

AMATEUR HOCKEY ASSOCIATION ILLINOIS, Inc.

"Dedicated to the development of today's youth through Athletic and Academic excellence."



2024 Girls' Illinois Championships Round Robin Rules

1. All State Tournament rules apply along with the rules listed below. Some may be duplicated.
2. Three (3) points awarded for a win. One (1) point awarded for a tie. One (1) for an overtime win. Zero (0) points awarded for a loss.
3. All games will be played to a winner. The following overtime rules apply:
 - a. Overtime period lengths will follow National Tournament rules for all National Bound levels - ten (10) minute periods with an ice cut after the second overtime period & every subsequent second overtime period within the same game.
 - b. The 10U & 12U age divisions will have one (1) overtime period six (6) minutes in length. If there is no winner, the game will end in a tie.
 - c. Goalies at all age divisions will switch sides for every overtime period.
 - d. All overtime periods will be played 5 on 5.
 - e. There are no shootouts in the State Tournament
4. Teams that have the top two (2) point totals after the Round Robin will advance to the Championship Game, unless specified differently by the 2024 Girls' Illinois State Hockey Championships Tournament Committee. The team earning the most points in the Round Robin will be the Home Team in the Championship Game.
5. If two (2) or more teams have an equal number of points, their seed shall be determined as follows: The below criteria will be applied in order to all tied teams until one team is eliminated. Then the remaining teams will go back to criteria A and reapply the criteria in order until another team is eliminated. This continues until there is one team remaining to break the tie.
 - a. Results of the games between the tied teams.
 - b. Goals allowed subtracted from goals scored in games between the tied teams, with a maximum of Plusv five (+5) recorded for those game(s).
 - c. Least goals allowed in games between the two tied teams.
 - d. Goals scored divided by goals allowed in games between the tied teams (*greatest quotient*).



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- e. Goals allowed subtracted from goals scored in all games with a maximum of plus-five (+5) recorded for any game. *(Example: Team A wins three games by scores of 6-4, 9-0 & 7-1. Their goal differential will be recorded as Plus-12 (+12). 6-4 is two goals, 9-0 is recorded five goals and 7-1 is recorded as five goals).*
 - f. Goals scored divided by goals allowed in all games *(greatest quotient)*
 - g. Least goals allowed in all games
 - h. Most goals scored in all games
 - i. Least penalty minutes in all games
 - j. Coin Toss
6. In any Round Robin game, if the differential in score reaches five (5) goals or more in the third period, the clock shall be kept running until the goal differential is reduced to four (4), after which it will be a normal stop-clock.
- a. During the running-clock time, the clock will be stopped only for penalties and injuries.
 - b. In these situations, the running clock will resume at the next faceoff.



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