**Michigan Amateur Hockey Association**

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| **- DISTRICT 4 HOCKEY DAY INFORMATION SHEET -** |
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| **The following information is required by District 4 prior to approval of a Host Association.**  **Print or type all entries. Complete all pages of this form and return to the District 4**  **Chairperson no later than November 01.**  **DIVISIONS TO BE HOSTED:** Squirt B/A/AA; PeeWee B/A/AA; Bantam B/A/AA; Midget B/BB/A/AA  **TOURNAMENT DATES:** X  **HOST ASSOCIATION NAME:** X.  **ARENA:** NAME: X .ARENA PHONE: X  STREET: X  CITY & ZIP: X  **ARENA:** NAME: X .ARENA PHONE: X  STREET: X  CITY & ZIP: X  **TOURNAMENT COMMITTEE:**  **ASSOCIATION DIRECTOR IN CHARGE HOST COMMITTEE**  NAME: XNAME: X  CELL PHONE: X CELL PHONE: X  E-MAIL: XE-MAIL: X    **HOST COMMITTEE HOST COMMITTEE**  NAME: XNAME: X  CELL PHONE: X CELL PHONE: X  E-MAIL: XE-MAIL: X  **HOST COMMITTEE HOST COMMITTEE**  NAME: XNAME: X  CELL PHONE: X CELL PHONE: X  E-MAIL: XE-MAIL: X |
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Per USA Hockey Rules:

In order to eligible to host a National bound State Playoff or a USAH National Championship, all programs, leagues, etc. at the host facility must be USA Hockey registered and the facility must be a member of the USA Hockey S.T.A.R. (Servicing The American Rinks) rink program.

STAR Rink (check one): YES: \_\_\_\_\_ NO: \_\_\_\_\_

All programs, leagues etc. at the host facility are USA Hockey registered (check one): YES: \_\_\_\_\_ NO: \_\_\_\_\_

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| **- DISTRICT 4 HOCKEY DAY INFORMATION SHEET -** |
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**Organizations hosting District 4 Hockey Day are required to provide certain features and services. The manner in which these requirements are carried out and the addition of any of the optional items will greatly affect the quality of your tournament. Direct questions to the District 4 Chairperson.**

**REQUIRED ITEMS:** Explain if unable to provide. Check all that apply.

☐ 1. Experienced, mature, time keeper - scorekeeper for each game.

☐ 2. Mature penalty box attendants for each game.

☐ 3. Large standings board maintained up to date throughout the tournament.

☐ 4. Individual player introductions before the championship game.

☐ 5. Locker rooms for each team and the referees. All rooms with showers.

☐ 6. Teams separated when leaving the ice after each game.

☐ 7. Personnel for crowd control.

☐ 8. Per team cost posted. Identify to the participating teams who checks should be made out to.

☐ 9. Rules posted on site, viewable by attendees.

☐ 10. Association representatives on site for the entire event.

**OPTIONAL ITEMS:** Check all that apply.

☐ 1. Certified athletic trainer, EMT, paramedic, or medical or osteopathic physician at each game.

☐ 2. National Anthem played before the first game of each day.

☐ 3. National Anthem played before the championship game.

☐ 4. Referees introduced before each game.

☐ 5. Team name posted at their respective bench area.

☐ 6. A welcome sign at the arena entrance.

☐ 7. Apparel and Photo vendors. They must use the approved MAHA logo.

☐ 8. Public address announcer for each game.

**REFEREES:**

Referees will be scheduled by the District 4 Referee In Chief. D4 will pay the referees.

**AWARDS**

District 4 will supply Championship and Runner Up awards.

