

Michigan Amateur Hockey Association District 8 Tournament Handbook

Approved by MAHA District 8 Council, December 31, 2014

Revised January 5, 2017 (See meeting minutes of Fall 2016 D8 Council for details)

One of the main responsibilities of the District is to select our representatives to the State Championships. The District is able to send one team to the tournament for each youth division. The State Championship for girls' teams is administered by MAHA at this time, so there are no District Tournaments for girls' teams.

In the case of A, AA or Midget B teams, this is usually done by a small weekend tournament, because the number of teams is usually small (3 or less).

In the case of B teams from Squirt through Bantam, and Midget BB teams, a rigorous system has been developed over the years to ensure a fair process. The process may be summarized as follows:

Each association must select its representative, typically by the first week in January. For associations with more than one team in a division, this is normally done by an early-season playoff. Procedures are left up to individual associations.

There are 13 associations in the District, and the District Tournament is an 8-team format. If more than 8 associations declare intent to enter, then Regional Playdowns are held to reduce the number of teams to 8. These Regional Playdowns are typically held during the second or third weekend in January.

A District Tournament consisting of 8 teams or less is held in February, with the winner of that tournament moving on to the State Championships.

Policies and Procedures: Regional Playdowns

The association hosting the District Tournament has an automatic place in the Tournament, and shall not participate in the Playdowns. If more than 8 associations have entered, the purpose of the Regional Playdowns is to select the remaining 7 teams. The District is divided into two regions:

West

Calumet
Copper Country
Keweenaw Bay
Iron River
Ironwood
Ontonagon

East

DAHA
Escanaba
Iron Range
Manistique
Marquette
Munising
Tahquamenon

Each region plays down to 4 teams, including the automatic bid for the host if the host is in that region. For example, if Munising is hosting the Squirt B District Tournament, they automatically qualify, and the rest of the Squirt teams in the East Region will compete for the remaining 3 spots. The West Region teams will compete for 4 spots.

If the regions have an unbalanced number of teams, so-called "swing teams" may be moved to the other region in the interest of fairness. This occurs if the difference between the regions is more than one team being eliminated. The swing teams are Iron Range and DAHA, since they are closest to the West Region, and historical imbalances have always been due to too many teams in the East region.

For example, if the East Region has 7 teams playing for 4 spots, and the West Region has 4 teams playing for 3 spots, a swing team will be moved to the West. (In this example, the West is playing for 3 spots because one of the West associations is the District Tournament host, and therefore does not play in the Regionals; the host has an automatic spot in the District Tournament.)

By moving Iron Range or DAHA to the West, the end result is that two teams will be eliminated by each Regional, instead of three teams in the East and only one in the West.

The Regional Playdowns are held at one location for squirt, pee wee and bantam divisions. All of the brackets are based on Team Numbers. In the interest of fairness and transparency, the team numbers will be applied by the "Procedure for Assigning Team Numbers" at the end of this document.

Playdown brackets and formats depend on two factors:

- The number of teams competing
- The number of available spots

The number of available spots is either 3 or 4. It is 3 if the region is hosting the District Tournament (since the host gets an automatic spot), and it is 4 if the District Tournament is on the other side.

Brackets for every possible combination of teams and spots are given later.

Policies and Procedures: District Tournament

The association hosting the District Tournament has an automatic place in the Tournament, and shall not participate in the Playdowns. The District Tournament shall consist of 8 teams or less. Team Numbers in the brackets are assigned based on the "Procedure for Assigning Team Numbers" at the end of this document. Brackets and formats for all combinations of teams are posted later in this document.

The winner of the District Tournament shall represent the District at the State Championships.

Regionals; 4 teams competing for 3 spots



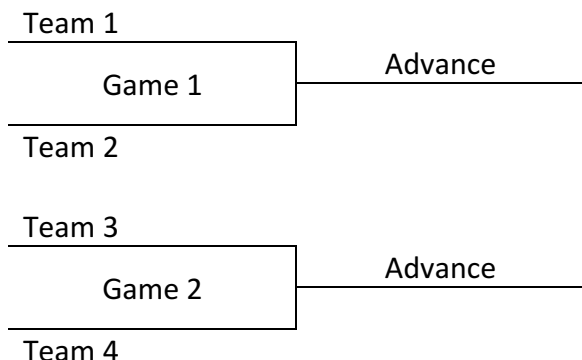
Home team: Games 1 and 2: team listed first. Game 3: coin flip.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Game order may be adjusted to minimize travel expenses or difficulties.

