



RULES FOR CONDUCT OF 2016 GAMES

ARTICLE 1 General Rules

- 1.1 **Length of Games & Penalties.** All games for all age levels shall have fifteen (15) minute periods. All games played at the U16 and 2002 age levels shall have an ICE CLEAN after every 2 periods (this could be before or after the first period or between the 2nd and 3rd period). 2:00 Minor Penalties, 5:00 Major Penalties, and 10:00 Misconducts.
- 1.2 **Warm ups** for all levels shall be **three (3) minutes**. Teams must furnish their own pucks.
- 1.3 **Running Clock:** If a team is ahead by five (5) or more goals during the third period of the game, a running/non-stop clock will be invoked. If during the third period the goal spread becomes four (4) goals; the stop clock will be resumed.
- 1.4 **Home Teams/Jerseys/Start Times.** For all games, the home team listed shall wear its light/white, home jerseys and the visiting team listed shall wear its dark/colored away jerseys. Teams are requested to bring two (2) sets of jerseys- one light and one dark. Teams having only 1 set of jerseys must notify their opponent at least 45 minutes prior to their scheduled game. 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 players, including goalkeepers in the Peewee (05,04) 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 required. Canada requires a BNQ Certified Throat Protector (neck guard) for all Youth classifications. Canada rules do not mandate the wearing of a mouthpiece at any age classification where a full face mask is required.

The following Hockey rules may differ or not be familiar to teams from Canada and but shall apply in the STX CHITOWN SHUFFLE;

- 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 12 & Under age classification (2007, 2006, 2005 and 2004,) games that are played in the United States are required to play under the Body Contact (Non-Check) Playing Rules.
 - There are NO off-sides tag-up for 2007, 2006, 2005 and 2004 age levels and they will play under the immediate off-sides rule.
 - Slap shots are not permitted at the 2007 and 2006 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 shall be officiated by two referees except the Bantam Major (02) and Midget U15 /U16 age levels.
- 1.7 **Off-Ice Officials.** The STX CHITOWN Shuffle 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 2016 STX CHITOWN Shuffle shall be Kevin Mann & Andrea Hahn. 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 will be at the front counters of the proper rink. It is the responsibility of each team to fill out the team roster or attach the team labels 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 Consolation, Quarter Finals, Semi-Finals and Championship Games ~ Each team will be allowed a single one (1) minute timeout.
- 1.11 **Handshakes.** Handshakes shall take place after 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.

Formats

2007 Division will comprise of two (2) brackets of six (6) teams each. Division A & B (1-3) teams will crossover and play Division A & B (4-6) teams one time each (3 games). At the conclusion of round robin play, all teams from both brackets 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.

2006 AA/AAA Division will comprise of two (2) brackets of six (6) teams each. Division A & B (1-3) teams will crossover and play Division A & B (4-6) teams one time each (3 games). At the conclusion of round robin play, all teams from both brackets 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.

2006 Elite AAA Division will comprise of two (2) brackets of 4 teams each. Teams will play each team in their own bracket once (3 games). At the conclusion of round robin play, all teams will be ranked one through four within their bracket and advance to qtr, semi and championship round.

2005 AA/AAA Division will comprise of two (2) brackets of six (6) teams each. Division A & B (1-3) teams will crossover and play Division A & B (4-6) teams one time each (3 games). At the conclusion of round robin play, all teams from both brackets 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.

2005 Elite AAA Division will comprise of two (2) brackets of six (6) teams each. Division A & B (1-3) teams will crossover and play Division A & B (4-6) teams one time each (3 games). At the conclusion of round robin play, all teams from both brackets 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.

2004 AA/AAA Division will comprise of two (2) brackets of six (6) teams each. Division A & B (1-3) teams will crossover and play Division A & B (4-6) teams one time each (3 games). At the conclusion of round robin play, all teams from both brackets 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.

2004 Elite AAA Division will comprise of two (2) brackets of six (6) teams each. Division A & B (1-3) teams will crossover and play Division A & B (4-6) teams one time each (3 games). At the conclusion of round robin play, all teams from both brackets 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.