**ADDITIONAL ITEMS BEING PROVIDED:**

X

**EXPLANATION / ALTERNATIVE FOR REQUIRED ITEMS THAT WILL NOT BE IN COMPLIANCE:**

X

**DISTRICT 4 ALLOWED CHARGES WORKSHEET**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | Sqt B  (10U) | Sqt A  (9U) | Sqt AA  (10U) | PW B  (12U) | PW A  (11U) | PW AA  (12U) |
| Ice allocated per game (hours) [1] | \_\_\_\_ | \_\_\_\_ | \_\_\_\_ | \_\_\_\_ | \_\_\_\_ | \_\_\_\_ |
| Cost of ice per hour | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Cost of ice per game | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Cost of time keeper per game | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Cost of score keeper per game | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Other  (must be identified)  \*  \* | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Total cost per game | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Cost per team | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |

[1] see schedule below

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Btm B  (14U) | Btm A  (13U) | Btm AA  (14U) | Mgt B  (16U) | Mgt BB  (18U) | Mgt A  (16U) | MGT AA  (18U) |
| Ice allocated per game (hours) [1] | \_\_\_\_ | \_\_\_\_ | \_\_\_\_ | \_\_\_\_ | \_\_\_\_ | \_\_\_\_ | \_\_\_\_ |
| Cost of ice per hour | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Cost of ice per game | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Cost of time keeper per game | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Cost of score keeper per game | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Other  (must be identified)  \*  \* | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Total cost per game | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |
| Cost per team | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ | $ \_\_\_\_ |

[1] see schedule below

**District 4 Hockey Day Schedule Form**

Hosts are to complete the Schedule Form showing the days and times of the games.

Scheduling criteria:

Games should not be scheduled before 5:00 pm on weekdays

Squirt games should not start after 8:00 pm

When determining your ice needs make sure you allow time for the presentation ceremony (30 minutes).

|  |  |  |  |
| --- | --- | --- | --- |
| **DIVISION** | **Day/Date** | **Start Time** | **Finish Time** |
| Squirt B (10U) |  |  |  |
| Squirt A (9U) |  |  |  |
| Squirt AA (10U) |  |  |  |
| PeeWee B (12U) |  |  |  |
| PeeWee A (11U) |  |  |  |
| PeeWee AA (12U) |  |  |  |
| Bantam B (14U) |  |  |  |
| Bantam A (13U) |  |  |  |
| Bantam AA (14U) |  |  |  |
| Midget B (16U) |  |  |  |
| Midget BB (18U) |  |  |  |
| Midget A (16U) |  |  |  |
| Midget AA (18U) |  |  |  |

**Approved by D4 Council:** Yes\_\_\_\_\_ No: \_\_\_\_\_ Approver:

Comments:

**Game Format for Hockey Day**

**Updated August 1, 2016**

1. **Games will be played under the following time format.**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **DIVISION** | **PERIODS** | **Ice Resurface** | **Overtime** | **Curfew** | **Hours/ Game** |
| Squirt B (10U) | 12 min | Before game only | 10 min | None | 1.25 |
| Squirt A (9U) | 12 min | Before game only | 10 min | None | 1.25 |
| Squirt AA (10U) | 12 min | Before game only | 10 min | None | 1.25 |
| PeeWee B (12U) | 15 min | Before game only | 10 min | None | 1.5 |
| PeeWee A (11U), AA (12U) | 15 min | Before game only | 10 min | None | 1.5 |
| Bantam B (14U) | 15 min | Before game only | 10 min | None | 1.5 |
| Bantam A (13U) | 15 min | Before game only | 10 min | None | 1.5 |
| Bantam AA (14U) | 16 min | Before game only | 10 min | None | 1.5 |
| Midget B (16U) | 15 min | Before game only | 10 min | None | 1.5 |
| Midget BB (18U) | 15 min | Before game only | 10 min | None | 1.5 |
| Midget A (16U) | 17 min | Before game  After 2 periods | 10 min | None | 2.0 |
| Midget AA (18U) | 17 min | Before game  After 2 periods | 10 min | None | 2.0 |

NOTE: Sudden victory overtime periods are stop-time. Teams do not switch ends after the 3rd period, but will switch ends after the 1st Overtime period. Teams will remain in that end until the game in concluded.

1. Resurfacing of the ice.

**Midget A, AA** - Resurface after every two periods. Additional resurfacing will be at the discretion of the MAHA District 4 Representative(s), with the advice of the referee(s).

2. (5) second drop of puck rule in effect for all games – USA Rule 204.

3. One timeout (60 seconds) per team, per game is allowed. No additional timeout is allowed in the overtime periods.

**4. Running Clock** - For Non-National Bound divisions ONLY - In the **3rd Period** if the goal differential reaches 8 goals, the clock goes to running clock. If the differential drops to 6 goals, the clock returns to a stop clock.