Regionals; 5 teams competing for 3 spots

Play-in round

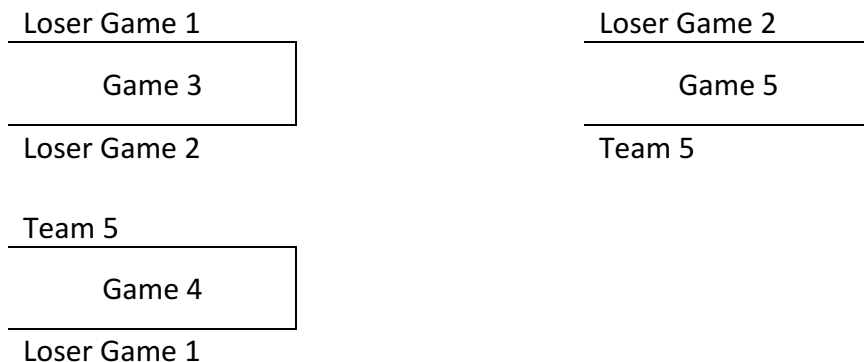


Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Game order may be adjusted to minimize travel expenses or difficulties.

Round robin to determine 3rd entrant



Highest number of points in round robin advances.

Home team: Team listed first.

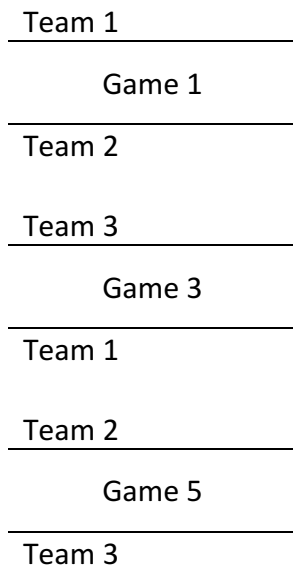
Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

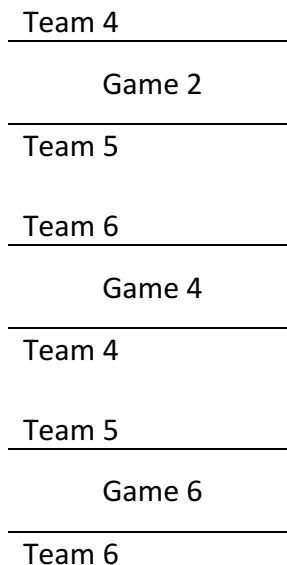
Regionals; 6 teams competing for 3 spots

2 round robins

American



National



Highest number of points in both American and National brackets advance.

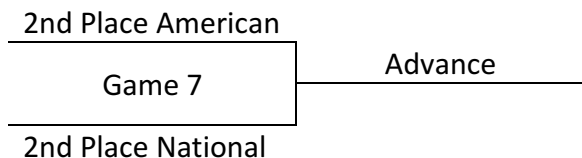
Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Game order may be adjusted to minimize travel expenses or difficulties.

Play-in game to determine 3rd entrant

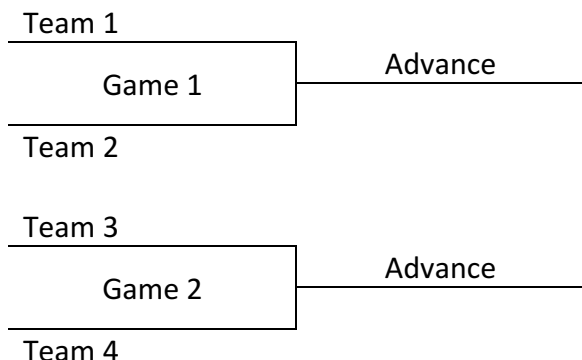


Home team: Coin flip.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Regionals; 5 teams competing for 4 spots

