



CWENCH Hydration WORLD INVITE 2025 GIRLS Rules



1. **2010 GIRLS Birth Year.** Players are restricted to the birth year 2010, or one year younger for the GIRLS Division.
2. **Participant & Staff Waivers.** All participants (players, bench staff) must complete the tournament online waiver at least 30 minutes prior to playing their first round robin game. [Click Here For Waiver](#)
3. **Event Participation includes Friday's Opening Ceremony.** All teams will attend the Opening Ceremony taking place at 4pm Friday on Rink 1 at Scotiabank Pond.
4. **Event Participation includes Saturday's Awards Ceremony and HHOF Tour.** All teams will attend the Awards Ceremony taking place at 7pm Saturday evening at The Hockey Hall of Fame.
5. **Players and Team Roster.** All players must appear on a team's game one roster (1st round robin game sheet) and have had filled out the online waiver prior to that team's first game. All players must play a minimum of 2 Round Robin Games to qualify for playoffs.
6. **6-Game Guarantee (round robin or playoffs).** Each team will play, at minimum, 6 games.
7. **Team Roster Size.** The maximum team roster size is 20. The minimum team roster size is 12. Includes goalies.
8. **Max/Min # of Players/Team Dressed per Game.** The maximum number of players that a team can dress per game including goalies is 20. The minimum number of players that a team can dress per game including goalies is 14.
9. **Team Colours.** Home is Dark Uniform. Away is White or Light Uniform.
10. **Mouth & Neck Guards.** Mouth guards are not required but recommended. Referees will be checking for neck guards. If found without, a player will be sent off ice and cannot return to play unless wearing one. If any other player(s) is/are found without them after the first player was removed from play, a 2-minute bench minor will be assessed.
11. **Dressing Rooms.** It is the responsibility of each team to make arrangements to secure belongings. At least one of the coaching staff must be present any time there are players in the dressing room. Players can never be left alone. It is also the responsibility of each team to represent themselves in a professional manner by promptly vacating the room ASAP while keeping the room clean and tidy. At the sole discretion of the World Invite Committee, a "trashed" room may result in a 4-MINUTE BENCH MINOR (next game), game forfeit or team ejection from tournament.
12. **Game Forfeit.** In the event of a forfeited game the winning team will be awarded a 5-0 score. If both teams forfeit, both teams will have lost by a score of 5-0 and no points awarded to either team.
13. **Game Times & Resurfacing Sequence. (3x15 stop time).** All games consist of three 15-minute stop time periods. There will be an ice resurfacing every 2 periods throughout the tournament.
14. **3-Minute Warm Up & 15-Minute Early Start.** All teams are entitled to a 3-minute warm up. All teams must be prepared to play their games up to 15 minutes prior to scheduled start time, in the event the tournament is ahead of schedule.
15. **Timeouts.** Each team is allowed one 30-second timeout during regulation time, per round robin game. No timeouts are allowed during overtime (OT) games at any time during the tournament.
16. **Mercy Rule (5 Goals).** For the duration of the tournament, beginning in the 3rd period, or at any time thereafter, if a team is ahead by five or more goals, the clock will revert to running time. If subsequently the difference is reduced to less than three goals the clock will revert back to stop time and will not resume to running time unless a 5-goal differential is reached again.
17. **Max Goal Differential (5 Goals).** For tie breaking purposes, any one game cannot exceed 5 goals. **Example...** If your team won "8-1" in a game, for tie breaking purposes, it is recorded as a "6-1 win". Individual Stats are still recorded and are not affected by a max goal differential.
18. **No Tie Games in RR (Teams do not change sides in OT).** In the event of a tie in regulation, teams will play one (10) ten-minute 3-on-3 sudden victory overtime period (OT). If still tied, there will be a 3-player shootout. If still tied, a 1-on-1 shootout will take place. The first team to win the 1-on-1 shoot out wins game. Each team member shoots before any one player can shoot twice. Any player that was still serving a penalty at the conclusion of overtime cannot shoot until all other players have shot. Powerplays carry over into OT. Any player that was still serving a penalty at the conclusion of overtime cannot shoot. **For Playoff OT, see last page.**
19. **Round Robin Points (3-2-1).** A regulation time win is worth 3 pts (W) and a loss is 0 pts (L). An overtime (OTW) or shootout (SOW) win is 2 points. An OTL or SOL (loss) is 1 point.
20. **Divisional Format.** Teams have been placed in two 4-team divisions "Division A" & "Division B". See Website... <http://prohocworldinvite.msa4.rampinteractive.com/>
21. **Round Robin (RR) + "Re-Seed Friday".** Each team will play 4 RR games. Each game Wednesday and Thursday will feature an opponent from the opposite division, consisting of 2 games Wednesday and 2 games Thursday. "Re-Seed Friday" determines who ends up seeded 1st through 4th in each division going into the playoffs. Each team plays once on Friday. For example, on Friday the 1st place team in Division A (determined after 4 games) plays the 2nd place team in Division "A". The winner of that game becomes the top seed in Division A. Whereas, the loser of that game becomes the 2nd seed in Division A.
22. **No Body Contact.** The "No Hitting Rule" will be strictly enforced. At minimum, a 2-minute minor penalty will be assessed against the offending player.
23. **Suspensions.** A hit from behind results in an automatic ejection and at minimum, a 2-minute minor penalty. A 5-minute major penalty results in an automatic ejection and at minimum, a 1-game suspension. Any player that receives a second major penalty will result in a tournament ejection. Any player and/or team official who receives a match penalty or gross misconduct will be suspended for the remainder of the tournament.
24. **Protests.** Tournament officials will consider any logical grievance, or suggestion when presented in a calm and professional manner by a designated team official only. Protests regarding officiating will not be heard.



