



CCM Showdown 2025 Prince William Ice Center

CCM Showdown is pending sanctioned by USA Hockey in the Southeastern Districts. It is the responsibility of team officials to be familiar with the rules of the tournament.

1. All US players must be registered members of USA Hockey. The CCM Showdown director has the right to move teams, up or down, to brackets where they will be competitive and where good matchups will be most likely.
2. Any forfeited games will be recorded as a 3-0 score. Any forfeited games affecting other teams in terms of playoff status, may be reviewed by the tournament director to determine which teams advance beyond preliminary round play. All games played by a disqualified team will be forfeited. No money will be refunded.
3. **Players and coaches should report to play at least 45 minutes prior to the start of their scheduled game in case the tournament is running ahead of schedule.** A team representative or coach must enter players' names (sticker) and the head coach must sign the scoresheet prior to each game. Players do not need to sign in. The tournament organizer has the right to start games up to 15 minutes ahead of schedule, if games are running early.

Length of periods: 10U Games will have three 12-minute periods. 12U, 14U, 16U & 18U games will have a 1st and 2nd period of 12-minutes with a 15-minute 3rd period. Game slots are 70 minutes. There are no team time outs during pool play.

Game warm-ups: Three minutes. Warm-up will commence after the teams take the ice and the referee signals the game timekeeper to start.

Penalties:

For 10U-12U

Minor penalties will be 1:30 minutes. Major penalties will be 4 minutes. Misconducts will be 8 minutes.

For 14U-18U

Minor penalties will be 2:00 minutes. Major penalties will be 5:00 minutes. Misconducts will be 10:00 minutes.

In the event of coincidental penalties, neither team will skate shorthanded. Should a team accumulate a combination of 12 penalties (minor and/or major) during any single CCM Showdown game, the offending team's head coach will automatically receive a one game suspension.

In addition, any player accumulating 4 penalties (minor and/or major) in any single game will receive a game misconduct. Any player or coach receiving a game misconduct penalty shall be suspended for the next tournament game.

Fighting will not be tolerated. Fighting majors will result in players being suspended for the balance of the tournament.

Mercy rule: If 5 or more goals separate the teams at the end of the second period or at any time during the third period, running time will commence for the remainder of the game. If the team behind comes to within three goals of the team ahead, stop time will resume for the remainder of the game. Maximum goal differential attainable per game is +/-6.

Game curfews: These are extremely rare and we make every effort to avoid them. However, the tournament director reserves the right to require curfews to keep games on schedule within the time frame allowed contractually by the rinks. All games are slated for 70 minutes ice slots. The Ice slot starts when the referees allow the teams to take the ice. If at the end of the second period of play, fewer than 15 minutes remain in the 70 minute slot, the timekeeper may (at the direction of tournament director) reduce the time for the third period. The third period shall then be played as a normal stop-time period. The timekeeper shall alert the referee and the competing teams of the time remaining in the game. If the tournament director believes a curfew is necessary, the coaches for both teams and the ice officials will be notified. Curfews, if applied at all, only apply to preliminary round games, not Championship games.

Playoff Format: Please refer to the tournament scoreboards or speak to a tournament representative in order to determine format for each division. Seeds are determined by total points.

- **Three team Divisions:** All teams shall play each other once. Teams Seed in Second and Third place after 2 games each will play each other in a semi-final. The winner of the semi-final will advance to the Championship game against Seed 1..
- **Four team Divisions:** All teams shall play three preliminary round games. Top two teams in the division standings will advance to a championship game.
- **Six team Divisions:** All teams shall play three preliminary round games. Top two teams in the division standings will advance to a championship game.
- **Seven team Divisions:** All teams shall play four preliminary round games. Top two teams in the division standings will advance to a championship game.

Overtime Rules (Playoff Rounds Only): Overtime will be 5-minutes Sudden Death.

If no team has scored at the end of overtime, a shoot-out will take place. Three players shooting for each team. If still tied at the end of this shoot-out, a sudden-death shootout will continue until a winner. Teams cannot repeat shooters until they've used their entire roster.

Guidelines regarding uniforms: Home Team in preliminary round games and higher seeded team in playoff games will wear light colors. If your team has two sets of jerseys, we strongly recommend bringing both sets to all tournament games. If a color conflict or dispute arises, the tournament director reserves the right to make the final decision. All players must wear numbered uniforms in the proper team colors.

Other tournament rules:

- All players, including alternate goalkeepers, in the bench area are required to wear helmets.
- No time-outs are allowed in CCM Showdown preliminary-round games.
- Coaches are allowed one time-out each in playoff games.

- Teams will need to provide a penalty box attendant if they would like someone to open the penalty box door for the players.

Team/Spectator Conduct: CCM Showdown Tournament officials expect the conduct of players and coaches to be beyond reproach both on and off the ice. Misconduct will result in disqualification from the tournament. Spectators should also be advised that the CCM Showdown Tournament has adapted the USA Hockey "ZERO TOLERANCE" policy regarding abusive language and unsportsmanlike behavior towards opposing team players, coaches and fans, as well as referees, volunteers and tournament officials. Spectators violating this policy will be asked to leave the venue.

Protests: No protests will be allowed regarding rules interpretations or judgment calls made by game officials. Decisions of on-ice officials are final. Respect the officials.

Tournament schedule: CCM Showdown is conducted Friday evening through Sunday evening. The tournament schedule will be determined by the tournament director and scheduler and published. Consideration is given for teams traveling the greatest distance when determining first games.

Tournament point system and Tiebreak process:

All teams participating in the CCM Showdown Tournament are guaranteed three preliminary round games. Tournament divisional standings will be determined by a Game Point System (There are no points awarded for winning periods).

2 game points will be awarded per game based upon the following:

- 2 points for each game won in regulation
- 1 point for a tie
- 0 points for a loss in regulation

If, after preliminary round games, two or more teams in a division have an equal number of points, their position in the standings will be determined by:

- 1) Winner of head-to-head between tied teams.
- 2) Goal differential. TOTAL. The team with the greatest goal differential advances. If two of the three teams are tied for this we do not revert back to head-to-head, we go to the next tie breaker below.
- 3) The time of the first goal in the tournament. The earlier you score in your first game, the better.