



2024-2025
**DISTRICT AND STATE CHAMPIONSHIP
TOURNAMENT GUIDEBOOK**

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SECTION 1

Nomenclature

Team Classifications

Eligibility for the District Championship Tournament
and the State Championship Tournament

Number of Games for Eligibility Credentials

Credentials

NOMENCLATURE

Throughout this document, the District Playoffs and District Championship Tournament are used interchangeably; also, the State Playoffs and the State Championship Tournament.

TEAM CLASSIFICATIONS

MAHA District Championship Tournament and State Championship Tournament:

Youth Classifications (8U, 9 & 10, 11 & 12, 13 & 14, 13 Only, 15 Only, 16 Only, 15 & 16, 17 & 18)

Girls' Classifications (8U, 10U, 12U, 14U, 16U, 19U)

Adult

High School Classifications (Varsity, JV Division I, and JV Division II)

Each season, the MAHA shall conduct District and State Championship Tournaments. The Tier I and Tier II Youth and Girls' State Championship Tournaments decide the Michigan State Champion for their classification and decide the teams to represent Michigan at the USA Hockey National Championships where offered. The Tier III State Championship Tournament decides the Michigan State Champion for their classification. The rules and regulations governing eligibility and qualification for the MAHA District and State Championship Tournaments are set forth in Article IX of the MAHA Annual Guide. Districts are responsible for conducting District Championship Tournaments to decide entrants for the State Championship Tournament. The MAHA State Playoff Committee shall approve all State host sites and schedules. The District and State Championship Tournaments shall be under the supervision and control of the State Playoff Committee who shall have final authority.

ELIGIBILITY FOR DISTRICT AND STATE CHAMPIONSHIP TOURNAMENTS

A. To be eligible to enter the MAHA District and/or State Championship Tournaments, only teams rostered legally in Michigan and conforming to all USA Hockey and MAHA Age Classification, Division Classification, and registration rules and regulations are eligible to enter the District Championship Tournament. Teams shall only be eligible in the Age Classification, Category, and Division in which they play the majority of their games prior to the District and/or State Championship Tournaments.

B. All teams are eligible for the District Championship Tournament in the District in which they are legally registered, as defined in paragraph A above. The District Council, being the governing body for the District, shall have and exercise general control and authority over the affairs of the District as defined in the MAHA Bylaw 6. The method of selection of eligible teams as candidates for the District Championship Tournament shall be determined by the District's Council. All teams will be notified by their District Council, in writing, before September 1, of any changes to the selection process. No notification is required if the selection process remains the same as the previous season and shall be considered as an established practice for the current season. A written copy of the selection process should be posted on the District website.

C. Any team may apply to the State Playoff Committee for the granting of an exception or a waiver to the eligibility rules set forth herein (refer to the Annual MAHA Guidebook). The request for exception must be in writing filed through the MAHA website and it must first be submitted to the District Council for the District in which the team is registered. The request for exception must be acted upon by the District Council and its actions evidenced by written endorsement upon the team request. The decision of the State Playoff Committee is final and cannot be appealed.

D. Each District will conduct a Championship Tournament to determine the District entry into the State Championship Tournament. In the event the team representing the host Association wins the District Championship Tournament, the District Championship Tournament runner-up shall represent the District at the State Championship Tournament.

E. Each District Champion or alternate team is eligible to enter the State Championship Tournament along with a team representing the host Association. Should this format fail to establish eight (8) entries, the State Playoff Committee shall select from District runners-up a sufficient number of teams to establish eight entries. A Runner Up Tournament is held to establish any open spots to the eight (8) team entries; this is a one game elimination tournament.

F. No more than two teams from any District may participate in the State Championship Tournament in any one Classification. No more than one team from the same Association may participate in the State Championship Tournament in the same Classification. The State Playoff Committee reserves the right to make exceptions in extraordinary circumstances.

G. Youth and Girls' Divisions teams shall only be eligible in the age classification, category, and division in which they play the majority of their games prior to Districts or States.

NUMBER OF GAMES FOR ELIGIBILITY

A. In National bound divisions, individual players must participate in ten (10) USA Hockey sanctioned games before the earliest of February 1st or before the regularly scheduled first game of the District Championship Tournament with the team for which they will participate in the District and State Championship Tournament. Players on teams in Classifications that do not have a District Championship Tournament have until their first game of the State Championship Tournament to reach ten (10) games. For all non-National bound divisions, the number of games is reduced to seven (7). Players on Split-Season teams must have their game count requirements met before the first game of the State Championship Tournament in October.

B. In order to qualify for the State Championship Tournament, all National bound teams must play at least twenty (20) games in its Classification, Category, and Division before the earliest of February 1st or before the regularly scheduled first game of the District Championship Tournament, except for Girl's Classification and non-National bound teams, which must play at least fourteen (14) games in their Classification, Category, and Division before February 1st. Split-Season teams must have their game count requirements met before the first game of the State Championship Tournament in October.

C. Tier I Youth and Tier I and II Girls' have until the first game of the State Championship Tournament to qualify for game counts. National bound teams must play twenty (20) games in their Classification, Category, and Division prior to the first game of the State Championship Tournament.

D. Exceptions to A. B. or C. may be granted by the State Playoff Committee. For National bound teams, approval must also be granted by the USA Hockey National Championships Appeal Committee.

E. All players must be active players on the team they are registered with at the time of the District Championship Tournament, except in the case of an injured player.

F. Teams qualifying for Youth 150 Tier I are able to use games against Tier 1 150 and 16U teams to meet the player and team game count requirements. Teams qualifying for Youth 130 tier 1 are able to use games against Tier 1 130 and 14U teams to meet the player and game count requirements.

GAMES FOR ELIGIBILITY TABLE REFERENCES

TABLE 1: Youth Tier III (Category) – B (Division)

Youth Classification	2024-25 Birthyears	National Bound	Max Games	Player	Team	When	% Against Higher Classification	% Games Against Same Age / Division / Category
10U	2014/15	N	45*	7	14	before districts	[1]	> 50%
12U	2012/13	N	45*	7	14	before districts	[1]	> 50%
14U	2010/11	N	50*	7	14	before districts	[1]	> 50%
16U	2008/09	N	50	7	14	before districts	[1]	> 50%
18U	2006/07	N	55	7	14	before districts	[1]	> 50%

** Tier III have a pilot for maximum game count*

[1] Tier III is Higher classification (Age and or Division) > 30%

For divisions that do not have a Round 1, game counts must be completed by February 1

TABLE 2: Youth Travel / Tier II (Category)

Division	Youth Classification	2024-25 Birth Years	National Bound	Max Games	Player	Team	When	% Games Against AAA / Tier I	% Games Against Same Age / Division / Category
A	10U (9U / Minor)	2015	N	45	7	14	before districts	<= 30%	> 50%
AA	10U (Major)	2014	N	45	7	14	before districts	<= 30%	> 50%
A	12U (11U / Minor)	2013	N	55	7	14	before districts	<= 30%	> 50%
AA	12U (Major)	2012	N	55	7	14	before districts	<= 30%	> 50%
A	14U (13U / Minor)	2011	N	60	7	14	before districts	<= 30%	> 50%
AA	14U (Major)	2010	Y	60	7	17	before districts	<= 30%	> 50%
A	16U	2008/09	Y	65	7	17	before districts	<= 30%	> 50%
A	16U Split Season	2008/09	Y	65	7	17	before split season tourney	<= 30%	> 50%
AA	18U	2006/07	Y	65	10	20	before states	<= 30%	> 50%

For divisions that do not have a Round 1, game counts must be completed by February 1

TABLE 3: Youth Travel (Category) – High School (Division)

Youth Classification	2024-25 Birth Years	National Bound	Max Games	Player	Team	When	% Against Higher Classification	% Games Against Same Age / Division / Category
JV Div 1 / JV Div 2	Must be in H.S.	N	65	7	14	before states	[1]	> 50%

[1] Tier III is Higher classification (Age and or Division) > 30%

TABLE 4: Youth Travel / Tier I (Category) – AAA (Division)

Youth Classification	2024-25 Birth Years	National Bound	Max Games	Player	Team	When	% Games Against Same Age / Division / Category
10U	2014	N	50	7	14	before States	> 50%
11U	2013	N	55	7	14	before States	> 50%
12U	2012	N	55	7	14	before States	> 50%
13 Only	2011	Y	60	10	20	before States	> 50%
14U	2010	Y	60	10	20	before States	> 50%
15 Only	2009	Y	65	10	20	before States	> 50%
16 Only	2008	Y	65	10	20	before States	> 50%
18U	2005/06	Y	65	10	20	before States	> 50%

TABLE 4: Girls' Tier III (Category) – B (Division)