Play-in round

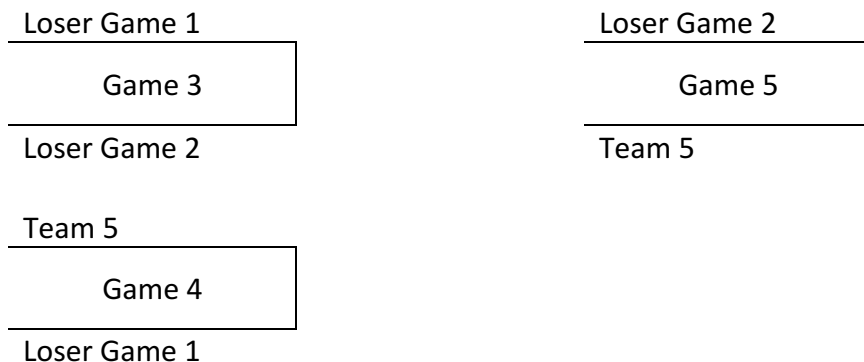


Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Game order may be adjusted to minimize travel expenses or difficulties.

Round robin to determine 3rd and 4th entrants



Highest and second highest number of points in round robin advance.

Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Regionals; 6 teams competing for 4 spots

Play-in round

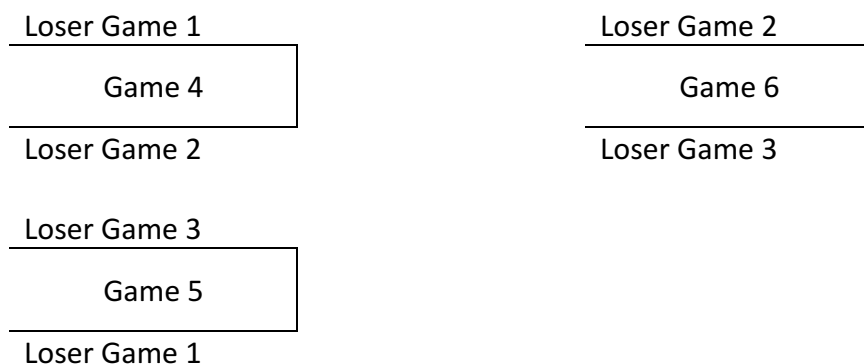


Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Game order may be adjusted to minimize travel expenses or difficulties.

Round robin to determine 4th entrant



Highest number of points in round robin advances.

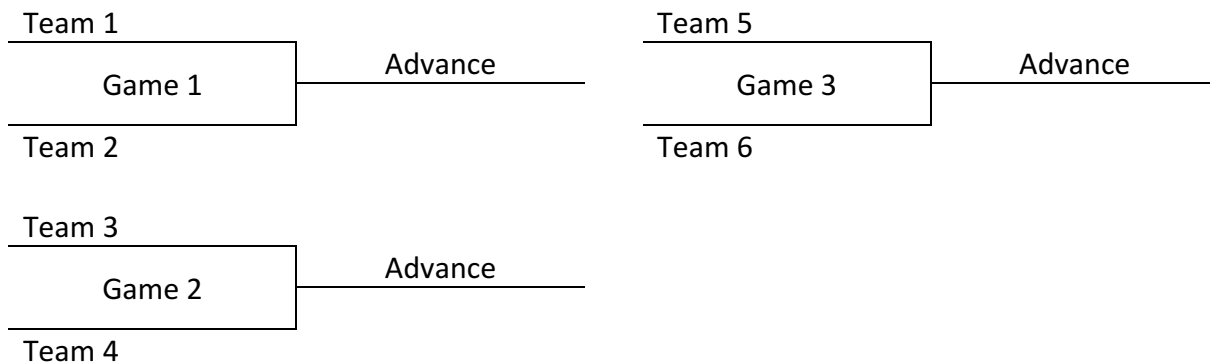
Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Regionals; 7 teams competing for 4 spots

Play-in round



Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Game order may be adjusted to minimize travel expenses or difficulties.

Round robin to determine 4th entrant



Highest number of points in round robin advances.

