



Windy City Tournaments

RULES FOR CONDUCT

Racial Slurs

We continue to see and hear reports of derogatory slurs, behavior which is reprehensible and has absolutely no place in our game, especially around our children. In the past couple of years USAH has modified the severity of the penalty, but it's also vital that parents and coaches take the time to address the topic with their athlete.

Our affiliate protocol indicates that if a racial slur occurs in a game and not heard by the on ice officials, the coach/captain has to make the officials aware of the slur, the officials then must address the accusation with the opponents coach and at the conclusion of the game, issue an incident report with the accusations. The tournament does not have the ability to suspend or penalize a player or team for alleged and accused statements unless this is documented with the referees/scoresheet. Anyone penalized under Rule 601 (e.3) will receive a match penalty, which carries a five-minute penalty, disqualification from that game, and suspension from further participation until such time the governing Affiliate has conducted a hearing to review the matter. Affiliates have up to 30 days to investigate and conduct a hearing, and the offending individual(s) is subject to further discipline.

The use of hateful language is a hurdle to creating a welcoming environment for families that want to be involved in our sport. Eradicating this kind of behavior from our game is critical as we continue to make a positive impact on society through hockey.

Off-Ice Officials

Each team competing in each game shall provide a penalty box attendant for their team's penalty box.

Medical Personnel, Trainers and Emergency Protocols

Windy City Tournaments require ice arenas to have a venue specific emergency action plan for our hockey events. Due to limitations of the availability, Windy City Tournaments, however, does not require certified athletic trainers at those venues. Many teams have started to provide athletic trainers as part of their team staff for full contact playing divisions (13U and

older). We encourage teams, at their discretion, to provide athletic trainers if possible. Windy City Tournaments also recommends that any team or club with its own athletic trainer require the trainer to provide their own general liability insurance.

For all host facilities, the tournament protocol for medical emergencies is to follow the arena's actions plan. If a player is in need of medical attention, our site directors can help provide you with the closest immediate care facility or emergency room hospital. In severe instances, 911 is recommended for paramedics to arrive as early as possible.

Article 1

GENERAL RULES

1.1 Rule Changes

Teams at the Youth 15-Only and above and Girls 16U and above can ice the puck while playing shorthanded.

Teams at the Youth 15-Only and above, and Girls 16U and above, are allowed to play with Delayed/Tag-up Offsides

1.2 Length of Games

3 minute warmup

18u-15u - 3 x 15 minute stop time periods

14u-12u - 3 x 14 minute stop time periods

10u - 3 x 13 minute stop time periods

8u - 3 x 12 minute stop time periods

1.3 Penalties

USA Hockey rules and penalties shall apply to all games. Penalties shall be 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

1.4 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.

1.5 Home/Away Jerseys & Start Times

For ALL games; home team listed shall wear its white/light colored jersey and the visiting team listed shall wear its colored/dark 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 15 minutes prior to its scheduled start time. If the on-ice and off-ice officials are ready, the game MUST START.

1.6 Equipment

Neck guards are required by USAH. All players must wear a neck laceration protector with no alterations. All players, including goalkeepers in the U12 (11, 10) through Midget (U16 & U19) 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.

1.7 On-Ice Officials

All games for all age divisions there shall be assigned by at least two referees. For Bantam Major, Midget, Girls 16U and Girls 19U, a three-ref system MAY be used WHEN APPLICABLE. Only USAH officials will be used for the tournament.

1.8 Off-Ice Officials

In the event that scorekeepers are not available at the start of the game we ask a parent from each team to step in and run the clock & scoresheet for the game. Ask the rink director prior to your game and they will know whether or not a scorekeeper has been assigned. Each team competing in a given game shall provide a penalty box attendant for their team's penalty box. In the event that parents are running the game clock then penalty box attendants are not required unless penalty boxes cannot be accessed from the score clock area.

1.9 Scoresheets

Windy City Tournaments uses Game Sheet official online scoresheet for all games. The tournament Game Sheet site can be found on the tournament website.

1.10 Timeouts

There will be NO Timeouts for Round-Robin and Consolation Games. In all Quarterfinal, Semifinal and Championship Games Only ~ each team will be allowed a single one (1) minute timeout.

1.11 Results

All games will be posted on the tournament Game Sheet which can be found on the tournament web page.

Article 2

DIVISION FORMATS, TIEBREAKERS + OVERTIME

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.