Girls Classification	2024-25 Birth Years	National Bound	Max Games	Player	Team	When	% Against Higher Classification	% Games Against Same Age / Division / Category
10U	2014 or later	N	45*	7	14	Before States	[1]	> 50%
12U	2012 or later	N	45*	7	14	Before States	[1]	> 50%
14U	2010 or later	N	50*	7	14	Before States	[1]	> 50%
16U	2010 or later	N	50	7	14	Before States	[1]	> 50%
19U	2005 or later	N	55	7	14	Before States	[1]	> 50%

Note: Girls can play up one age classification. Except no 12 year olds on 14U except for Tier III or non-national bound division

** Tier III have a pilot for maximum game count*

[1] Tier III is Higher classification (Age and or Division) > 30%

TABLE 5: Girls' Travel / Tier II (Category) – AA (Division)

Girls Classification	2024 – 25 Birthyears	National Bound	Max Games	Player	Team	When	% Against Tier I	% Games Against Same Age / Division / Category
10U	2014 or later	N	45	7	14	before States	<= 30%	> 50%
12U	2012 or later	N	55	7	14	before States	<= 30%	> 50%
14U	2010 or later	Y	60	10	14	before States	<= 30%	> 50%
16U	2008 or later	Y	65	10	14	before States	<= 30%	> 50%
19U	2005 or later	Y	65	10	14	before States	<= 30%	> 50%

Note: Girls can play up one age classification. Except no 12 year olds on 14U except for Tier III or non-national bound division

TABLE 6: Girls' Travel / Tier I (Category) – AAA (Division)

Girls Classification	2024 – 25 Birthyears	National Bound	Max Games	Player	Team	When	% Games Against Same Age / Division / Category
12U	2012 or later	N	55	7	14	before States	> 50%
14U	2010 or later	Y	60	10	14	before States	> 50%
16U	2008 or later	Y	65	10	14	before States	> 50%
19U	2005 or later	Y	65	10	14	before States	> 50%

Note: Girls can play up one age classification. Except no 12 year olds on 14U except for Tier III or non-national bound division

CREDENTIALS

District Councils are responsible for checking the complete credentials for each team entering the District Championship Tournament. The dates for credentialing checks are to be set by the respective District Council. District Councils are also required to do complete credentials verifications for all teams going directly to the State Championship Tournament. For those teams that advance directly to the State Championship Tournament, the District Council shall set a date for the credentialing review which must be no later than one (1) month prior to the beginning of the State Championship Tournaments in February and March.

“These need to be done from scratch; you cannot rely on so and so checked them back in August.”

When a team is rostered, the MAHA Associate Registrar is not performing a credential check. It is each District Council’s responsibility to inform these teams of the location and time of the credential check. It is each District’s responsibility to ensure that credentialing and any subsequent reviews are completed prior to the beginning of the District Championships and the State Championship Tournament. For those teams that compete in the District Championships and advance to the State Championship Tournament a second review by the District prior to the State Championship Tournament is required.

The detailed requirements for credentialing are defined in Section 4.

During credentialing, if a player is found not to have served a game misconduct penalty or penalties, that player must sit the next scheduled game or games on the team’s schedule, which may be a District Championship Tournament game.

If a player receives a game misconduct in a District Championship Tournament game, that player must sit the next District Championship Tournament game. If the next game on the team’s schedule is a regular season game, the player must sit that game to cover the USA Hockey game misconduct rule, plus the next District Championship Tournament game.

Upon the completion of the District credential check, any team found to be missing any of the required information will be deemed ineligible to participate in Districts / States until said information has been corrected and approved by their local District.

SECTION 2

Rules and Regulations for District Championship Tournaments

RULES AND REGULATIONS FOR DISTRICT CHAMPIONSHIP TOURNAMENTS

The District Championship Tournaments shall be under the supervision and control of the State Playoff Committee who shall be the final authority.

DISTRICT CHAMPIONSHIP TOURNAMENTS

A. NOTIFICATION OF INTENT TO ENTER

1. Each Association and independent team must notify their District Council in writing of their intent to enter the District Championship Tournament at MAHA.org by November 1 and December 15th for the JV Division. Split-Season teams must submit the intent to enter for the State Championship Tournament by September 1. Application is completed through the MAHA website.
2. Each team in the Youth Tier I Category is automatically entered and required to participate in the MAHA State Championship Tournament. Furthermore, these teams must also participate in Nationals if the team is in a National bound division.
3. Girls' teams must signify their intention of entering the State Championship Tournament by completing the online registration at MAHA.org by November 1st. By registering online through the MAHA website, the team commits to participating in States and Nationals if the team is a National bound Classification team. Each team in the Girls' Tier I Category is automatically entered and required to participate in the MAHA State Championship Tournament. Furthermore, these teams must also participate in Nationals if the team is in a National bound division.
4. If a team which has committed to enter the District Championship Tournament fails to participate in those playoffs, the team officials shall be suspended for a maximum of one year by the State Playoff Committee.

B. DATES

District Championship Tournaments must be completed by the deadline set by the State Playoff Committee and notification of winners for each Classification are entered online accordingly by the District Chairperson to the MAHA website.

C. TOURNAMENT DIRECTOR

1. The District Tournament Director shall be appointed by the respective District Chairperson.
2. Under the supervision of the State Playoff Committee, the District Championship Tournament Director is in charge of all phases of the District Tournament, exclusive of playing Rules.
3. Insures that the onsite District representatives and each team has a printed concise set of rules.
4. Insures that a District Director is onsite at each District Championship Tournament game.

D. SUBSTITUTE GOALKEEPERS

A team may pick up a substitute goalie from within its own Association or District if it does not already have a second goalie registered. For non-National bound categories, the substitute goalie must be registered in the current season on a team of equal or lower age Classification and equal or lower team Classification. For the National bound category, the substitute goalie must be registered on a lower Classification team.

The MAHA Substitute Goalie Chart is shown in Section 3.

E. PLAYING RULES

The official USA Hockey playing rules shall be used. No protests shall be permitted on the playing rules.

F. TIME BETWEEN GAMES

In all the District Championship Tournaments held in Michigan, the number of games played by any player or team on one day shall not be more than two (2), with a minimum of four (4) hours between the finish of the first game and the start of the second, and twelve (12) hours between games played on consecutive days.

G. UNIFORM COLORS

1. The home team shall wear light/white jerseys. The visiting team shall wear dark/colored jerseys in all games. All disputes will be handled by the District Championship Tournament Director.
2. Each team entered in the District Championship Tournament must be fully uniformed with all players having jerseys of the same color. All players must have a number.

H. FORFEITS

- (a) Any team which fails to appear for a scheduled game of the District Championship Tournament shall:
 1. Forfeit all of its District Championship Tournament games.
 2. Pay for all expenses, including, but not limited to all referees' fees and all ice costs for each forfeited game.
 3. The head coach shall be suspended for a maximum of one year.
- (b) The District Council may impose further penalties within its discretion. In the event of exceptional circumstances, the forfeit(s) may be appealed to the State Playoff Committee Chairperson and two other members of the MAHA Board of Directors, and the game(s) may be ordered replayed if the appeal is upheld.
- (c) A score of 0-1 will be recorded on the official game sheet(s) for all games if any game is a forfeit.

I. PROTESTS

Protests on all matters other than playing rules and/or referees judgment must be filed with the District Tournament Director in writing no later than one hour after the completion of the game involved. Written protests must contain all facts and must be accompanied by a protest fee of \$250.00 (by check made payable to the MAHA) which will be returned if the protest is upheld. Officials must be notified at the time of protest so that it may be announced to all officials and the public. The fee will be forfeited if the protest is turned down.

J. REFEREES

1. The Referee-in-Chief of each Michigan District, or his designee, will appoint registered referees in good standing for all Michigan District Championship Tournament games. The Referee-in-Chief of each Michigan District shall submit a list of appointed referees to the District Chairperson fourteen (14) days prior to the start of each tournament, if such a list is requested by the District Chairperson.
2. The District shall have the right to question the list of appointed officials by contacting the District Referee-in-Chief. All unsettled disputes will be presented to the USA Hockey Michigan Referee-in-Chief and the MAHA Vice President of Officials for a final decision.

3. The host Association/District shall pay referee fees for all District Championship Tournament games. The referee fees shall be negotiated prior to the District Championship Tournament and shall be paid in full within ten (10) days from the completion of the tournament.

K. DISCIPLINE

1. Any player or team official receiving a game(s) suspension during the District Championship Tournament (game misconduct, etc.) must serve the suspension during the next game(s) of that District Championship Tournament. Suspensions not served to completion during the District Championship Tournament will be carried over to the State Championship Tournament games. Note: the suspended player/team official must serve game suspension(s) in the next prescheduled game(s) of that team, and the next District Championship Tournament game(s) should they not coincide.
2. Should the District Council become aware of, and subsequently determine a player(s) to be ineligible before, during, or after the State Championship Tournament, said player(s) shall be ruled ineligible to participate in any remaining games and the team using the ineligible player(s) shall forfeit any games in which the player(s) participated. A score of 0-1 will be recorded on the official game sheet(s) for all games if any game is forfeited.