2003 AAA Division will comprise of two (2) brackets of five (5) teams each. Teams will play each team in their own bracket once (4 games). The top two (2) teams in each bracket (4 teams) after the round robin will advance to the semi final and championship round. Every other team will have completed the tournament.

2003 Elite AAA Division will comprise of four (4) brackets of 4 teams each. Teams will play each team in their own bracket once (3 games). At the conclusion of round robin play, all teams will be ranked one through four within their bracket and the top two (2) teams in each bracket will advance to the qtr, semi and championship round. Teams finishing 3rd and 4th will cross over and play a consolation game for their fourth and final game.

2002 AA/AAA Division will comprise of two (2) brackets of six (6) teams each. Division A & B (1-3) teams will crossover and play Division A & B (4-6) teams one time each (3 games). At the conclusion of round robin play, all teams from both brackets 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.

2002 ELite AAA Division will comprise of two (2) brackets of five (5) teams each. Teams will play each team in their own bracket once (4 games). The top two (2) teams in each bracket (4 teams) after the round robin will advance to the semi final and championship round. Every other team will have completed the tournament.

U15 Division will comprise of two (2) brackets of five (5) teams each. Teams will play each team in their own bracket once (4 games). The top two (2) teams in each bracket (4 teams) after the round robin will advance to the semi final and championship round. Every other team will have completed the tournament.

U16 Division will comprise of two (2) brackets of six (6) teams each. Division A & B (1-3) teams will crossover and play Division A & B (4-6) teams one time each (3 games). At the conclusion of round robin play, all teams from both brackets 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.

U12 & U14 Girls Division will comprise of one (1) bracket of six (6) teams each. Division A (1-3) teams will crossover and play Division A (4-6) teams one time each (3 games). At the conclusion of round robin play, all teams will be ranked one through six. The top four (4) teams will advance to the semi finals and championship round. Teams finishing 5th and 6th will play a consolation game for their fourth and final game.

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;**
2. If still tied, **Most Wins** during the Round Robin;
3. If more than two teams are tied , **Points Earned in the Games against the other Tied Teams** (*see* Notes 1 and 2 below);
4. If teams are still tied, **Scoring Quotient**, calculated by dividing a team's goals for by the sum of its goals for plus goals against (in all Round Robin games). 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 6 goals;

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.

5. If teams still tied, **Fewest Goals Against;**
6. If teams still tied, **Most Goals For;**
7. If teams still tied, **Fewest Penalty Minutes;**
8. If teams still tied, **Coin Flip.**

Note 1: If more than two teams are tied, the Tiebreaker process shall start by skipping Tiebreakers 1 and 2 and applying Tiebreaker 3 first. If applying Tiebreaker 3 establishes a position for one or more teams, each team is placed in its applicable position, and if two teams remain tied after this is done, these two tied teams shall be seeded by starting the process over at Tiebreaker 1.

Note2: In the event of a 3-way tie in which each of the tied teams has a win and a loss against the other tied teams, succeeding tiebreakers shall be applied until a top-seed is determined, and then head-to-head competition shall be applied between the remaining tied teams.

2.3 **No Tie Games in 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 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. 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 scoresheet, and referred immediately to the Tournament Directors for their consideration.

3.3 If the Tournament Directors determine 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 Directors to that effect. It is the responsibility of the team, and of the team’s organization, to immediately report to the Tournament Directors any use of an ineligible player once such use becomes known by them.

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

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 STX CHITOWN Shuffle 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. Such conduct shall include, but not be limited to, the following:

- a. fighting or inciting others to fight;
- b. obscene conduct or behavior;
- c. language or behavior intended to intimidate others;
- d. refusal or failure to cease such conduct upon a referee’s or the Tournament Director’s order.

- 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
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 April 21st between 5:00pm-9:00pm at Seven Bridges Ice Arena, 6690 South Rte 53, Woodridge, Illinois. Team representatives can arrive at any time during this time frame. Each team will receive one (1) STX coach and or manager bag and a STX Water Bottle for each player participating in the tournament. These items will be picked up at the Check In/Reception.