



**NIKE BAUER
INTERNATIONAL AAA INVITE**

RULES FOR CONDUCT OF 2008 AAA 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/C.H.A./IIHF registered. **Tournament Sanctioning Number ILH070915 (See Article 6).** USA Hockey rules and penalties shall apply to all games.
- 1.2 **Length of Games & Penalties.** All round robin, sweet sixteen and the championship game played at all levels shall have three (3)- fifteen (15) minute periods, with NO ICE CLEAN between periods. **ALL QUARTER FINALS and SEMI-FINAL GAMES for all LEVELS will be three (3) – ten (10) minute periods.** Warm-ups for all levels shall be **three (3) minutes**. 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.
- 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.
- 1.5 **USAH Equipment.** All games are operated under USAH Rules and Regulations. All players, including goalkeepers in the Peewee (97, 96) through Midget (U16) 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.
- 1.6 **On-Ice Officials.** All games for the 98, 97, 96, 95 and 94 divisions shall be officiated by two referees. A three man system will be used for the U16 division. The semi-finals and finals will also use a three man system for all age levels except 98.
- 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 Director.** The tournament director for the 2008 Nike Bauer International AAA Invite shall be Kevin Mann (630~521~1111). 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, pre-filled with team rosters, etc., will be at the front counters of the proper 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 prior to 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.

- **1998 Squirt Majors** (48 teams) will comprise one Division - 8 brackets of 6 teams each. Three (3) teams will crossover and play three (3) teams in their own bracket once (3 games). At the conclusion of round robin play, teams will be ranked one through six within their bracket. The top two (2) teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter finals, semifinals and championship round. Teams finishing 3rd, 4th, 5th, or 6th in their bracket will play a fourth and final game with a similar finisher in a different bracket.
- **1997 Peewee Minors** (48 teams) will be split into two (2) Divisions - **NIKE (24 teams)** and **BAUER (24 teams)**. Each Division will comprise of four (4) brackets of six (6) teams each. Three (3) teams will crossover and play three (3) teams in their own bracket once (3 games). At the conclusion of round robin play, teams will be ranked one through six within their bracket. The top four (4) teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter finals, semifinals and championship round. Teams finishing 5th or 6th in their bracket will play a fourth game with a similar finisher in a different bracket.
- **1996 Peewee Majors** (56 teams) will be split into two (2) Divisions – **NIKE (32 teams)** and **BAUER (24 teams)**. The **Bauer Division** (24 teams) will comprise of four (4) brackets of six (6) teams each. Three (3) teams will crossover and play three (3) teams in their own bracket once (3 games). At the conclusion of round robin play, teams will be ranked one through six within their bracket. The top four (4) teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter finals, semifinals and championship round. Teams finishing 5th or 6th in their bracket will play a fourth game with a similar finisher in a different bracket. The **Nike Division** (32 teams) will comprise of eight (8) brackets of 4 teams each. Teams will play each team in their own bracket once (3 games). The top two (2) 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.

- **1995 Bantam Minors** (64 teams) will be split into two (2) Divisions – **NIKE (32 teams)** and **BAUER (32 teams)**. Both Divisions (32 teams each) will comprise of eight (8) brackets of 4 teams each. Teams will play each team in their own bracket once (3 games). The top two (2) 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.
- **1994 Bantam Majors** (56 teams) will be split into two (2) Divisions – **NIKE (32 teams)** and **BAUER (24 teams)**. The **Bauer Division** (24 teams) will comprise of four (4) brackets of six (6) teams each. Three (3) teams will crossover and play three (3) teams in their own bracket once (3 games). At the conclusion of round robin play, teams will be ranked one through six within their bracket. The top four (4) teams in each bracket (16 teams) after the round robin will advance to the sweet sixteen, quarter finals, semifinals and championship round. Teams finishing 5th or 6th in their bracket will play a fourth game with a similar finisher in a different bracket. The **Nike Division** (32 teams) will comprise of eight (8) brackets of 4 teams each. Teams will play each team in their own bracket once (3 games). The top two (2) 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.
- **U16 Midget Minors** (80 teams) will be split into two (2) Divisions – **NIKE (40 teams)** and **BAUER (40 teams)**. Both Divisions (40 teams each) will comprise of eight (8) brackets of five (5) teams each. Teams will play each team in their own 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. Every other team will have completed the tournament.

* In order for more teams to advance to the quarter finals we have instituted that **ALL QUARTER FINALS and SEMI-FINAL GAMES for all LEVELS will be three (3) – ten (10) minute periods**. The Sweet Sixteen games and the Championship game (for all levels) 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.** 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. Head to head competition (Does not apply in 3 way tie)
2. Most wins
3. Scoring quotient. The scoring quotient is calculated by taking an individual team's goals for divided by goals for and goals against. Whichever team has the higher number advances.

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 would advance.

2.3 **No Tie Games in Sweet Sixteen, Quarter Finals, Semi-Finals, Championship and Consolation Games.** A winning team and a losing team must emerge from these games. If at the end of regulation time in a sweet sixteen, quarter, semi, championship or consolation 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 his 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 and every 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.

ARTICLE 5 Suspension and Expulsion of Players, Parents, Coaches, Other Team Personnel

- 5.1 **Coaches, Parents and Team Personnel.** Coaches, parents and other team or association personnel may be suspended or expelled from participation in the Nike Bauer International AAA 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 There will be a **mandatory** team check in/reception for either managers or coaches on Thursday evening October 30th between 4:00pm-10:00pm at the Seven Bridges Ice Arena, Woodridge, Illinois. Team representatives can arrive at anytime during this time frame. The following information will be needed for this credential check in.

- All teams will produce verification that team is registered with USA Hockey C.H.A or Russian Ice Hockey Federation.
- All teams will produce a roster certified by their State Registrar. All USA Hockey registered teams must complete and sign the USA Hockey Official Team Roster,
- Birth certificates must be available, if requested.
- All team credentials and tournament passes will be handed out at this check in.
- All team player gifts will be distributed at this check in.