L. AUTHORITY OF THE MAHA TOURNAMENT DIRECTORS AND REFEREES

Under the supervision of the State Playoff Committee, in all District Championship Tournaments the qualified and designated referees shall have sole authority of and responsibility for enforcement and interpretation of the playing rules on the ice except as provide herein. The District shall be the authority, with the advice of the referee, to terminate play, determine resurfacing as set forth in these rules, and to decide if a game must be replayed and the manner of replay.

M. CREDENTIALS

The District Tournament Director(s) on site are responsible for checking the complete credentials for each team entered into the District Championship Tournament. The detailed requirements for credentialing are defined in Section 4.

N. GAMESHEET

Each District is required to use the GameSheet application for all games in the District Championship Tournament. All teams participating are required to have their roster current in the USA Hockey Registry including player position and jersey number.

SECTION 3

Rules and Regulations for State Championship Tournaments

RULES AND REGULATIONS FOR STATE CHAMPIONSHIP TOURNAMENTS

These rules and regulations are in addition to the “USA Hockey District and National Championship Tournament Guidebook”. The MAHA State Championship Tournament shall be under the supervision and control of the State Playoff Committee.

A. DEFINITIONS

For any instance referenced within this document, the following definitions shall be used:

National bound division – Youth 13 Only Tier I, Youth 14U Tier I and Tier II (AA), Youth 15 Only Tier I, Youth 16U Tier I and Tier II (A), Youth 18U Tier I and Tier II (AA), Girls’ 14U Tier I and Tier II, Girls’ 16U Tier I and Tier II, Girls’ 19U Tier I and Tier II.

Non-National bound division – All Youth and Girls’ 10U, all Youth and Girls’ 12U, Youth 14U Tier II (A) and Tier III, Youth 16U Tier III (B), Youth 18U Tier III (BB), Girls’ 14U Tier III, Girls’ 16U Tier III, Girls’ 19U Tier III, Non-Varsity High School Division 1 and Division 2.

B. SITES

Each District must have their sites selected for presentation as early as the Summer Meeting and no later than the November State Playoff Committee meeting. A MAHA Form 11 (State Tournament Information Sheet, 2 pages) must be submitted; located at “2025 State Playoff Bid” (MAHA.org; then Tournaments; State Playoffs’); titled the “2024-2025 Tournament Information Sheet” which should include the “MAHA State Tournament Allowable Team Fee- Ice Cost per Hour.”

It is mandatory that a District Director be onsite at each State Championship Tournament game.

STATE PLAYOFF LOCATIONS -

<u>DISTRICT</u>	<u>2024</u>	<u>2025</u>	<u>2026</u>
<u>2</u>	<u>All Tier I and Girls’ Tier II</u>	<u>All Tier I, Girls’ Tier II and 12U</u>	
<u>3</u>	<u>14U</u>		<u>12U</u>
<u>4</u>	<u>JV</u>	<u>14U</u>	
<u>5</u>	<u>16/18U</u>		<u>14U</u>
<u>6</u>	<u>10U, Girls’ Tier III</u>	<u>16U / 18U</u>	
<u>7</u>		<u>10U</u>	<u>16U / 18U</u>
<u>8</u>	<u>12U</u>		<u>10U</u>

- Each District must also have their list of entries for each Division for the November State Playoff meeting.
- Each District must submit a completed State Tournament Schedule for the selected site upon selection by the State Playoff Committee. The State Playoff Committee will validate the schedule.
- To be eligible to be awarded MAHA State Championship Tournaments, or National tournaments the host facility should be a member of the U.S. Ice Rink Association with at least one U.S. Ice Rink Association Certified Ice Technician on staff and register all its ice hockey program/leagues with USA Hockey (including adults). Exceptions can be granted with the approval of the appropriate District Council, State Playoff Committee, or USA Hockey.

- A sufficient amount of ice time shall be provided to comply with the regulations which permit a maximum number of games per day.
- All State Championship Tournaments need to be completed by the date set by the State Playoff Committee.
- Make sure that the onsite District representative(s) and each team has the State Championship Tournament printed set of rules before the playoffs begin. Reference the online information prepared for each team on the Information for Entrant page (MAHA.org; then Tournaments; State Playoffs). MAHA representatives and local host chairpersons should meet prior to the start of the playoffs to discuss any questions that they may have regarding rules and procedures.

C. PAIRINGS

Formula for Non-Seeded State Playoff Pairing (8 Teams)

	National Division	American Division
2025 Districts	2, 4, 7, 8	1, 3, 5, 6

Note: District 1 is filled by the host team.

Formula for Seeded State Playoff Pairing (8 Teams)

	National Division	American Division
2025 Seeding	2, 3, 6, 7	1, 4, 5, 8

If there are less than eight (8) teams entered, the State Playoff Committee will determine the pairings.

- Youth Tier III will be a non-seeded tournament.
- Tier 1 Youth tournaments will be seeded by the MAHA Home/Away Game Series.
- Tier 1 Girls' tournaments will be seeded by the MAHA Home/Away Game Series.
- All Youth Tier II tournaments will be seeded by a sub-committee of the State Playoff Committee.
- All Tier II and Tier III Girls' tournaments are seeded based on the league record in the MGHL. For those teams not in the MGHL, the win loss record will be used to seed. Win/loss information need not be the sole criteria considered. Seeding will be done by a sub-committee of the State Playoff Committee.
- Non-Varsity High School Division 1 and Division 2 will be seeded by a sub-committee of the State Playoff Committee.

D. SUBSTITUTE GOALKEEPERS

1. A team may pick up a substitute goalie from within its own Association or District if it does not already have a second goalie registered. For non-National bound categories, the substitute goalie must be registered in the current season on a team of equal or lower age Classification and equal or lower team Classification. For National bound categories, the substitute goalie must be registered on a lower Classification team.
2. A substitute goalie, under such circumstances, may be used only in case of injury or illness to the regular goalie.
3. *** New from USA Hockey ***
For any teams that need an Emergency Back Up goalie (EBUG), the team will need to submit an

appeal to the National Championships Appeals Committee. Registrars cannot add EBUGs to the roster that were not on the roster prior to December 31 and/or did not meet the game count requirements. Teams that played all season with one (1) goalie are expected to go to Nationals with one goalie. To request an EBUG, a team must submit the following to the team's district registrar:

1. Provide proof/explanation of extenuating circumstances to show why a team with two (2) goalies now only has one (1) or a team with one (1) goalie and now have no goalie (i.e. medical note);
2. Provide the name, team, program, and level of the goalie the team would like as an EBUG. EBUGs must be in the same age classification as the team. EBUGs should be from the same affiliate, at the same or lower level of play, and from a team that is no longer competing at an affiliate, district, or national championship.

The district registrar will review the documentation to confirm the extenuating circumstance and that the EBUG requested by the team conforms to the above. If it conforms to the above, the registrar will submit it to the National Championship Appeals committee, along with their recommendation for this specific request. If approved, EBUGs will only be allowed to play in affiliate, district, or national championships or games leading thereto when it is shown that the team's other goalie on the roster is unable to play. 24 If the team only has one (1) goalie and a situation arises during an affiliate, district, and/or national tournament where the goalie becomes unable to continue, the team will be expected to dress a skater as a goalie or finish the game with six (6) skaters. For the remaining games, the onsite tournament registrar can submit the above request for an EBUG. If an EBUG is needed, and it's not logistically feasible for the team to supply one, the team can inquire with the host to see if one is available locally. A local EBUG must be approved by the tournament registrar.

