

3rd Annual Jr. Spartans-Winfield Mite AAU Wishbone Invitational 2016

General Rules and Information

USA Hockey rules, including the New Standards of Enforcement will govern all play. In cases where Amateur Hockey Association of Illinois (AHAI) rules differ from USA Hockey, AHAI rules will be followed. Please note that AHAI has different interpretations of the major penalties of checking from behind and fighting that are more severe than USA Hockey rules. Simple message: **DON'T DO IT!** Also, **NECK GUARDS ARE MANDATORY** for all registered teams!

All teams registered must submit a valid certified AAU Hockey roster prior to final acceptance into the tournament and before they will be allowed to compete in any games. **THERE WILL BE NO EXCEPTIONS TO THIS REQUIREMENT!**

No player will be allowed to participate on more than one team, except that the Tournament Committee will honor the CUHL "3 up or 3 down rule" when a team is shorthanded. If a player is listed on two AAU Hockey rosters that are submitted, then a separate letter accompanying the reason for being named to two rosters must be provided and the score sheet labels must be updated at check in time. The Jr. Spartans-Winfield Mite AAU Wishbone Invitational-Tournament Committee reserve the right to request further information and are the final authorities with respect to this designation.

General Tournament Procedures:

- All teams must check-in one hour prior to the start of their **first** tournament game (no need for players to sign in).
- All players must wear a numbered jersey in the proper team colors.
- The **home** team is to wear a **dark colored** jersey and the **visiting** team shall wear a **white or light** colored jersey.
- Teams shall shake hands at center ice after completion of the game.
- No more than 4 team officials will be allowed on the bench during games.

Playing Time/Penalty Minutes:

Age Division	Period Time	Minor Penalty	Major Penalty	Misconduct Penalty
Mite	11:00	1:30	4:00	8:00

- Mite AAU division will use black pucks.
- All games will be played with stop time. A running clock will be used whenever one team is ahead by five or more goals in the third period, stopping only for penalties and injuries, but stop time shall resume if the lead is reduced to three goals. A running clock will also be employed in the third period of preliminary round games only where the time remaining in the ice slot allocated for the game is equal to the remaining time on the game clock. A running clock will be used, at any point in a game, for the remainder of the game, after a combined total of 15 penalties have been called. Coaches should keep their teams under control to avoid this situation.
- **No time-outs will be permitted during preliminary round play.**
- Each team is permitted one 30-second time-out per game during the championship game.

Starting Time/Warm-Up Period

- Ice will be resurfaced prior to each game.
- Teams should be ready to enter the ice surface for the warm-up period up to 15 minutes prior to the scheduled start time. If the tournament is running ahead of schedule, teams are expected to be ready to play. Failure to comply with this rule may result in the assessment of a two-minute bench minor penalty or forfeiture of the game. The Tournament Committee reserves the right to use their judgment in this case.
- The pre-game warm-up shall be four minutes.
- There will be a 30-second break between periods.

Player Conduct:

Any player receiving five penalties in any one game is suspended for **the remainder of that game and the next game. Any player receiving a match penalty or a gross misconduct will be disqualified from further tournament play.**

Coach Conduct:

Any team that receives 15 penalties in one game will have their Head Coach suspended for the following game.

Zero Tolerance Policy:

- Referees are instructed to strictly enforce "**Zero Tolerance**" rules. The JSWWI Tournament Committee reserves the right to remove from the arena players, coaches, spectators or others who violate the "**Zero Tolerance**" rules.
- Game suspensions resulting from game or gross misconducts, or any other circumstances, which are mandated by AAU, AAU Hockey IL, CUHL or Tournament Rules, **will not be overturned by the Tournament Director or the Tournament Committee under any circumstances.** Players, coaches and parents should be fully aware of the potential consequences of their actions at all times.

Protests:

Protests related to rule interpretations will be heard and considered by the JSWWI Tournament Committee within one hour of a completed game. No protests related to judgment calls by referees will be considered. Decisions of the JSWWI Tournament Committee are final.

Mite Division Tournament:

Division 1:

- **Seven Team Division:** Each team plays four games. At the conclusion of the round robin, the top two teams advance to the championship game.

Tie Breaker:

1. **Most points in round robin**
2. **Most wins in round robin**
3. **Least losses in round robin**
4. **Best goal differential (goals for vs goals against) in round robin**
5. **Most goals scored in round robin**
6. **Last goals allowed in round robin**

Division 2:

- **Six Team (Bluehawk and Warrior) Tournament Divisions:** Each team plays three preliminary round games, two against teams in their bracket and one cross-over game against a team in the other bracket. The first place teams in each bracket will play for the Championship. The second and third place teams play each other in consolation games.

Division 3:

- **Six Team Tournament Upper Division:** Each team plays three preliminary round games, two against teams in their bracket and one cross-over game against a team in the other bracket. The first place teams in each bracket will play for the Championship. The second and third place teams play each other in consolation games.
- **Four Team Lower Division:** Each team plays a three game round robin with the top two teams playing for the championship and the 3rd and 4th place team playing for 3rd place.

Teams will be ranked within their tournament division by the total number of points obtained. Teams will be awarded points in preliminary round play according to the following:

- Two points for a win
- One point for a tie or shoot-out loss
- Zero points for a loss

Any game declared a forfeit will have a score of 1-0 as the official score unless in the determination of the BWWI Tournament Committee the forfeit was intentional in which case the committee reserves the right to determine the score. Any team forfeiting a game will not be eligible for a championship game.

Tie-Breakers:

If two or more teams have an equal number of points at the conclusion of preliminary round play, their position of finish will be determined by the following:

- Head-to-head competition (see exceptions below).
- Most wins in preliminary round play.
- Goal differential - the team with the greater goal differential (goals for minus goals against in all preliminary round games) will advance. The maximum goal differential attainable per game is five.
- Fewest goals allowed in all preliminary round games.
- Fewest penalty minutes in all preliminary round games.
- Coin toss

Special Tie-Breaker Rules (D1Division):

- If all tied teams have not played one another than head-to-head competition will not be used and most wins in preliminary play will be the first tie-breaker. The only exception to this rule is in the event one of the teams has defeated all of the teams they are tied with. For example, Teams A, B and C are tied with Team A having defeated Teams B and C. In this case Team A wins the tie-breaker.
- If all tied teams have played each other but have alternated victories (e.g. Team A defeated Team B, Team B defeated Team C and Team C defeated Team A) goal differential involving games of the TIED TEAMS ONLY will be the first tie-breaker used. If still tied, the remaining tie-breakers will be applied in order using appropriate data from games involving the TIED TEAMS ONLY.

- In situations involving three or more tied teams, when one team is eliminated from the tie via the tie-breaker procedures, the tie-breaker rules will start over with head to head between the remaining tied teams.
- Any scenario not covered above and any interpretation of the above is left to the discretion of the Tournament Director.

Championship Games Tie Breaking Procedures:

- Five-minute running clock sudden death overtime period (4 on 4, plus goalie).
Regulation game penalties will continue into overtime (i.e. 4 on 3, etc.).
- Five-player shootout (players will be designated on the score sheet prior to game); Visitor shoots first; each player may shoot only once; most goals win.
- If the shootout ends in a tie, sudden death shootout using different players until a winner is decided.

Miscellaneous:

Noisemakers of any kind (*i.e.* horns, bells, and whistles) are not allowed in the ice arenas and will be confiscated without prior warning. Use of noisemakers will be considered a violation of the **"Zero Tolerance"** rules discussed above.