



## 2025-2026 MAHA 8U STATE HALF-ICE TOURNAMENT RULES

### General Rules

Teams will be able to enter in one of three skill divisions. It is up to the Associations to properly assign players to teams according to their skill set. Birth year is not the overriding factor at this age level using the following procedures. Teams that wish to participate in the White or Blue Division must participate in at least one MAHA sanctioned jamboree designated as a qualifying event.

- **Red, White and Blue** Divisions:
  - **Red** Division: 2017 Birth Year Advanced Skill Players and/or Very Advanced 2018 Birth Year Players or any select or tournament team.
  - **White** Division: 2018 Birth Year Advanced Skill Players and/or Intermediate Skill 2017 Birth Year Players or 2018 or younger selected or tournament teams.
  - **Blue** Division: Mixed 2018 or younger Birth Year Players of Intermediate Skill level or 2017 Newer Players to the Game.
- **Girl's Division** – 2017 and 2018 Birth Years, all skill levels.
- MAHA reserves the right to assign team to the appropriate division.
- No players with birth dates before January 1, 2017 are allowed to participate.

All teams are guaranteed a minimum of four (4) games.

1. All players must be USA Hockey registered.
2. All players, including goalkeepers are required to wear a facemask certified by HECC, plus any chin protection that accompanies the facemask. All players must wear neck laceration protection
3. All players on the players' and the penalty bench must wear the protective helmet/facemask/neck laceration protection while in the bench area.
4. At the conclusion of each game there is only a **three minute** break to get the players on & off the ice so it's important that your team is ready to enter the ice at the conclusion of the previous game.
5. USA Hockey's Zero Tolerance Rules will be strictly enforced. Arena and/or Tournament staff reserves the right to remove from the tournament and premises any players, coaches and or spectators who violate USA Hockey Zero Tolerance policies. (xxvi thru xxvii 2025-2029 Official Rules of Ice Hockey).
6. A maximum two (2) USA Hockey certified coaches per team are allowed on the bench during each game.

### Playing Rules

Players and Coaches that are not playing are to be on the player bench. The rink benches will be shared by two teams. In addition chairs may be set up outside of the rink surface entrance door and the Referee entrance door, which can be utilized as a player bench if necessary.

1. Games will be governed by **USA Hockey 2025-29** rules unless specifically addressed in the following rules.
2. Players may only participate on one team.
3. The games will played with **four (4)** skaters and **one (1)** goalie half (½) ice using intermediate nets. At the conclusion of the game there will be a **three minute break** to get the players on and off the ice. The games will begin at the published times without exception so be sure to have players ready to begin the game so that their first shift is not shortened as the game will begin on time.

4. Each game will consist **two (12) twelve minute** running clock periods.
  - One (1) minute warm-up
  - One (1) minute between periods
  - A buzzer will sound every 1:30 to indicate a line change, once the buzzer sounds, players must relinquish control of the puck immediately and vacate the ice. The new players may enter onto the ice surface immediately.
  - In the case of a shortened bench due to injury or ejection(s), at the sound of the buzzer all players must make contact with the bench boards; the double-shifted player(s) may then rejoin the action after having touched the bench boards
  - No time outs are allowed in Round Robin, Quarter Final, Semi-Final or Championship games.
5. Referees will drop the puck at the midpoint between the two nets and will not be concerned about how the teams are lined up for the faceoff:
  - Beginning of the game.
  - Start of each period
  - After each goal
  - After a major injury stoppage
6. The clock will only stop for a major injury. If this occurs then both games must stop play until the clock is restarted.
7. There are no offsides, no icing and no illegal clearing calls.
8. **NO SLAP SHOTS or BODY CHECKING ALLOWED, ONLY BODY CONTACT.**
  - A “**slap shot**” is defined as any shot during which the shooting player’s wind-up brings the stick blade above the height of the shooting player’s waist.
  - A “**body check**” is when a player uses his/her hip, shoulder or body intentionally for the sole purpose of separating the opponent from the puck.
  - “**Body contact**” is legal and is the contact that occurs between opponents during the normal process of playing the puck, provided there has been no overt hip, shoulder or arm contact to physically force the opponent off of the puck.
9. **A goalie must always be in the net. The goalie may not be pulled for an extra skater**
10. Penalties will result in a penalty shot
  - Any player receiving a major penalty or more severe penalty will result in a penalty shot for the other team and the removal of that player from the game and that player will not be allowed to play in any more tournament games unless permission is granted from the Tournament Director or his/her designee.
11. Any scoring disputes need to be reported to the Tournament Director by one (1) hour after the game is complete. Any such dispute after the allotted time will not be reviewed
12. Points will be awarded as follows: 2 points for a win, 1 point for a tie, no points for a loss. All round robin games can end in a tie. Overtimes will only be played in the quarterfinal, semifinal and Championship games.
13. **Electronic scoresheets are used for all games. Team are encouraged to check their scores immediately after the game for accuracy. Teams wishing to contest their score must file a protest with the Tournament Director no more than one hour after the completion of the game. Any protests after that time will be immediately denied.**
14. Tie Breaker Rules
  - Head to Head.
  - Number of Wins.
  - Goal differential Goals for minus Goals Against for all Games between tied teams.
  - Periods Won / Lost for all Games between tied teams.
  - Coin Toss.
15. In the case of multiple teams being tied, the tiebreaker rules will apply to determine first place. Once first place has been determined then the tiebreaker rule will begin over to determine second place and so forth.

16. Maximum Differential Rule: For tie breaking calculations, a team will be awarded a maximum of +8 goals for (differential) per game no matter how great (greater than 8) the differential may be. Also, a team will be charged a maximum of -8 goals "against" (differential) per game no matter how great (greater than 8) the differential may be.
17. Quarter Final, Semi Final and Championship Round Tie Breaker: At the end of Regulation time the score is tied there will be a three (3) minute sudden death overtime period and will be played three (3) on three (3). If the score still remains tied after the overtime period then there will be a best of 3 shoot-out. If after the best of 3 shoot-out, the score is still tied, the shoot-out will continue until one-team scores and the other does not. Coaches will determine the order of the shooters on their team, and no player can be used twice until all shooters have shot one time. Teams will alternate shots and the home team gets to decide who shoots first.