MAHA Substitute Goalie Chart

Age Classification	Classification	Division	Category	Substitute Goalie Option (Must be the same or lower than shown below)
YOUTH NATIONAL BOUND				
17 & 18	18U	AAA	Tier I	18U Tier II
17 & 18	18U	AAA	Tier II	18U Tier III (BB)
15 & 16	16U	AAA	Tier I	16U Tier II
15 & 16	16U	AAA	Tier II	16U Tier III (B)
15 Only	15 Only	AAA	Tier I	16U Tier II (Must be 15 years old)
13 & 14	14U	AAA	Tier I	14U Tier II
13 Only	13 Only	AAA	Tier I	14U Tier II (Must be 13 years old)
13 & 14	14U	AA	Tier II	14U Tier III
TRAVEL TEAMS NON-NATIONAL BOUND				
13 & 14	13U	A	Travel	13U
11 & 12	12U	AAA	Tier I	12U
11 & 12	12U	AA	Tier II	12U AA
11 & 12	11U	A	Travel	12U A
9 & 10	10U	AAA	Tier I	10U

9 & 10	10U	AA	Tier II	10U AA
9 & 10	9U	A	Travel	10U A
7 & 8	8U			8U
YOUTH NON-NATIONAL BOUND				
17 & 18	18U	BB	Tier III	Any BB team or below in your association or District. No A, AA, or AAA
15 & 16	16U	B	Tier III	Any B team or below in your association or District. No A, AA, or AAA
13 & 14	14U	B	Tier III	Any B team or below in your association or District. No A, AA, or AAA
11 & 12	12U	B	Tier III	Any B team or below in your association or District. No A, AA, or AAA
GIRLS' NATIONAL BOUND				
17, 18, & 19	19U	AAA	Tier I	19U Tier II
17, 18, & 19	19U	AA	Tier II	19U Tier III
15 & 16	16U	AAA	Tier I	16U Tier II
15 & 16	16U	AA	Tier II	16U Tier III
13 & 14	14U	AAA	Tier I	14U Tier II
13 & 14	14U	AA	Tier II	14U Tier III

Age Classification	Classification	Division	Category	Substitute Goalie Option (Must be the same or lower than shown below)
GIRLS' TRAVEL NON- NATIONAL BOUND				
11 & 12	12U	AAA	Tier I	12U
11 & 12	12U	AA	Tier II	12U AA
9 & 10	10U	AA	Travel	10U AA
9 & 10	10U	A	Tier II	10U A
7 & 8	8U			8U
GIRLS' NON- NATIONAL BOUND				
17, 18 & 19	19U	B	Tier III	Any B team or below in your association or District. No A, AA, or AAA
15 & 16	16U	B	Tier III	Any B team or below in your association or District. No A, AA, or AAA
13 & 14	14U	B	Tier III	Any B team or below in your association or District. No A, AA, or AAA
11 & 12	12U	B	Tier III	Any B team or below in your association or District. No A, AA, or AAA
9 & 10	10U	B	Tier III	Any B team or below in your association or District. No A, AA, or AAA

E. PLAYING RULES

The official USA Hockey playing rules shall be used. No protests shall be permitted on the playing rules.

G. UNIFORM COLORS

1. The home team shall wear light/white jerseys. The visiting team shall wear dark/colored jerseys in all games. All disputes will be handled by the State Championship Tournament Director.
2. Each team entered in the State Championship Tournament must be fully uniformed with all players having jerseys of the same color. All players must have a number.

H. TIME BETWEEN GAMES

In all State Championship Tournaments held in Michigan, the number of games played by any player or team on one day shall not be more than two, with a minimum of four hours between the finish of the first game and the start of the second, and twelve hours between games played on consecutive days.

I. SCHEDULES AND FORMATS

1. All schedules and scores will be posted online at MAHA.org (then Tournaments; State Playoffs) as well as any partnered third-party applications associated with the current playoff season.
2. If the maximum number of teams cannot be met in any given tournament, the State Playoff Committee has the authority to adjust the tournament format as needed.
3. **Youth Tier I**
 - a. The tournament shall consist of no more than eight (8) teams.
 - b. There will be two (2) conferences (American and National) with four (4) teams per conference.
 - c. Conferences will be seeded according to how the teams performed in the MAHA

Home/Away Game Series for the current season.

- d. The American Conference will be teams seeded first, fourth, fifth, and eighth. The National Conference will be teams seeded second, third, sixth, and seventh.
- e. The highest seed is designated as the home team for all games.
- f. Round Robin Play - teams will play three (3) games against the teams within their own conference.
- g. The top two (2) teams from each conference advance to the Semi-Finals, with the 1st seed from the American Conference playing the 2nd seed from the National Conference and the 1st seed from the National Conference playing the 2nd seed from the American Conference.
- h. Winners for the Semi-Final games advance to the Championship game which shall be single elimination.

4. Youth 18 U Tier II (AA)

- a. Will be evaluated annually by the State Playoff Committee.
- b. The State Playoff Committee will determine the number of participants and format.

5. Youth 16U Tier II (A)

- a. The tournament shall consist of no more than twelve (12) teams.
- b. The twelve (12) teams making up the State Championship Tournament will be determined as follows:
 - i. First eight (8) teams are determined using the regular process (1 host, 7 District representatives).
 - ii. Up to two (2) Split-Season teams to fill in missing District representatives from the regular process (1 host, 7 District representatives).
- c. An additional four (4) full season teams added as at-large.
 - i. A sub-committee of the State Playoff Committee will be formed after Districts to determine who receives a bid.
 - ii. At-large bid teams must have participated in the District Championship Tournament.
 - iii. If not enough qualified full season teams are available to fill the four (4) spots, then Split-Season teams may be used to fill the openings.
- d. The sub-committee will determine the seeding of the teams.
- e. There will be two (2) conferences with two (2) divisions per conference.
- f. The American Conference will consist of two 3-team divisions named USA and Olympic respectively and the National Conference will consist of two 3-team divisions named NHL and Liberty respectively.
- g. Teams will play in a cross-over format with the other division in their respective conference.
- h. Each conference will advance the top two (2) teams regardless of their division to move on to the Semi-Finals, with the 1st seed from American Conference playing the 2nd seed from the National Conference and the 1st seed from the National Conference playing the 2nd seed from the American Conference.
- i. Winners of the Semi-Final round games advanced to the Championship game which shall be single elimination.
- i. A coin-flip shall be used to determine who is the home team.

6. Youth 10U – 14U Tier II and all Tier III

- a. The tournament shall consist of no more than eight (8) teams.
- b. There will be 2 conferences (American and National) with four (4) teams per conference.
- c. Conferences will be seeded according to the Rules and Regulations for State Championship

Tournament pairing section above. (See section C. PAIRINGS above.)

- d. Round Robin Play - teams will play three (3) games against teams within their own conference.
- e. The top two (2) teams from each conference advance to the Semi-Finals, with the 1st seed from the American Conference playing the 2nd seed from the National Conference and the 1st seed from the National Conference playing the 2nd seed from the American Conference.
- f. Winners from the Semi-Final games advance to the Championship game which shall be single elimination.

7. Girls' Tier I

- a. The tournament shall consist of no more than five (5) teams.
- b. There will be one (1) conference called American.
- c. The conference will be seeded according to how the teams performed in the MAHA Intrastate play for the current season.
- d. The highest seed is designated as the home team for all games.
- e. Round Robin Play - teams will play one (1) game against all the teams in the conference.
- f. The top two (2) teams will play in the Championship game which shall be single elimination.

8. Girls' Tier II

- a. All divisions will be in a standard 8 team division format.
- b. If more than 8 teams submit an intent to enter, playdowns will take place to get to 8 teams.
 - i. All teams registered will be seeded according to MGH records and if needed MHR or a combination of both at the discretion of the SPC subcommittee. Seeding will be done by January 12th.
 - ii. Playdowns to be completed by end of day, Sunday, Feb 2nd
 - iii. Teams in playdown are determined as follows:
 - 1. Number of teams required to participate in the playdown is determined by the number of teams registered greater than 8 then doubled.
 - 2. Those amount of teams will be taken from the bottom of the seeded teams to determine who plays who. Highest seed will play the lowest seed, etc.
 - a. Ex: 10 teams register, 4 teams to play-in. 7th v 10th and 8th v 9th
 - iv. A single elimination game will take place between 2 teams, the higher seeded team gets home ice advantage. Ice and ref cost split between the 2 teams.
- c. Once all 8 teams are determined, a final seeding will occur on February 9th. This seeding will be used for the State Tournament Schedule.
- d. There will be 2 conferences (American and National) with four (4) teams per conference.
- e. Conferences will be seeded according to the Rules and Regulations for State Championship Tournament pairing section above. (See section C. PAIRINGS above.)
- f. Round Robin Play - teams will play three (3) games against teams within their own conference.
- g. The top two (2) teams from each conference advance to the Semi-Finals, with the 1st seed from the American Conference playing the 2nd seed from the National Conference and the 1st seed from the National Conference playing the 2nd seed from the American Conference.
- h. Winners from the Semi-Final games advance to the Championship game which shall be single elimination.

9. Girls' Tier III

- a. Will be evaluated annually to determine the appropriate number of teams and format per

Age and Division Classification by the State Playoff Committee.

- b. Conferences will be seeded according to the Rules and Regulations for State Championship Tournament pairing section above. (See section C. PAIRINGS above.)

10. Non-Varsity High School Division 1 and Division 2

- a. The tournament shall consist of no more than eight (8) teams per division.
- b. Teams will be seeded according to the rules outlined in section C. PAIRINGS above.
- c. There will be two (2) conferences (American and National) with four (4) teams per conference.
- d. Round Robin Play - teams will play three (3) games against the teams within their own conference.
- e. The top two (2) teams from each conference advance to the Semi-Finals, with the 1st seed from the American Conference playing the 2nd seed from the National Conference and the 1st seed from the National Conference playing the 2nd seed from the American Conference.
- f. Winners from the Semi-Final games advance to the Championship game which shall be single elimination.

