap shots are not permitted at the 2008 and 2007 age levels.
 - Anyone receiving a game misconduct must sit the next game.
 - Anyone receiving a match penalty is disqualified from further play.
 - Any player who receives 2 ten minute misconducts in the same game will be ejected from the remainder of that game and will sit the next game. The second ten minute misconduct is converted to a game misconduct.
 - **The most notable rule change this year to the elimination of the ability to ice the puck when shorthanded for age classifications 14U and below (2003, 2004, 2005, 2006, 2007 & 2008). As with any icing infraction, a whistle and faceoff in the offending team's zone will be the result.**
- 1.7 **Off-Ice Officials.** The Tournament shall provide scorekeepers. **Each team competing in a given game shall provide a penalty box attendant for their team's penalty box.**
- 1.8 **Tournament Directors.** The tournament directors for the 2017 CCM World Hockey Invite shall be Kevin Mann (kmhinc@aol.com) and Justin Lewandowski (justin@200x85.com) . All questions and controversies shall be referred to the Tournament Directors. The Tournament Director's decision in any such matters shall be final.
- 1.9 **Score sheets.** All score sheets, pre-filled with team rosters, etc., will be at the front counters of the assigned rink. It is the responsibility of each team to check its roster prior to each game and make appropriate changes/notations to the score sheet.
- 1.10 **Timeouts.** There will be **NO Timeouts for Round Robin Games.** In all Sweet Sixteen, Quarter Final, Semi-Final and Championship Games Only ~ each team will be allowed a single one (1) minute timeout.
- 1.11 **Handshakes.** Handshakes shall take place immediately after each game.

ARTICLE 2

Division Formats 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.

2008'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.

2007'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 team in each bracket (4 teams) after the round robin will advance to semi final and championship round. Teams finishing 3rd 4th or 5th 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 2nd, 3rd 4th or 5th in their bracket will have finished the tournament.

2006's: 48 Total Teams. Two Divisions. 24 teams in the "AAA Elite" and 24 teams in the "AAA" Division. The **AAA Elite** and **AAA Division** (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.

2005's: 72 Total Teams. Two Divisions. 32 teams in the "AAA Elite" Division and 40 teams in the "AAA" Division. The **AAA Elite** (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 3rd or 4th in their bracket will play a fourth and final game with a similar finisher in a different bracket. 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 2nd, 3rd 4th or 5th in their bracket will have finished the tournament.

2004's: 56 Total Teams. Two Divisions. 24 teams in the "AAA Elite" Division and 32 teams in the "AAA" Division. The **AAA Elite** (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 **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 3rd or 4th in their bracket will play a fourth and final game with a similar finisher in a different bracket.

2003's: 80 Total Teams. Two Divisions. 40 teams in the “**AAA Elite**” Division and 40 teams in the “**AAA**” Division. Both the **AAA Elite Division** and **AAA Division** 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 2nd, 3rd 4th or 5th in their bracket will have finished the tournament.

15U: 60 Total Teams. 40 teams in the “**AAA Elite**” Division and 20 teams in the “**AAA**” Division. The **AAA Elite 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 2nd, 3rd 4th or 5th in their bracket will have finished the tournament. The **AAA Division** (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 3rd 4th or 5th in their bracket will have finished the tournament.

16U: 80 Total Teams. Two Divisions. 40 teams in the “**AAA Elite**” Division and 40 teams in the “**AAA**” Division. Both the **AAA Elite Division** and **AAA Division** 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 2nd, 3rd 4th or 5th in their bracket will have finished the tournament.

18U: 48 Total Teams. Two Divisions. 24 teams in the “**AAA Elite**” and 24 teams in the “**AAA**” Division. The **AAA Elite** and **AAA Division** (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.

* In order for more teams to advance to the play-off round, we have instituted that **ALL QUARTER FINALS** and **SEMI-FINAL GAMES for ALL AGE LEVELS** (except 2008) **will be two (2) – fifteen (15) minute stop time periods.** The teams will switch ends after the 1st period so that each team is defending the goal farthest from their bench (as in hockey-speak, the “long change”) The Consolation, Sweet Sixteen (where applicable) and the Championship Games will remain three (3) – fifteen (15) minute periods. This will also allow us to play 3 games on Sunday (quarter, semi and final) within a reasonable time frame so all championship games can conclude by 4:30pm.

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.

No Tie Games in Consolation, Sweet Sixteen, 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 consolation, sweet sixteen, 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. The teams will switch sides so that each team is defending the goal farthest from their bench (as in hockey-speak, the "long change"). 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. Follow the same “long change” format. 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 his consideration.

3.3 If the Tournament Director determines that the circumstances warrant it, he may uphold the protest and assess the appropriate penalties against the offending team. The Tournament Director’s decision in any such matters shall be final.

ARTICLE 4

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

4.1 **Coaches, Parents and Team Personnel.** Coaches, parents and other team or association personnel may be suspended or expelled from participation in the CCM 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.

4.2 **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. USA Hockey Official Playing Rules shall govern the assessment of penalties. At the conclusion of each game, the coach of each team shall be responsible for reviewing the score sheet (front and back) to

determine whether any player or team official has been suspended or disqualified from participating in any future game.

ARTICLE 5
Sanctioning, Credentials and Forfeitures
of Players, Coaches, Other Team Personnel

5.1 There will be a **mandatory** team check in/reception for either managers or coaches on Thursday evening November 2nd between 4:00pm-10:00pm at the Seven Bridges Ice Arena, Woodridge, Illinois. Team representatives can arrive at anytime during this time frame.

5.2 All teams will produce verification that team is registered with USA Hockey, C.H.A or their respective European Ice Hockey Federation. All USA Hockey registered teams must provide a certified USA Hockey Official Team Roster (T1), authorized by your District Registrar. Only certified team rosters signed off /authorized by an authorized official from the team's respective affiliate/ federation will be accepted. Teams from outside of Illinois must provide a travel permit if their state affiliate requires one for their teams to play outside of their state. Non-US teams must provide an inbound Application for International Competition that has been approved by USA Hockey. All coaches must have valid CEP cards if participating on the player bench. Effective July 12, 2009 USAH roster (T-1) certified by the USAH Associate Registrar will serve as proof of birth.

5.3 No player is allowed to participate on more than one team in his/her respective age division regardless of Elite AAA or AAA.

Our intent is to have all players playing exclusively for one organization and be a part of the team's permanent 2017-2018 roster. We do not encourage players to be borrowed from another association, team and or league. Under no circumstances will the CCM World Hockey Invite allow select all-star teams to be formed for this event. 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.

Any team using an ineligible player (s) shall forfeit any and all games in which the individual player (s) has participated and the player (s) will be suspended for the remainder of the tournament.

5.4 If your governing body and or your USAH affiliate sanctions your roster (s) with players from your organization on two separate teams (different age levels) then that is acceptable for the 2017 CCM World Hockey Invite.