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ADVANCING TO “RE-SEED FRIDAY”

Advancing to “Re-Seed Friday” is determined by how teams rank after 4 games played.

If 2 or more teams are tied in points after 4 games played, team(s) are ranked above others based on the tie breaking sequence which follows here.

TIE BREAKING SEQUENCE

In the event of a tie in points between 2 or more teams after the conclusion of the round robin, the following tie breaking procedures are used to determine which team(s) gain(s) the higher seed position.

- I. **MOST WINS.** If team(s) tied, the team with the most wins in the round robin gains the higher position.
- II. **BEST GOAL QUOTIENT.** If still tied, the team with the best goal quotient (higher number) gains the higher position. It is a measure of all round robin games played.

DETERMINING GOAL QUOTIENT (GQ)

Total Goals For / (Total Goals For + Total Goals Against)

Example... GF = 15. GA = 10. Ratio = $15/(15+10) = .750$

Higher Percentage Number, Gains Higher Position

DETERMINING GOAL DIFFERENTIAL (DIFF)

Goal Differential in a game is maxed out at 5 goals for tie-breakers.

Example... For tie breaking purposes only, an 8-1 win is formulated as a 6-1 win.

5-goal max does not affect player statistics.

- III. **GOAL DIFFERENTIAL.** If still tied, the team with the highest goal differential (goals for minus goals against) gains the higher position. It is a measure of all round robin games played. For tie breaking purposes only, there is a 5-goal max differential. Individual stats are not affected.
- IV. **FEWEST GOALS AGAINST.** If still tied, the team with the fewest goals against (all round robin games played) will gain the higher position.
- V. **MOST GOALS FOR.** If still tied, the team with the most goals for (all round robin games played) will gain the higher position.
- VI. **FEWEST PENALTY MINUTES.** If still tied, the team with the fewest penalty minutes against (all round robin games played) will gain the higher position.
- VII. **EARLIEST FIRST GOAL SCORED IN THE TOURNAMENT.** If still tied, the team which scored the earliest first goal of the tournament gains the higher position. For example, team “A” scored their 1st goal of the tournament, 1 minute into the 1st period of the 1st game, whereas team B scored their 1st goal of the tournament with 45 seconds remaining in the 1st period of their 1st game. So, team A gains the higher position.
- VIII. **COIN TOSS.** If still tied, a coin toss will determine which team gains the higher seed.



GIRLS PLAYOFF FORMAT

All Playoff games are officiated in the same format as the Round Robin games with the following exceptions:

- I. **HIGHER SEED IS HOME.** For all playoff games, the team which ranked highest after “Friday Re-Seed” games have been played will be the home team. In the event, that the home and away teams are both seeded the same, then a rink convenor or on-ice official will flip a coin in the presence of a representative from each team to determine which team is the home team. For example, if “Division A - 1st Seed” will be playing “Division B - 1st Seed”, then a coin toss will take place to determine Home team.
- II. **30-SECOND TIMEOUT.** Each team is entitled to one 30-second timeout per playoff game during regulation time only.

PLAYOFF OVERTIME (OT) & SHOOTOUT (SO) FORMAT

In the event of a tie after the end of regulation play during the playoffs, the following OT rules apply:

1. **DO NOT CHANGE SIDES.** Teams do not change sides in OT.
2. **15-MINUTE (3-on-3).** One 15-minute 3-on-3 sudden-victory overtime period will be played to determine the winner.
3. **NO TIMEOUTS DURING OT PLAY.** There are no timeouts allowed in OT.
4. **POWERPLAYS (PP's) APPLY.** Powerplays (PP's) carry over into OT.
5. **EJECTED PLAYERS CANNOT PARTICIPATE.** A player who was ejected at any time during the game is ineligible to participate in OT and SO.
6. **BEST OF 3 SHOOTOUT.** If still tied, each team picks their first 3 shooters. These 3 players cannot be used in a potential 1st round of sudden death shootout. Any player that was still serving a penalty at the conclusion of overtime cannot shoot in the best of 3 shootout.
7. **SUDDEN DEATH SHOOTOUT.** If still tied, the first team to win the 1-on-1 shoot out wins game. Each team member shoots before any one player can shoot twice. Any player that was still serving a penalty at the conclusion of overtime cannot shoot until all other players have shot.

THE WORLD INVITE COMMITTEE DECISIONS FINAL

All Tournament Rules will be interpreted in a manner consistent with the objectives of the tournament; namely, fairness, safety, and the enjoyment of the players. A decision rendered by the Tournament Committee, whether or not specifically addressed by these rules, shall be binding upon all tournament participants. The Tournament Committee shall have the authority to grant exemptions from or make modifications to any of the rules when it is considered fair and appropriate to do so in any specific situation. All decisions by the Tournament Director are final.

GOOD LUCK AND HAVE FUN...!!!