J. PENALTY BOX

- A. For all 10U and 12U Age Classifications, if the host site does not provide a penalty box attendant, then the team may choose to have an adult or non-coach / manager volunteer run the penalty box.
- B. If the penalty box attendant is removed by an on-ice official or a MAHA Tournament representative, the offending team will not be allowed to have penalty box attendant for the remainder of the tournament.

K. FORFEITS

- 1. If a team which has committed to enter the State Championship Tournament fails to participate in those playoffs, the head coach shall be suspended for a maximum of one year by the State Playoff Committee.
- 2. Any team which fails to appear for a scheduled game of the State Championship Tournament shall:
 - a. Forfeit all its State Championship Tournament games.
 - b. Pay for all expenses, including, but not limited to all referees' fees and all ice costs for each game forfeited game.
- 3. The State Playoff Committee may impose further penalties within its discretion. In the event of exceptional circumstances, the forfeit(s) may be appealed to the State Playoff Committee Chairperson and two other members of the MAHA Board of Directors, and the game(s) may be ordered replayed if the appeal is upheld.
- 4. A score of 0-1 will be recorded on the official game sheet(s) for all games if any game is a forfeit.

L. CREDENTIALS

The State Tournament Director(s) on site are responsible for checking the complete credentials for each team entered into the State Championship Tournament. The detailed requirements for credentialing are defined in Section 4.

During credentialing, if a player is found not to have served a game misconduct penalty or penalties, that player must sit the next scheduled game or games on the team's schedule, which may be a District Championship Tournament game.

If a player receives a game misconduct in a District Championship Tournament game, that player must sit the next District Championship Tournament game. If the next game on the team's schedule is a regular season game, the player must sit that game to cover the USA Hockey game misconduct rule, plus the next District Championship Tournament game or a State Championship game.

Upon the completion of the District Credential check, any team found to be missing any of the required information will be deemed illegal to participate in Districts / States until said information has been corrected and approved by their local district.

M. TIME OF PERIODS

1. Length of periods and time of penalties.

Adults	3-12 min. stopped	2-5-10
Non-Var. High School Div. 1 & 2	3-17 min. stopped	2-5-10
Youth 18U BB; Girls' Tier III 19U	3-17 min. stopped	2-5-10
Youth 18U Tier I	3-17 min. stopped	2-5-10
Youth 18U; Girls' 19U Tier I & II	3-17 min. stopped	2-5-10
Youth 16U; Girls' 16U Tier I & II	3-17 min. stopped	2-5-10
Youth 16U; Girls' 16U Tier III	3-15 min. stopped	1:30-4-8
Youth 15 Only Tier I	3-17 min. stopped	2-5-10
Youth 13 Only, 14U Tier I	3-16 min. stopped	1:30-4-8
Youth 14; Girls' 14U Tier I & II	3-16 min. stopped	1:30-4-8
Youth 13 Only Tier I	3-16 min. stopped	1:30-4-8
Youth 14U; Girls' 14U Tier III	3-15 min. stopped	1:30-4-8
Youth 12U; Girls' 12U All Divisions	3-15 min. stopped	1:30-4-8
Youth 10U Tier II,III; Girls' 10U All Divisions	3-13 min. stopped	1:30-4-8
Youth 10U Tier 1	3-15 min. stopped	1:30-4-8

** The referees shall enter the ice before the teams for every game. The warm-up Clock will start as soon as the referees have completed their safety checks, put nets in place, and the ice resurfacer gates are closed. All warm-ups, time outs and ice cuts between periods shall be placed on the game clock **

- A. Warmup times: All blocks of ice scheduled for two (2) hours will have a five (5) minute warm up. All blocks of ice scheduled for less than two (2) hours will have a three (3) minute warm up.
- B. Running Clock: For non-National bound divisions ONLY – starting in the second period if the goal differential reaches six (6) goals, the game clock goes to a running clock. The game clock will stop for penalties only. If the goal differential drops to three (3) goals, the clock returns to stop clock.
- C. Mercy Rule: For non-National bound divisions ONLY - if at any time during the third period, the goal differential reaches twelve (12) goals, the game will be stopped; not an option to continue.
- D. Time-Outs: Each team is permitted one time-out of 60 seconds, whether in regulation or overtime, per USA Hockey Rules.
- E. Due to MAHA's live streaming platform agreement, the puck drop may not occur prior to the scheduled start time.

2. Resurfacing

- A. All National bound divisions and the following non-National bound divisions, ice shall be resurfaced before the start of each game and every two periods:
 - a. Youth 14U Tier II (A); Youth 18U Tier III (BB); Girls' 19U Tier III; Non-Varsity Division 1 and Division 2; and Adults

- B. In all other Classifications, the ice shall be resurfaced before each game and after every three periods.

N. OVERTIME

1. Non-National bound —

- A. Round-Robin Play: No overtime is to be played in round-robin games.
- B. Championship Round Play (Quarter Finals, Semi-Finals, Finals):
The game shall be continued to determine a winner.
 - 1) At the completion of the third period, there shall be a three-minute rest period before the start of the first overtime session.
 - 2) 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.
 - 3) The following format shall be used for overtime:
 - i. A five (5) minute period of sudden death 4-on-4 hockey.
 - ii. If still tied, a two (2) minute rest period prior to the next overtime period.
 - iii. Another five (5) minute period of sudden death 3-on-3 hockey.
 - iv. If still tied, 3-man shoot-out (see shoot out rules below)
 - v. If still tied, sudden death shoot-out (see shoot out rules below)

2. National bound —

- A. Round-Robin Play:
 - 1. All games are played to a winner.
 - 2. At the completion of the third period, there shall be a three-minute rest period before the start of the first overtime session.
 - 3. 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. The following format shall be used for overtime:
 - i. Ten (10) minutes of sudden death 3-on-3 hockey.
 - ii. If still tied, a 3-man shoot-out (see shoot out rules below in 3.)
 - iii. If still tied, a sudden death shoot-out (see shoot out rules below in 4.)
- B. Championship Round Play (Quarter Finals, Semi-Finals, Finals):
 - 1. The game shall be continued to determine a winner.
 - 2. At the completion of the third period, there shall be a three-minute rest period before the start of the first overtime session.
 - 3. 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. The following format shall be used for overtime:
 - i. One (1) period of sudden death 5-on-5 hockey. The period length is the same as the period length used in the third period.
 - ii. If still tied, a 3-man shoot-out (see shoot out rules below in 3.)
 - iii. If still tied, a sudden death shoot-out (see shoot out rules below in 4.)

3. Shoot out:

- A. A shoot-out is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- B. 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.

- C. All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out.
- D. Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shoot-out procedure is not eligible to be one of the players selected to participate in any portion of the shoot-out procedure(s).
- E. The Shoot-out procedure shall begin with the designated number of different individual shooters (see rules above) from each team taking alternate shots. The players do not need to be named beforehand.
- F. The goalkeepers from each team may be changed after each shot.
- G. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- H. If after the shoot-out, the shoot-out score is still tied, there will be a sudden death shoot-out.

4. Sudden Death Shoot-Out:

- A. A sudden death shoot-out is defined as each team attempting a shot. Should one team be successful and the other team not, the successful team shall win the shoot-out.
- B. Teams will select their shooters to participate in sudden death shoot-out, whether they shot in the previous round.
- C. All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out.
- D. Any player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shoot-out procedure is not eligible to be one of the players selected to participate in any portion of the shoot-out procedure(s).
- E. Players in a sudden death shoot-out shall not be allowed to take another shot until four additional shooters have completed their attempts.
- F. The goalkeepers from each team may be changed after each shot.
- G. The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

5. Overtime Periods

<u>Classifications</u>	<u>Round Robin Length of Periods</u>	<u>Championship Length of Periods</u>
Adult	No Overtime	5 min. Stopped
Non-Var. High School Div. 1 & 2	No Overtime	5 min. Stopped
Youth 18U BB; Girls' Tier III 19U	No Overtime	5 min. Stopped
Youth 18U Tier I	10 min. Stopped	17 min. Stopped
Youth 18U: Girls' 19U Tier I & II	10 min. Stopped	17 min. Stopped
Youth 16U; Girls' 16U Tier I & II	10 min. Stopped	17 min. Stopped
Youth 16U; Girls' Tier III	No Overtime	5 min. Stopped
Youth 15 Only Tier I	10 min. Stopped	17 min. Stopped
Youth 13 Only, 14U; Girls' 14U Tier I & II	10 min. Stopped	16 min. Stopped
Youth 14U; Girls' 14U Tier III	No Overtime	5 min. Stopped
Youth 12U; Girls' 12U All Divisions	No Overtime	5 min. Stopped
Youth 10U; Girls' 10U All Divisions	No Overtime	5 min. Stopped

** The referees shall enter the ice before the teams for every game. The warm-up Clock will start as soon as the referees have completed their safety checks, put nets in place and the ice resurfacer gates

are closed. All warm-ups, time outs and ice cuts between periods shall be placed on the game clock **

O. PROTESTS

Protests on all matters other than playing rules and/or referees judgment must be filed with the State Tournament Director in writing no later than one hour after the completion of the game involved. Written protests must contain all facts and must be accompanied by a protest fee of \$250.00 by check (made payable to the MAHA) which will be returned if the protest is upheld. Officials must be notified at the time of the protest so that it may be announced to all officials and the public. The fee will be forfeited if the protest is turned down.

