

Northbrook-Winnetka Wishbone Invitational XXIII 2025

General Rules and Information

USA Hockey rules, including the New Standards of Enforcement will govern all play. In cases where Amateur Hockey Association of Illinois (AHA) rules differ from USA Hockey, AHA rules will be followed. Please note that AHA has different interpretations of the major penalties of checking from behind and fighting that are more severe than USA Hockey rules. Simple message: **DON'T DO IT!** Also, **NECK GUARDS ARE MANDATORY** for all teams!

All Squirt-Bantam teams registered must submit a valid certified USA Hockey roster and state association travel permit prior to final acceptance into the tournament and before they will be allowed to compete in any games. All Mite teams registered must submit a valid certified AAU Hockey roster before they will be allowed to compete in any games. **THERE WILL BE NO EXCEPTIONS TO THIS REQUIREMENT!**

If a player is listed on two USA Hockey rosters that are submitted, a separate letter accompanying the rosters must be provided designating the team on which the player will be playing. The Northbrook-Winnetka Wishbone Invitational (NWWI) Tournament Committee reserves the right to request further information and are the final authorities with respect to this designation. Any exception to this must be made by the Northbrook-Winnetka Wishbone Invitational (NWWI) Tournament Committee in writing. At the Mite division level, no player may substitute on a lower level team. A club will be allowed to move up to two players to a higher division team to the extent of making a 10 player roster (per CUHL rules).

All teams are responsible for locker room monitoring of their own teams. The NWWI Tournament Committee accepts no responsibility for monitoring locker rooms throughout the tournament. Any locker room incidents may be addressed by the facility manager.

General Tournament Procedures:

- All teams must provide an AAU (Mite) or USA Hockey (SQ, PW, BAN) roster via GameSheet prior to November 19, 2025.
- All players must wear a numbered jersey in the proper team colors.
- The **home** team is to wear a **white or light colored** jersey and the **visiting** team shall wear a **dark** colored jersey.
- Teams shall shake hands at center ice after completion of the game.
- No more than 4 team officials will be allowed on the bench during games.

Playing Time/Penalty Minutes:

Age Division	Period Time	Minor Penalty	Major Penalty	Misconduct Penalty
Mite (D1, D2)	11:00	1:30	4:00	8:00
Mite (D3, B)	11:00	1:30	4:00	8:00
Squirt	12:00	2:00	5:00	10:00
Peewee	13:00	2:00	5:00	10:00
Bantam	13:00	2:00	5:00	10:00

- All games will be played with stop time. A running clock will be used whenever one team is ahead by five or more goals in the third period, stopping only for penalties and injuries. Stop time shall resume if the lead is reduced to **three** goals.
- **No time-outs will be permitted during preliminary round play.**
- Each team is permitted one 30-second time-out per game during each championship game.
- For Mite games, icing is allowed if team is short-handed.

Starting Time/Warm-Up Period:

- Ice will be resurfaced prior to each game.
- Teams should be ready to enter the ice surface for the warm-up period up to **15 minutes** prior to the scheduled start time. If the tournament is running ahead of schedule, teams are expected to be ready to play. Failure to comply with this rule may result in the assessment of a two-minute bench minor penalty or forfeiture of the game. The Tournament Committee reserves the right to use their judgment in this case.
- The pre-game warm-up shall be **three** minutes.
- There will be a 30-second break between periods.

Player Conduct:

Any player receiving four penalties in any one game is suspended for **the remainder of that game and the next game. Any player receiving a match penalty, or a gross misconduct will be disqualified from further tournament play.**

Coach Conduct:

Any team that receives 12 penalties in one game will have their Head Coach suspended for the following game.

Zero Tolerance Policy:

- Referees are instructed to strictly enforce **"Zero Tolerance"** rules. The NWWI Tournament Committee reserves the right to remove from the arena players, coaches, spectators or others who violate the USA Hockey **"Zero Tolerance"** rules.
- Game suspensions resulting from game or gross misconducts, or any other circumstances, which are mandated by USA Hockey, AHAI or Tournament Rules, **will not be overturned by the Tournament Director or the NWWI Tournament Committee under any circumstances.** Players, coaches and parents should be always fully aware of the potential consequences of their actions.