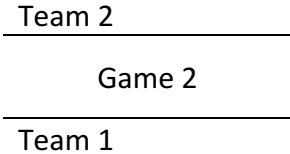
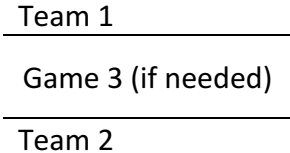
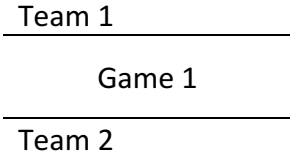
Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Districts; 2 teams

Best of 3

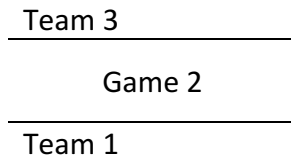
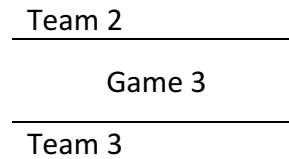
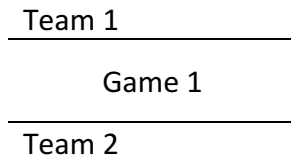


Home team: Games 1 and 2: team listed first. Game 3: coin flip.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Districts; 3 teams

Full round robin



Highest number of points in round robin is District Champion.

Home team: Team listed first.

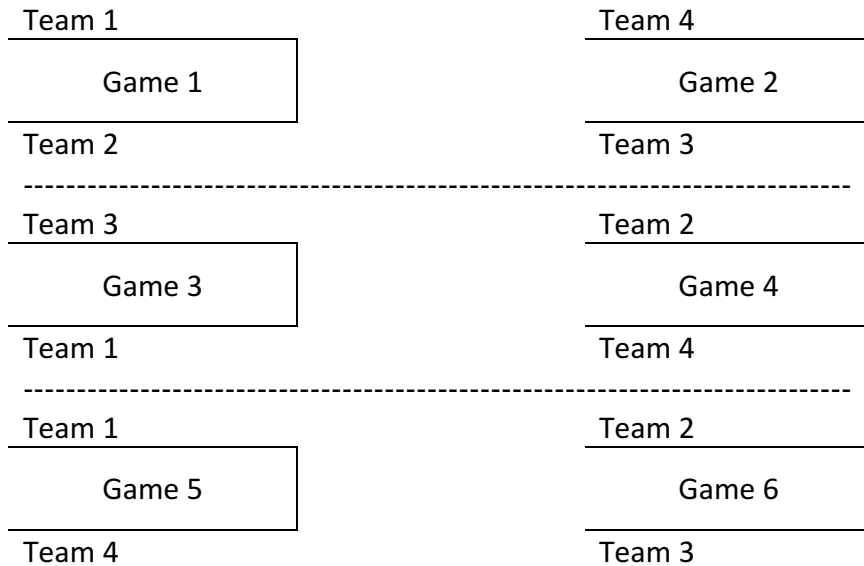
Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Game order may be adjusted to minimize travel expenses or difficulties.

Districts; 4 teams

Full round robin



Highest number of points in round robin is District Champion.

Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Game order may be adjusted to minimize travel expenses or difficulties.

Districts; 5 teams

Full round robin

Team 1	Team 4
Game 1	Game 2
Team 2	Team 3

Team 3	Team 5
Game 3	Game 4
Team 1	Team 2

Team 5	Team 2
Game 5	Game 6
Team 1	Team 4

Team 1	Team 3
Game 7	Game 8
Team 4	Team 5

Team 2	Team 4
Game 9	Game 10
Team 3	Team 5

Highest number of points in round robin is District Champion.

Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Game order may be adjusted to minimize travel expenses or difficulties.

Districts; 6 teams

Preliminary round robins

American

Team 1

Game 1

Team 2

Team 3

Game 3

Team 1

Team 2

Game 5

Team 3

National

Team 4

Game 2

Team 5

Team 6

Game 4

Team 4

Team 5

Game 6

Team 6

2 highest point totals in both brackets advance to championship round, next page.

Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Game order may be adjusted to minimize travel expenses or difficulties.