P. REFEREES

1. The USA Hockey Referee-in-Chief for the MAHA shall appoint a Referee-in-Chief for all tournament games.
2. The MAHA shall pay referee fees for all State Tournament Championships. Referee fees shall be negotiated prior to the playoffs by the State Playoff Committee.
3. All tournament games must be officiated by referees that hold at least a level-3 classification unless agreed upon between the Michigan Referee in Chief and the State Playoff Committee.

Q. DISCIPLINE COMMITTEE

1. The Discipline Committee shall be composed of three (3) people appointed prior to the first game of the State Championship Tournament. It shall consist of the Tournament Chairman, a District Director, and one other appointed by the Tournament Director. No two members shall come from the same community. The Referee-in-Chief or his designee shall not be eligible to serve on this Committee.

2. The Discipline Committee shall be responsible for deciding any action, suspension or otherwise, to be taken against a player or team official to be served during the State Championship Tournament.
3. The Discipline Committee shall have authority to initiate action involving supplementary discipline against a player or team official whether or not it involves the playing rules; provided; however, that no suspension shall occur without first giving notice of the intended action and providing the opportunity for a hearing.
4. For non-National bound teams, the Discipline Committee shall have full power to waive suspensions imposed. No player or team official shall be suspended from participating in the remaining games unless he/she has been provided the opportunity to appear before the Committee to relate his/her version of the incident. (Note: per USA Hockey rules, the suspension of a player for four (4) penalties in a game or the Head Coach for twelve (12) penalties in a game cannot be waived.)
5. For National bound teams, there shall be no hearing for a game misconduct (or for player or coach suspension under Rule 404(b)) unless deemed necessary by the Discipline Committee. The Discipline Committee shall hold a hearing on any match penalty prior to the team's next game.
6. All actions taken by the Discipline Committee because of incidents occurring at the MAHA State Championship Tournament must be reported within five (5) days to:
 - (a) The MAHA Vice-President of Youth
 - (b) The National Championship Tournament Chairperson if National bound
 - (c) The respective Association
 - (d) The respective District Chairperson
7. Any players or team officials receiving a game(s) suspension during the State Championship Tournament (game misconduct, etc.) which is upheld by the Disciplinary Committee must serve the suspension during the next game(s) of that State Championship Tournament. Suspensions not served to completion during the State Championship Tournament will be carried to the National tournament.
8. The National Championship Appeal Committee shall have the authority to review and take appropriate action on any incident in a MAHA State Championship tournament. For any incident occurring in the last game of a team's, coach's, or player's participation in a MAHA State Championship tournament or High School Tournament, and the team, coach and/or player is scheduled to participate in a National Championship Tournament, then the National Championship Appeal Committee shall have jurisdiction and be responsible for determining the team's, coach's eligibility, and any suspension for the National Championship Tournament
9. The National Championship Appeal Committee shall be the sole authority in determining the eligibility of the individual(s) for National Championship Tournaments.
10. All suspensions incurred in the course of the national playdown schedule (i.e., in a MAHA State Championship tournament) shall be served beginning with the next regularly scheduled game of the championship playoff schedule. In no case, may such suspension(s) be served in a game occurring outside the championship playoff schedule, by scheduling a game not included in the national playdown configuration and having the player sit out that game.
11. The MAHA and National Discipline Committee authority, and the National Championship Appeal Committee's authority shall be solely responsible to determine eligibility to participate in the applicable tournament, and any discipline that may extend beyond the applicable MAHA State Championship tournament or National Championship shall be referred to the MAHA.
12. Should the State Playoff Committee Chairperson and his/her designated committee members become aware of, and subsequently determine a player(s) to be ineligible before, during or after State Championship Tournament, said player(s) shall be ruled ineligible to participate in any remaining games and the team using the ineligible player(s) shall forfeit any games in which the

player(s) participated. A score of 0-1 will be recorded on the official game sheet(s) for all games if any game is a forfeit.

R. INJURY/CONCUSSION POLICY

Each host site is required by USA Hockey/MAHA to have medical personnel on site during the entire MAHA State Championship Tournaments. The on-site medical staff may consist of a combination of doctors, nurses, EMT'S or certified athletic trainers. The on-site medical staff will have the over-riding authority to determine if a player's injury warrants removal from the game and/or referral to a local hospital. If a player is referred to the local hospital, and intends to return to play, the player must provide a written release from the doctor who examined him/her and determined that the player was able to return to play. However, even with the medical release from the examining doctor, the final authority to allow the player back on the ice will rest with the host's on-site medical staff.

No coach, team doctor, team trainer, parent or guardian may take responsibility for the player returning to the ice without the approval of the tournament host's on-site medical professional. Only the on-site medical staff can approve the players return to the ice.

****This is the minimum standard to be followed for return to play following an injury/concussion. ****

S. GAMESHEET

Each State Tournament is required to use the GameSheet application for all games in the State Championship Tournament. All teams participating are required to have their roster current in the USA Hockey Registry including player position and jersey number.

STANDINGS & TIE BREAKER RULES

YOUTH, GIRLS', ADULTS NON-NATIONAL BOUND DIVISIONS

This rule is for: All 10U & 12U Divisions; 14U B, A; 16U & 18U B & BB, Non-National Girls' Tier III, & J.V.

STANDINGS:

The standings shall be determined on the basis of two points for a win and one point for a tie. There is no overtime in round-robin play.

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 is placed, the remaining tied teams shall start the tie-breaking process over again at step 1a.

Note - For tie-breaking purposes in determining the standings in round robin play, a maximum six goal differential will be used regardless of the greater goal differential; example 15-2 becomes 8-2.

The tie-breaker formulas are as follows:

1. The results of the Head-to-Head games played between the teams tied in the standings shall be used in the following order:
(If all tied teams have not played each other, skip step 1, and proceed to step 2.)
 - Standings—Most points in Head-to-Head games.
 - Most wins in Head-to-Head games.
 - Differential - Subtracting goals scored against from goals scored in these Head-to-Head games, the positions being determined in order of the greatest surplus.
 - Quotient - Dividing the goals scored in these Head-to-Head 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 the tie still exists, the results of ALL the GAMES PLAYED by the teams tied in the standings shall be used in the following order.
 - Most wins in All the Games Played.
 - Differential—Subtracting goals scored against from goals scored in All the Games Played, the positions being determined in order of the greatest surplus.
 - Quotient—Dividing the goals scored in All the Games Played 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".
 - Most periods won—In All 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.
 - Quickest first goal—The team that scored the quickest goal in All the Round Robin Games Played shall be ranked highest.

3. The team with the fewest total penalty minutes in All the Games Played will be ranked the highest, etc.
4. If the above procedure does not break the tie, the teams shall use a shootout procedure. This will involve each team selecting five (5) players who will alternate taking penalty shots. A toss of the coin will determine which team will take the first shot. If after five (5) players from both teams have completed the procedure, the tie still has not been broken, it shall be repeated with five (5) different players until the standings are determined.

In Divisions with NO Overtime games

EXAMPLE #1

NAME	WON	LOST	TIED	PTS.	GAME RESULTS OF TIED TEAMS															
Team A	2	1	0	4		GF	GA			GF	GA			GF	GA			GF	GA	
Team B	1	2	0	2	Team A	4	1	Team B	Team B	1	4	Team A	Team C	4	2	Team A	Team D	0	5	Team A
Team C	2	1	0	4	Team A	2	4	Team C	Team B	4	2	Team C	Team C	2	4	Team B	Team D	3	0	Team B
Team D	1	2	0	2	Team A	5	0	Team D	Team B	0	3	Team D	Team C	10	5	Team D	Team D	5	10	Team C

- Rule #1a:
In the games played between the tie teams: Team C beat Team A 4-2. Team C is 1st and Team A is 2nd.
In the games played between the tied teams: Team D beat Team B 3-0. Team D is 3rd and Team B is 4th.

