

## Chicago Cammi Granato Showcase

**Rosters** – All teams must submit their roster and/or travel permit prior to their first game.

**Game Length** - Games will be 12-15-15 minute stop time periods for all divisions.

**Warm – up** - Pre-game warm-ups will be two minutes. Teams must be prepared to start games 15 minutes before scheduled start times.

**Time - Outs** – Each team is permitted one time out per game, including round robin games.

**Body Contact** - This tournament is **non-contact**.

**Equipment** – All teams must comply with equipment rules per their home federation/association.

**Tournament Points** - Two points will be allocated to the winning team, one point for a tie and zero to the losing team.

### **Standings – After Round Robin Play**

**If 2 Teams are tied in the standings the following tie-break steps will be taken in this order:**

1. Most Wins
2. Head-to-Head Record
3. Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance.
4. Least goals against
5. Most goals for
6. Least penalty minutes
7. Coin toss between tied teams

**\*If 3 Teams or more are tied in the standings the following tie-break steps will be taken in this order:**

1. Goals for divided by (total Goals For plus Goals Against). The higher percentage will advance
  2. Least goals against
  3. Most goals for
  4. Least penalty minutes
  5. Coin toss between tied teams
- The maximum goal differential that will be recorded in a game is 5.

**Overtime - Playoffs (Quarter Finals, Semi Finals or Finals)** - There will be a 5-minute, stop-time, 3-on-3 sudden death period to determine the winner. If no winner is decided during overtime, a 3-player shoot-out will decide the game. If still tied after the first 3, there will be a sudden death shoot-out. Each team must use every player on the bench before allowing the first shooter to shoot again. Players will shoot simultaneously at each end until the match is decided. *\*Players serving a penalty upon conclusion of the overtime period **are not eligible** for the shootout (rule 638c.)*

**Goal Spread** - If a difference of five goals or more exists at any time during the third period, running time will commence. The time will **not** stop again until the difference is reduced to 4 goals or less.

**Participation of Game** - A team that does not present itself for a game will be subject to elimination from the tournament (at the discretion of the organizers). All forfeited games will be 1-0 scores and retroactive when a team withdraws from the event. NO REFUNDS WILL BE GIVEN!

**Jersey Conflicts** - If a jersey color conflict arises, the home team will be asked to wear their alternate jerseys. If they do not have alternates, the visiting team will be asked to wear their alternates.

**Eligibility** - A player must participate in at least one game during the team's preliminary games to be eligible for the playoffs (quarter finals, semi-finals, or finals). **Any coach who plays a player who is not eligible for the playoffs will automatically have his/her team disqualified from the tournament.**

**Suspended Players** - Any coach who plays a suspended player will automatically have his team removed from the tournament. The coach's home association will also be notified.

**Gross Misconducts or Match Penalties** - Any team official or player that receives a gross misconduct or match penalty before, during or after a game will automatically be ejected from the tournament.

**Fighting Misconduct** - Any player assessed a fighting major will be ejected from the tournament.

**Referees** - The tournament organizers will not overrule a referee's call.

**Protests** - No protests will be accepted.

**Coaching Staffs** - It is our objective to be fair to all teams therefore it is extremely important that everyone play by the same rules to make the tournament competition fair and equal to all teams participating. It is the coaching staff's responsibility to make their players fully aware of all rules listed above.