2.2 Divisions

18U Major Tier 1
18U Minor Tier 1

18U Major Tier 2
18U Minor Tier 2

16U Tier 1
16U Tier 2

15U Tier 1
15U Tier 2

14U Major Tier 1
14U Minor Tier 1

14U Major Tier 2
14U Minor Tier 2

12U Major Tier 1
12U Minor Tier 1

12U Major Tier 2
12U Minor Tier 2

10U Major Tier 1
10U Minor Tier 1

10U Major Tier 2
10U Minor Tier 2

8U Tier 1
8U Tier 2

2.3 Tiebreaker Rules for Team Seeding

Tiebreaker:

1. Head-to-Head Result: The team that won the game between the two teams is seeded higher.
2. Most Wins: The team with more wins in round-robin play is seeded higher.
3. Goal Differential: Goals for minus goals against, with a maximum differential of six (6) goals per game. The team with the higher differential is seeded higher.
4. Scoring Quotient: Calculated as goals for divided by the sum of goals for and goals against ($GF / (GF + GA)$), using a maximum goal differential of six (6) goals per game. The team with the higher quotient is seeded higher.
Example: Team A (15 GF, 7 GA): Quotient = $15 / (15 + 7) = 0.681$; Team B (14 GF, 6 GA): Quotient = $14 / (14 + 6) = 0.700$. Team B is seeded higher.
5. Fewest Goals Against: The team with fewer goals against in round-robin play is seeded higher.
6. Coin Flip: A coin flip, conducted by the rink director, tournament director, or designated tournament staff, determines the final seeding.

Tiebreaker Disclaimer: At any point in the tiebreaker process, if one tied team defeated all other tied teams in round-robin play, that team is seeded first among the tied teams. Conversely, if one tied team lost to all other tied teams, that team is seeded last among the tied teams.

2.4 Overtime

No tie games in round of sixteen playoffs, quarterfinals, semifinals, and championship games. A winning team and a losing team must emerge from these games. If at the end of regulation time in in round of sixteen, quarterfinal, semifinal, or championship game the score is tied, the teams will play:

1. Sudden Death Overtime Procedure (goaltenders switch ends)
2. One 3-minute period of 3-on-3 play
3. 3-man Shootout
4. Sudden Death Shootout

*No shooter may shoot twice before every player on the bench has shot once. Players in the penalty box may NOT shoot in the shootout

Article 3

SUSPENSIONS, PROTESTS + EXPULSIONS

3.1 Protests

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 injures to the detriment of youth hockey. PROTESTS MAY ONLY BE RECEIVED FROM THE TEAM’S HEAD COACH, MANAGER OR CLUB DIRECTOR.

3.2 Player Suspensions and Expulsions

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.

The tournament, tournament director, and referees CANNOT overturn a Game Misconduct penalty. If the official scoresheet includes any game misconduct penalties, the penalized individual or individuals MUST sit the following game. There is no process that can overturn these calls within the rules of USA Hockey.

3.3 Coaches, Parents & Other Team Personnel

Coaches, parents and other team or association personnel may be suspended or expelled from participation in the event, 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:

- fighting or inciting others to fight
- obscene language, conduct or behavior
- language, conduct or behavior intended to intimidate others
- refusal and/or failure to immediately heed a directive from a referee from authorized rink personnel, or from the Tournament Director

Article 4

ROSTERS, TEAM PLACEMENT + CREDENTIALS

4.1 Official Rosters

All teams will produce verification that the team is registered with USA Hockey. All USA Hockey registered teams must provide a certified USA Hockey Official Team Roster, 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.

4.2 Player Eligibility, Double Rosters, & Age Classifications

No player is allowed to participate on more than one team in his/her respective age division, regardless of the tier.

A player MAY play on two rosters in different age classifications (i.e. 16U & 19U)

- This player MUST be included on the certified, approved USA Hockey

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.

4.3 Team Placement and Division Breakdown

The tournament division designations are NOT exclusive to teams officially rostered in those categories. The tournament divisions will be split, and teams will be placed according to their competitive level, based on prior schedules, results, ratings, rankings, previous history, and anything else to determine their level. For example, Tier 1 tournament divisions MAY include Tier 2 teams, and Tier 2 tournament divisions MAY include Tier 1 teams.

4.4 Tournament Divisions

The tournament director is aware that not all hockey markets and regions are the same. Some organizations are still categorized with AA and A designations with combined birth year teams. For teams interested in attending that do not follow the pure-birth-year breakdowns, please contact the tournament director for your best placement in the event. Our goal is to provide the most competitively appropriate event for all teams and tournament divisions.

If competitively appropriate, a small number of major birth year players MAY be allowed to participate in minor birth year tournament divisions. These players must be a part of the team's certified, full season roster.

The 14U Major division will be categorized as a USA Hockey 14U Bantam division. With that, all USA Hockey 14U approved rosters are welcome to participate in the Major Bantam birth year classification. For states like Minnesota, hockey still splits its playing divisions based on the school year designation, NOT birth year. With that, some participating teams from

Minnesota (and other states) will be split-birth-year and include 15-year-old players.

Questions: Please contact Asher Ali (asher@windycitytournaments.com)