EXAMPLE #2

NAME	WON	LOST	TIED	PTS.	GAME RESULTS OF TIED TEAMS															
Team A	2	1	0	4		GF	GA			GF	GA			GF	GA			GF	GA	
Team B	2	1	0	4	Team A	2	1	Team B	Team B	1	3	Team A	Team C	3	2	Team A	Team D	3	4	Team A
Team C	2	1	0	4	Team A	2	3	Team C	Team B	3	2	Team C	Team C	2	3	Team B	Team D	3	4	Team B
Team D	0	3	0	0	Team A	4	3	Team D	Team B	4	3	Team D	Team C	3	2	Team D	Team D	2	3	Team C

Rule #1a: In the games played between the tied teams: Most Points

In the games played between the tied teams: Teams A, B, & C all have (4) points. (A beat B; B beat C; C beat A) By this rule, Team D place has been determined as 4th.

Restart the tie breaker process with the remaining tied teams.

Rule #1a: In the games played between the tied teams: Most Points

In the games played between the tied teams: Teams A, B, & C all have (4) points. (A beat B; B beat C; C beat A)

The positions of all of the tied teams have not been determined. Go on to the next rule.

Rule #1b: In the games played between the tied teams: Most Wins

Teams A, B & C all have one win in their head-to-head games.

The positions of all of the tied teams have not been determined. Go on to the next rule.

Rule #1c: In the games played between the tied teams: Goal Differential

Team A has 4 goals for and 4 goals against. Goal differential = 0

Team B has 4 goals for and 4 goals against. Goal differential = 0

Team C has 5 goals for and 5 goals against. Goal differential = 0

The positions of all of the tied teams have not been determined. Go on to the next rule.

Rule #1d: In the games played between the tied teams: Quotient (goals for divided by goals against)

Team A has 4 goals for and 4 goals against. Quotient $(4/4) = 0$

Team B has 4 goals for and 4 goals against. Quotient $(4/4) = 0$

Team C has 5 goals for and 5 goals against. Quotient $(5/5) = 0$

The positions of all of the tied teams have not been determined. Go on to the next rule.

Rule #2a: Most Wins in all games played

Teams A, B & C all have two wins in all of their games played.

The positions of all of the tied teams have not been determined. Go on to the next rule.

Rule #2b: In all games played by the tied teams: Goal Differential

Teams A, B & C all have 8 goals for and 7 goals against. Goal differential = +1

The positions of all of the tied teams have not been determined. Go on to the next rule.

Rule #2c: In all games played by the tied teams: Quotient (goals for divided by goals against)

Teams A, B & C all have 8 goals for divided by 7 goals against. Quotient = 1.1429

The positions of all of the tied teams have determined. Go on to the next rule

Rule #2c: Most Periods Won:

Score Sheet	1	2	3	Final Score	Period Pts.	1	2	3	Total Per. Pts	Total Period Points	
Team A	0	0	2	2	Team A	1	0	2	3	Team A	5
Team B	0	1	0	1	Team B	1	2	0	3	Team B	7
Team B	1	1	1	3	Team B	2	2	0	4	Team C	6
Team C	0	0	2	2	Team C	0	0	2	2		
Team C	1	1	1	3	Team C	1	1	2	4		
Team A	1	1	0	2	Team A	1	1	0	2		

The Tie Breaker has determined that Team B is 1st, Team C is 2nd and Team A is 3rd.

Note 1: If two of the three teams had remained tied in period points, those two teams would have started over with Rule #1a.

Note 2: If all three teams had remained tied, go to rule if, earliest goal scored in the games played between the teams tied.

**MAHA STATE CHAMPIONSHIP TOURNAMENT TIE BREAKING RULES TO
DETERMINE STANDING POSITION
YOUTH, GIRLS', ADULTS NATIONAL BOUND DIVISIONS
Tier 1 All AAA; Tier 2, 14U AA, 16U A, 18U AA**

PRELIMINARY ROUNDS:

Winner in regulation time	3 points
Winner in overtime or shoot-out	2 points
Loser in overtime or shoot-out	1 point
Loser in regulation	0 points

TIE BREAKING RULES TO DETERMINE STANDING 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 rules listed below. If at any point during the application of the tie-breaking rules, a team can be seeded higher or lower than other teams that remain tied, the seeded team will be placed in their position in the standings, and the tie-breaker process will begin again at Step 1.

Note: For tie-breaking purposes in determining the standings in round robin play, a maximum six goal differential will be used regardless of the greater goal differential; example 15-2 becomes 8-2.

The tie breaker rules are as follows:

1. The results of only the head-to head game played between the teams in the following order:
 - A. Most points earned
 - B. Most total wins (whether in regulation, overtime, and shootout)
 - C. Most regulation wins.
 - D. Differential- Subtracting goals scored against from goals scored in these games, the position being determined in order of the greatest surplus.
 - E. 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 a zero (0) has higher standing than a quotient 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."
 - F. 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 the highest point total.
2. If after applying the formulas the tie still exists, the results of all games played by the teams tied in the following order:
 - A. Most total wins (whether in regulation, overtime and shoot out).
 - 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 a zero has higher standing than a quotient dividing by any number other than zero. Where two or more teams have no goals against and the quotient tie breaker 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 the highest point total.
 - E. Quickest first goal-the team that scored the quickest goal in the preliminary round games shall be ranked highest.
3. If the above procedure does not break the tie, the teams shall use a shootout procedure as previously described.

Note: A team may go into the tie breaking process having defeated another tied team and still not advance.

Note: If a team forfeits any of its games, and becomes involved in any tie breaking formula, the teams that forfeited will not advance and all games played against the forfeiting teams shall be recorded as 1-0 victory for all opposing teams.

USA HOCKEY TIE BREAKER EXAMPLES

(from the "USA Hockey District and National Championship Tournament Guidebook; 2024-2025 & 2025-26 Seasons")

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APPENDIX 4

TIE-BREAKING SCENARIOS

SCENARIO #1

In the following scenario, there is a 3-way tie for first place and all three teams have played against each other.

Day 1

A	B
2	4
C	D
5	3

Day 2

B	C
4	2
D	A
5	1

Day 3

B	D
3	8
A	C
0	3

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	POSITION
A	0	0	3	0	0	4
B	2	0	1	0	6	1
C	2	0	1	0	6	1
D	2	0	1	0	6	1

The tie-breaking rules are as follows:

- The results of only the head-to-head games played between the tied teams in the following order:

Day 1

C	D
5	3

Day 2

B	C
4	2

Day 3

B	D
3	8

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	GOALS FOR	GOALS AGNST	NET +/-	POS.
A									4
B	1	0	1	0	3	7	10	-3	1
C	1	0	1	0	3	7	7	0	1
D	1	0	1	0	3	11	8	+3	1

- Most points earned.**

All three teams (B, C and D) are tied with 3 points each.

- b. **Most total wins (whether in regulation, overtime or shootout).**

All three teams are tied with 1 each.

- c. **Most regulation wins.**

All three teams are tied with 1 each.

- d. **Differential – subtracting goals against from the goals for in these games, the positions being determined in order of the greatest surplus.**

D differential: +3

C differential: 0

B differential: -3

The differential places Team B in third place with a goal differential of -3, Team C in second place with a goal differential of 0 and Team D in first place with a goal differential of +3.

Therefore, final standings for this scenario are:

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	POSITION
D	2	0	1	0	6	1
C	2	0	1	0	6	2
B	2	0	1	0	6	3
A	0	0	3	0	0	4

SCENARIO #2

In the following scenario, there is a 3-way tie for first place and all three teams have played against each other.

Day 1

A	B
2	4
C	D
4	2

Day 2

B	C
4	3
D	A
5	1

Day 3

B	D
3	6
A	C
0	3

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	POSITION
A	0	0	3	0	0	4
B	2	0	1	0	6	1
C	2	0	1	0	6	1
D	2	0	1	0	6	1

The tie-breaking rules are as follows:

1. The results of only the head-to-head games played between the tied teams in the following order:

Day 1

C	D
4	2

Day 2

B	C
4	3

Day 3

B	D
3	6

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	GOALS FOR	GOALS AGNST	NET +/-	POS.
A									4
B	1	0	1	0	3	7	9	-2	1
C	1	0	1	0	3	7	6	+1	1
D	1	0	1	0	3	8	7	+1	1

- a. **Most points earned.**
All three teams (B, C and D) are tied with 3 points each.
- b. **Most total wins (whether in regulation, overtime or shootout).**
All three teams are tied with 1 each.

c. **Most regulation wins.**

All three teams are tied with 1 each.

d. **Differential – subtracting goals against from the goals for in these games, the positions being determined in order of the greatest surplus.**

C differential: +1

D differential: +1

B differential: -2

The differential places Team B in third place with a goal differential of -2 while Teams C and D remain tied with differentials of +1. We can now determine the position of Team B is third place.

If at any point during the application of the tie-breaking rules, any or all of the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin again at Step 1 for any teams that remain tied.

The standings for this scenario so far are:

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	POSITION
A	0	0	3	0	0	4
B	2	0	1	0	6	3
C	2	0	1	0	6	1
D	2	0	1	0	6	1

And we begin again at Step 1 to break the remaining tie between Teams C and D.

