



BAUER

INTERNATIONAL AAA INVITE

RULES FOR CONDUCT OF 2011 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/Canadian Amateur Hockey Assoc/IIHF registered. **Tournament Sanctioning Number ILH 1112002**. USA Hockey rules and penalties shall apply to all games. A PDF copy of the 2011-13 Official Rules of Ice Hockey are available at:
http://www.usahockey.com/uploadedFiles/USAHockey/Menu_Officials/Menu_RulesEquipment/2011%20-%202013%20Rulebook.pdf
- 1.2 **Length of Games & Penalties.** All **03** and **02** age level games will be three (3) – fifteen (15) minute periods. All **01, 00, 99, 98, 97** and **U16** round robin, consolation, sweet sixteen and the championship games shall have three (3) - fifteen (15) minute periods. All games played at the **U16** and **97** 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 QUARTER FINALS and SEMI-FINAL GAMES for the 01, 00, 99, 98, 97 and U16 AGE LEVELS** will be TWO (2) – fifteen (15) minute 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 insure that suspended players are advised of their suspension and not be permitted to play in the next game.*
- 1.3 **Running Clock:** If a 6 goal or greater spread exists at the start of the 3rd period or at anytime 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 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 **Equipment.** All games are operated under USAH Rules and Regulations. All **USAH** players, including goalkeepers in the Peewee (99, 00) 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. Neck guards are not required by USAH but may be required by your affiliate - ie: All Illinois (AHAI) teams are required to wear neck guards. **Canadian (CAHA)** 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.)

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 Bauer International AAA 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.
 - There is NO Checking at 2003, 2002, 2001, 2000 and 1999 age levels.
 - There are NO off-sides tag-up for 2003, 2002, 2001, 2000 and 1999 age levels.
 - Slap shots are not permitted at the 2003, 2002 and 2001 age levels.
 - Anyone receiving a game misconduct must sit the next game.
 - Anyone receiving a match penalty is disqualified from further play.
- 1.6 **On-Ice Officials.** All games for the 03, 02, 01, 00, 99, 98, and 97 age divisions shall be officiated by two referees. A three man system will be used for the U16 age division. The finals will also use a three man system for the 98, 97 and U16 age levels.
- 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 2011 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 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.

2003's: 6 Total Teams. One Division. 6 teams in the **"AAA"** Division will comprise of 1 bracket. Three (3) teams will crossover and play three (3) teams in their 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 after the round robin will advance to the semi finals and championship round. Teams finishing 5th or 6th in the bracket will play each other in a consolation game.

2002's: 14 Total Teams. Two Divisions. 10 teams in the **"AAA Elite"** Division and 4 teams in the **"AAA"** Division. The **AAA Elite Division** will comprise of 2 brackets of 5 teams each. Teams will play each team in their bracket once (4 games). The top 2 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 completed the tournament. The **AAA Division** will comprise of 1 bracket of 4 teams. Teams will play each team in their bracket once (3 games). Teams will be ranked 1st through 4th after the round robin and advance to the semi final and championship round.

2001's: 36 Total Teams. Two Divisions. 16 teams in the **"AAA Elite"** Division and 20 teams in the **"AAA"** Division. The **AAA Elite Division** will comprise of 4 brackets of 4 teams each. Teams will play each team in their bracket once (3 games). Teams will be ranked 1st through 4th in each division (all 16 teams) after the round robin and advance to the sweet sixteen, quarter final, semi final and championship round. The **AAA Division** will comprise of 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 total 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 completed the tournament.

2000's: 64 Total Teams. Two Divisions. 32 teams in the **"AAA Elite"** Division and 32 teams in the **"AAA"** Division will comprise of 8 brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two teams in each division (16 total 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.

1999's: 64 Total Teams. Two Divisions. 32 teams in the **"AAA Elite"** Division and 32 teams in the **"AAA"** Division will comprise of 8 brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two teams in each division (16 total 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.

1998's: 64 Total Teams. Two Divisions. 32 teams in the "AAA Elite" Division and 32 teams in the "AAA" Division will comprise of 8 brackets of 4 teams each. Teams will play each team in their bracket once (3 games). The top two teams in each division (16 total 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.

1997's: 80 Total Teams. Two Divisions. 40 teams in the "AAA Elite" Division and 40 teams in the "AAA" Division will comprise 8 brackets of 5 teams each. Teams will play each team in their bracket once (4 games). The top teams in each bracket (8 total 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 completed the tournament.

U16's (1995/1996): 80 Total Teams. Two Divisions. 40 teams in the "AAA Elite" Division and 40 teams in the "AAA" Division will comprise 8 brackets of 5 teams each. Teams will play each team in their bracket once (4 games). The top teams in each bracket (8 total 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 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 the 01, 00, 99, 98, 97 and U16 AGE LEVELS will be two (2) – fifteen (15) minute periods. Teams will change ends after 1st period.** The Consolation, Sweet Sixteen and the Championship Games (for 01,00, 99, 98, 97 & U16 age 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. The **03** and **02** age levels will play three (3) - fifteen (15) minute periods for all games.

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.

2.3 **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. If a team ended the game before 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 teams do not change ends and a;
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.

- 10.3 If the Tournament Director determines that the circumstances warrant it, the Tournament Director's decision in any such matters shall be final.

ARTICLE 4 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 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.

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 3rd 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. All coaches must have valid CEP cards if participating on the player bench.
- 5.3 No player is allowed to participate on more then 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 2011-2012 roster. We do not encourage players to be borrowed from another association, team and or league. Under no circumstances will the Bauer International AAA 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 **2011** Bauer Invite.