Districts; 6 teams (continued)

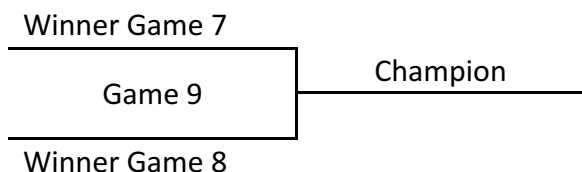
Semifinals



Home team: Team with most points in round robin. Coin flip if teams are tied in points.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Championship



Home team: Coin flip.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Districts; 7 teams

Preliminary round robins

American

Team 1

Game 1

Team 2

Team 4

Game 3

Team 3

Team 2

Game 4

Team 4

Team 3

Game 6

Team 1

Team 2

Game 7

Team 3

Team 1

Game 9

Team 4

National

Team 5

Game 2

Team 6

Team 7

Game 5

Team 5

Team 6

Game 8

Team 7

2 highest point totals in both brackets advance to championship round, next page.

Home team: Team listed first.

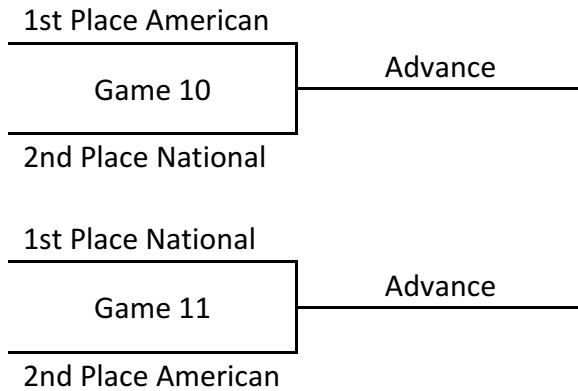
Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Game order may be adjusted to minimize travel expenses or difficulties.

Districts; 7 teams (continued)

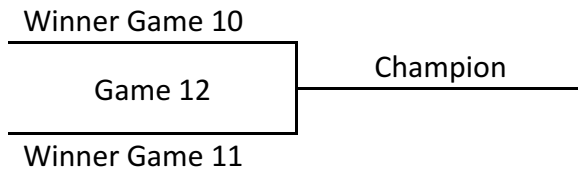
Semifinals



Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Championship



Home team: Coin flip.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Districts; 8 teams

Preliminary round robins

American

Team 1

Game 1

Team 2

Team 4

Game 3

Team 3

Team 2

Game 5

Team 3

Team 1

Game 7

Team 4

Team 2

Game 9

Team 4

Team 3

Game 11

Team 1

National

Team 5

Game 2

Team 6

Team 8

Game 4

Team 7

Team 6

Game 6

Team 7

Team 5

Game 8

Team 8

Team 6

Game 10

Team 8

Team 7

Game 12

Team 5

2 highest point totals in both brackets advance to championship round, next page.

Home team: Team listed first.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

Breaking ties in the standings: Use USA Hockey procedure (attached) for tiebreaker in round robin play.

Game order may be adjusted to minimize travel expenses or difficulties.

Districts; 8 teams (continued)

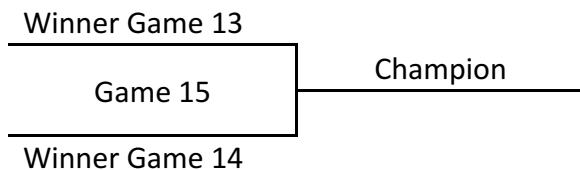
Semifinals



Home team: Team with most points in round robin. Coin flip if teams are tied in points.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Championship



Home team: Coin flip.

Games tied after regulation: Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Procedure for Assigning Team Numbers

Each year at the Spring District Council meeting, association names are drawn out of a hat, and ranked for these purposes. For example, on April 12, 2014, the names were drawn and the following list was obtained:

Keweenaw Bay
Manistique
Calumet
Escanaba
Ironwood
Tahquamenon
Munising
DAHA
Iron River
Ontonagon
Copper Country
Iron Range
Marquette

Each year, a new list will be drawn, so the draws are random, blind, and different each year.

For Regional Playdowns and District Tournaments, the teams that are participating will be assigned numbers from 1 through 8 (or fewer if needed) based on the list and who is participating. For example, assume that there is a Regional Playdown in the East that has 5 teams: Munising, Escanaba, Marquette, Iron Range and Tahquamenon. Looking at the list, Keweenaw Bay, Manistique, and Calumet are not participating. The first association on the list that is participating is Escanaba, so they will be designated Team 1. Tahquamenon will be Team 2, and so on, so the team list will be constructed as follows:

Team 1	Escanaba
Team 2	Tahquamenon
Team 3	Munising
Team 4	Iron Range
Team 5	Marquette

Practically, just scratch out the associations that are not participating, and number the remaining teams with the highest being Team 1, and so on.