Protests:

Protests related to rule interpretations will be heard and considered by the NWWI Tournament Committee within one hour of a completed game. No protests related to judgment calls by referees will be considered. Decisions of the NWWI Tournament Committee are final.

Division Format:

- **Four Team Divisions:** Three game round robin with the top two finishers playing in a championship game. The 3rd and 4th place finishers will play a consolation game.
 - *Mite D2 Blue, Mite D2 Green, Mite D3 Silver, SQ Elite, SQ B, Bantam A, Bantam A2*
- **Five Team Divisions:** Four game round robin with the top two finishers playing in a championship game.
 - *Mite D1 Silver, Mite B, SQ A, Peewee A, Peewee A2, Bantam AA*
- **Six Team Divisions:** Three game round robin with the top two finishers playing in a championship game. The 3rd and 4th place teams and the 5th and 6th place teams will play in consolation games.
 - *Mite D3 Gold, SQ A2, Peewee B*
- **Six Team Divisions:** Four game round robin with the top two finishers playing in a championship game. The 3rd and 4th place teams and the 5th and 6th place teams will play in consolation games. (Format due to a loss of a team.)
 - *Mite D1 Gold, Peewee AA*
- **Seven Team Divisions:** Four game round robin with the top two finishers playing in a championship game.
 - *SQ AA*

Tournament Standings:

Teams will be ranked within their tournament division by the total number of points obtained. Teams will be awarded points in preliminary round play according to the following:

- Two points for a win
- One point for a tie
- Zero points for a loss

Any game declared a forfeit will have a score of 1-0 as the official score unless in the determination of the NWWI Tournament Committee the forfeit was intentional in which case the committee reserves the right to determine the score. Any team forfeiting a game will not be eligible for a championship game.

Tiebreakers:

If two or more teams have an equal number of points at the conclusion of preliminary round play, their position of finish will be determined by the following:

- Head-to-head competition (see exceptions below).
- Most wins in preliminary round play.
- Goal differential - the team with the greater goal differential (goals for minus goals against in all preliminary round games) will advance. The maximum goal differential attainable per game is five.
- Fewest goals allowed in all preliminary round games.
- Fewest penalty minutes in all preliminary round games.
- Coin toss

Special Tiebreaker rules:

- If all tied teams have not played one another, then head-to-head competition will not be used and most wins in preliminary play will be the first tiebreaker. The only exception to this rule is in the event one of the teams has defeated all the teams they are tied with. For example, Teams A, B and C are tied with Team A having defeated Teams B and C. In this case Team A wins the tiebreaker.
- If all tied teams have played each other but have alternated victories (e.g. Team A defeated Team B, Team B defeated Team C and Team C defeated Team A) goal differential involving games of the **TIED TEAMS ONLY** will be the first tie-breaker used. If still tied, the remaining tie-breakers will be applied in order using appropriate data from games involving the **TIED TEAMS ONLY**.
- In situations involving three or more tied teams, when one team is eliminated from the tie via the tie-breaker procedures, the tie-breaker rules will start over with head-to-head between the remaining tied teams.
- Any scenario not covered above and any interpretation of the above is left to the discretion of the Tournament Director.

Championship Games Tie Breaking Procedures:

- Five-minute running clock sudden death overtime period (4 on 4, plus goalie). Regulation game penalties will continue into overtime (i.e. 4 on 3, etc.).
- Five-player shootout (players will be designated on the score sheet prior to game); Visitor shoots first; each player may shoot only once; most goals win.
- If the shootout ends in a tie, sudden death shootout using different players until a winner is decided.

Miscellaneous:

Noisemakers of any kind (*i.e.* horns, bells, and whistles) are not allowed in the ice arenas and will be confiscated without prior warning. Use of noisemakers will be considered a violation of the **"Zero Tolerance"** rules discussed above.