



Rules and Regulations

USA Hockey Rules

Windy City Challenge Series tournaments are sanctioned by USA Hockey.

- *Any player receiving 5 or more penalties in 1 game must sit the following game.*
- *If a team receives 15 or more penalties in 1 game, the head coach must sit the following game.*
- *There is no center ice red line except for icing.*
- *There is no off-sides tag-up rule.*
- *Any player receiving a game misconduct must sit the next game.*
- *Any player receiving a match penalty is disqualified from further play.*

The tournament director reserves the right to take measures necessary to ensure a safe tournament for all participants including the modification of any rule(s) which is deemed by him/her to be in the tournament's best interest. Decisions of the tournament director are final.

Regulations

- *Every participating team must have a registered roster with USA Hockey.*
- *Teams are required to bring their official team roster or player cards, as well as, their travel permit (if required by their governing body) to each game.*
- *Players and coaches should report to the Leafs Ice Centre at least one hour prior to each game to sign in.*
- *A maximum of four team officials may be on the player's bench at one time. Additionally, each team will provide a penalty box official.*
- *All teams must be prepared to begin any game 15 minutes ahead of schedule.*
- *In most instances the home team will wear white jerseys and visitors wear dark. If a team has 2 sets, it is strongly recommended that they bring both sets to each game.*

Game Format

*There will be a 3 minute warm up period. All games will be stop time except with a team trailing by 5 or more goals in the third period. The game will return to stop time when the trailing team closes to with 3 goals. **Penalty length is 1:30 minutes for Mite/Squirt and 2:00 minutes for all other levels.***



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Scoring Rules

- *All divisions will be scored 2 pts for a win, 1 pt for a tie, and 0 pts for a loss per game.*
- *Any forfeited games will be recorded as a 3-0 score.*
- *Any forfeited games affecting another team's playoff status, may be reviewed by the tournament director to determine which teams advance beyond preliminary round play.*
- *Use of ineligible players will disqualify a team from the tournament. All games played by a disqualified team will be forfeited. No monies will be refunded.*

The maximum goal differential attainable per game is +/- 5.

** **In the semis and final**, if the teams are tied at the end of regulation a three minute 4 on 4 sudden death overtime will occur followed by a three minute 3 on 3 sudden death overtime. All three minute periods will be running time. If the score remains tied after the overtime periods, a **SHOOTOUT** will take place.*

** Each head coach will designate five shooters to represent the team in the shootout prior to the game with an asterisk by their names on the score sheet. If a designated player is either injured or serving a penalty, the coach must chose another player to participate in the shootout. Each designated shooter for both teams will alternate shots, home team first, with all 10 players shooting unless the advantage by one team is out of reach. If the score remains tied, **new** players will participate in a **sudden death** shoot out with the visiting team shooting first. The players in the 1st group of 5 may not shoot again until all other eligible players on their team have had a turn. Goalies are not eligible.*

Semi-Finals & Finals

Please refer to tournament scoreboards or speak to a tournament official in order to determine the playoff format for each division. It is incumbent upon the team officials to confirm with the Windy City Challenge Series representative whether or not their team has advanced beyond preliminary round play prior to leaving the arena following their final preliminary round game.

Tiebreakers

To determine teams advancing to the semi-final & final rounds. If more than 2 teams are tied, as soon as the tie is broken, the tie breaker is reapplied to any remaining ties.

1. Head to Head Competition - Direct play between two tied teams.
2. Goal Differential - The team with the greater goal differential will advance.



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3. Fewest Goals Against
4. Goals scored

Special Exceptions

1. In a division of 6 or 8 teams where crossover games are the format, the top point getters will advance based on the division format and at the tournament director's discretion.
2. If all tied teams have not played one another, then "head to head" competition is not applicable and goal differential will be the first tie-breaker. The only exception to this rule is in the event of a three way tie where one of the tied teams has defeated both the teams they are tied with in points after preliminary round play. For example: team 1, team 2 and team 3 are tied. Team 1 has defeated team 2 and team 3 in preliminary round play. However, team 2 and team 3 have not played one another. In this case, team 1 would advance because during preliminary round play they defeated both the teams that they are tied with in points.
3. In a situation where three or more teams are tied and all teams have not played against each other and goal differential is used as the first tie breaker thus eliminating one or more of the tied teams, then the "head to head" tie breaker will take precedent if "head to head" conditions exist.
4. Three tied teams – all three have played each other and have alternated victories. For example: team 1 has defeated team 2. Team 2 has defeated team 3. Team 3 has defeated team 1. In this instance, goal differential involving games among tied teams only would be the first tie-breaker used. Therefore, goal differential of team 1 vs. team 2, 2 vs. 3, and 3 vs. 1 would be tallied and the team with greatest goal differential would advance. If still tied, tie breakers 3 and 4 would be applied in order using appropriate data from games among tied teams only.
5. One 60 second time out per team, per game, is allowed for all tournament games.

Officials

All Windy City Challenge Series officials are current members in good standing of USA Hockey and are deemed qualified to officiate at the level of play assigned. **A zero tolerance for verbal abuse is in effect and will be enforced for all team officials, players, and spectators.** Appropriate penalties will be assessed for disputing or arguing a decision of the officials, any visual demonstration of dissatisfaction, or for the use of obscene or vulgar language to anyone at anytime during the tournament. Please keep in mind that the tournament director does not have the authority to reverse the decisions of the game officials.