This list will be updated and posted on the MAHA District Website each year.

Procedure for determining a winner of games ending in a tie

As of 2017, this procedure is used for all Regional and District Tournament games. It is taken from USA Hockey's "District and National Championship Tournament Guidebook, 2014-2015 Season," Rule U(1)(b), "Method of Determining a Champion - Quarterfinal, Semifinal and Championship Games."

1. The game shall be continued to determine a winner.
2. At the completion of the third period, there shall be a two (2) minute rest period before the start of the first overtime session.
3. All overtimes shall be ten (10) minutes in length and sudden death. Teams shall not switch ends throughout overtime periods, therefore teams will play in the same end from which they played during the third period until a winner is determined.
4. If the teams are still tied at the completion of the first overtime, the teams shall leave the ice and the ice shall be resurfaced. A second overtime period shall begin immediately following the ice resurfacing.
5. Following the second overtime, there shall be a two (2) minute rest period prior to the start of the third overtime session.
6. If the teams remain tied at the completion of the third overtime period, the teams shall leave the ice and the ice shall be resurfaced.
7. Thereafter, the foregoing process in items 1-6 shall be repeated until such time as a winner is determined.

Tie Breaking Rules to Determine Standings Position

This procedure is used for Regional Playdowns and District Tournaments with round robins in the brackets. It is taken from USA Hockey's "District and National Championship Tournament Guidebook, 2014-2015 Season," Rule U(2)(c), "Method of Determining a Champion – Tie Breaking Rules to Determine Standings Position."

If two or more teams have an equal number of points, their position in the standings shall be determined by the following tie breaking format. If one tiebreaker establishes a position for one or more teams, each team is placed in the applicable position. Once a team or teams are placed, the remaining tied teams shall start the tie breaking process again at step 1. (If all tied teams have not played each other, then proceed to step 2). Note: A team may go into the tie breaking process having defeated another of the tied teams and still not advance. The tiebreaker formulas are as follows:

1. The results of the head-to-head games played between the tied teams in the following order:
 - a. Standings — Most points.
 - b. Most total wins (whether in regulation, overtime and shootout).
 - c. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - d. Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero(0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for."
2. If after applying the formulas of 1 a, b, c or d the tie still exists, the results of all the games played by the teams tied in the following order.
 - a. Most total wins (whether in regulation, overtime and shootout).
 - b. Differential — Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - c. Quotient — Dividing the goals scored in these games by the goals scored against, the positions being determined in order of the greatest quotient. A quotient involving dividing by zero (0) has higher standing than a quotient from dividing by any number other than zero. Where two or more teams have no goals against and the quotient tiebreaker is required, the teams shall be ranked high to low in descending order of "goals for."
 - d. Most periods won — In the games played by each tied team, points will be awarded for each regulation period won (2 points) and for each regulation period tied (1 point). Positions shall be in the order of highest point total.
 - e. Quickest first goal — The team that scored the quickest goal in their preliminary round games shall be ranked highest.

(Continued on next page)

Tie Breaking Rules to Determine Standings Position, Page 2

3. If the above procedure does not break the tie, the teams shall use a shootout procedure as described below.

Note: If a team forfeits any of its games, and becomes involved in any tie breaking formula to determine its eligibility to advance to the next level of play, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the nonoffending team.

2. Shootout

The shootout will be conducted as follows:

- A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- The referee shall call the two captains to the referee's crease to flip a coin to determine which team takes the first shot. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with five different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

3. Sudden Death Shootout

The sudden death shootout will be conducted as follows:

- A sudden death shootout is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shootout.
- Teams will select their shooters to participate in any order in the sudden death shootout, whether or not they shot in the previous round. The last player in the first round of the shootout may be the first player in the sudden death shootout.

- Players in a sudden death shootout shall not be allowed to take another shot until four additional shooters have completed their attempts.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The goalkeepers from each team may be changed after each shot.
- The official scorekeeper shall record all shots taken indicating the players, goalkeepers, and goals scored.