1. The results of only the head-to-head games played between the tied teams in the following order:

Day 1

C	D
4	2

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	GOALS FOR	GOALS AGNST	NET +/-	POS.
A									4
B									3
C	1	0	0	0	3	4	0	+4	1
D	0	0	1	0	0	2	0	+2	1

a. **Most points earned.**

Team C earned 3 points and Team D earned 0 points in their head-to-head game. We can now determine that Team C is first place and Team D is second place.

Therefore, the final standings for this scenario are:

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	POSITION
C	2	0	1	0	6	1
D	2	0	1	0	6	2
B	2	0	1	0	6	3
A	0	0	3	0	0	4

SCENARIO #3

In the following scenario, there is a 3-way tie for first place and all three teams have played against each other.

Day 1

A	B
2	4
C	D
4	3

Day 2

B	C
4	2
D	A
5	1

Day 3

B	D
3	6
A	C
0	3

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	POSITION
A	0	0	3	0	0	4
B	2	0	1	0	6	1
C	2	0	1	0	6	1
D	2	0	1	0	6	1

The tie-breaking rules are as follows:

- The results of only the head-to-head games played between the tied teams in the following order:

Day 1

C	D
4	3

Day 2

B	C
4	2

Day 3

B	D
3	6

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	GOALS FOR	GOALS AGNST	NET +/-	POS.
A									4
B	1	0	1	0	3	7	8	-1	1
C	1	0	1	0	3	6	7	-1	1
D	1	0	1	0	3	9	7	+2	1

- Most points earned.**
All three teams (B, C and D) are tied with 3 points each.
- Most total wins (whether in regulation, overtime or shootout).**
All three teams are tied with 1 each.

c. **Most regulation wins.**

All three teams are tied with 1 each.

d. **Differential – subtracting goals against from the goals for in these games, the positions being determined in order of the greatest surplus.**

D differential: +2

B differential: -1

C differential: -1

The differential places Team D in first place with a goal differential of +2 while Teams B and C remain tied with differentials of -1. We can now determine the position of Team D is first place.

If at any point during the application of the tie-breaking rules, any or all of the teams can be seeded higher or lower than the other teams, the seeded teams will be placed in their position in the standings and the tie-breaking process will begin again at Step 1 for any teams that remain tied.

The standings for this scenario so far are:

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	POSITION
A	0	0	3	0	0	4
B	2	0	1	0	6	2
C	2	0	1	0	6	2
D	2	0	1	0	6	1

And we begin again at Step 1 to break the remaining tie between Teams B and C.

1. The results of only the head-to-head games played between the tied teams in the following order:

Day 2

B	C
4	2

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	GOALS FOR	GOALS AGNST	NET +/-	POS.
A									4
B	1	0	0	0	3	4	2	+2	2
C	0	0	1	0	0	2	4	-2	2
D									1

a. **Most points earned.**

Team B earned 3 points and Team C earned 0 points in their head-to-head game. We can now determine that Team B is second place and Team C is third place.

Therefore, the final standings for this scenario are:

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	POSITION
D	2	0	1	0	6	1
B	2	0	1	0	6	2
C	2	0	1	0	6	3
A	0	0	3	0	0	4

SCENARIO #4

In the following scenario, there is a 2-way tie for first place and a 3-way tie for third place. Four teams need to be placed into the quarterfinal bracket.

A	D
7	0
B	E
0	3
C	F
9	0

E	A
2	4
D	C
0	5
F	B
0	6

A	F
8	4
C	E
4	1
B	D
2	3

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	GOALS FOR	GOALS AGNST	NET +/-	POS.
A	3	0	0	0	9	19	6	+13	1
B	1	0	2	0	3	8	6	+2	3
C	3	0	0	0	9	17	1	+16	1
D	1	0	2	0	3	3	14	-11	3
E	1	0	2	0	3	6	8	-2	3
F	0	0	3	0	0	4	22	-18	6

First, we need to break the tie for first place between Teams A and C. Because the two teams did not play each other head-to-head, the tie-breaking process will begin with Step 2.

2. If after applying the formulas of 1 a, b, c, d, e and f 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 or shootout).**
Both teams are tied at 3 wins.
 - b. **Most regulation wins.**
Both teams have 3 regulation wins.
 - c. **Differential – subtracting goals against from the goals for in these games, the positions being determined in order of the greatest surplus.**

C differential: +17

A differential: +13

The differential places Team C in first place with a goal differential of +17 and Team A in second place with a goal differential of +13.

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	GOALS FOR	GOALS AGNST	NET +/-	POS.
A	3	0	0	0	9	19	6	+13	2
B	1	0	2	0	3	8	6	+2	3
C	3	0	0	0	9	18	1	+17	1
D	1	0	2	0	3	3	14	-11	3
E	1	0	2	0	3	6	8	-2	3
F	0	0	3	0	0	4	23	-19	6

Next, we need to break the tie for third place between Teams B, D and E. Because the three teams did not all play each other, the tie-breaking process will again begin with Step 2.

2. If after applying the formulas of 1 a, b, c, d, e and f 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 or shootout).**
All three teams are tied with 1 win.
 - b. **Most regulation wins.**
All three teams are tied with 1 regulation win.
 - c. **Differential – subtracting goals against from the goals for in these games, the positions being determined in order of the greatest surplus.**
 B differential: +2
 D differential: -11
 E differential: -2

The differential places Team B in third place with a goal differential of +2, Team E in fourth place with a goal differential of -2 and Team D in fifth place with a goal differential of -11.

POOL	REG. WIN	OT/SO WIN	REG. LOSS	OT/SO LOSS	POINTS	GOALS FOR	GOALS AGNST	NET +/-	POS.
C	3	0	0	0	9	18	1	+17	1
A	3	0	0	0	9	19	6	+13	2
B	1	0	2	0	3	8	6	+2	3
E	1	0	2	0	3	6	8	-2	4
D	1	0	2	0	3	3	14	-11	5
F	0	0	3	0	0	4	23	-19	6

NATIONAL CHAMPIONSHIPS

- A. Tier II State Champions in Michigan earn an automatic invitation to the USA National Championships. If Michigan is the host of a National tournament the host will receive the host bid to be used by the host Association Team. If the USA Hockey National Tournament Committee request Michigan to help fill vacancies in tournament brackets, the MAHA will enter those teams as well.
- B. If the State Champion is unable to represent the State in a National Championship, the runner up team may be given permission by the State Playoff Committee to represent the State.
- C. When there are not sufficient entries to merit the holding of a State Championship Tournament in a given classification, a representative or representatives may receive the sanction of the State Playoff Committee to represent the State in a National tournament.

In addition to the MAHA requirements, any Michigan representative to a National Championship must also conform to the requirements as set forth in the current edition and supplements to the Annual Guide of USA Hockey.

2024-2025 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: **2016** Birth Year Advanced Skill Players and/or Very Advanced **2017** Birth Year Players or any select or tournament team.
 - White Division: **2017** Birth Year Advanced Skill Players and/or Intermediate Skill **2016** Birth Year Players or **2016** or younger selected or tournament teams.
 - Blue Division: Mixed **2017** or younger Birth Year Players of Intermediate Skill level or **2016** Newer Players to the Game.
- Girl's Division – **2016** and **2017** Birth Years, all skill levels.
- MAHA reserves the right to assign teams to the appropriate division.
- No players with birth dates before January 1, **2016** 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 a 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 and 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 – xxvii 2021-2025 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 and in addition chairs will be set up outside of the rink surface entrance door and the Referee entrance door, which can be utilized as a player bench.

1. Games will be governed by USA Hockey 2021-25 rules unless specifically addressed in the following rules.
2. Players may only participate on one team.
3. The games will be 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 of three (9) nine minute running clock periods.
 - One (1) minute warm-up
 - One (1) minute between periods
 - A horn 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. 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.
10. 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.
11. Tie Breaker Rules
 - Head-to-Head.
 - Number of Wins.
 - Goal differential- Goals for minus Goals Against.
 - Periods Won / Lost for all Games between tied teams.
 - Coin Toss.
12. 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.
13. 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.
14. Quarter Final, Semi Final and Championship Round Tie Breaker: At the end of Regulation time if 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 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.

SECTION 4

Credential Check List

Sample Credential Verification Team Information Sheet (Exhibit 1)

Sample Credential Verification Sheet (Exhibit 2)

Sample Certified Roster (Exhibit 3)

Sample Team History Report (Exhibit 4)

Sample Consent to Treat [National Bound Teams Only] (Exhibit 5)

Sample Game Log (Exhibit 6)

Sample Score Sheet (Exhibit 7)

MAHA CREDENTIALS REVIEW REQUIREMENTS

EACH TEAM IS REQUIRED TO PRESENT THE ITEMS LISTED BELOW AT THE CREDENTIALS REVIEW

NOTE: If the words “(BRINGS A COPY)” are shown, you must bring a copy with you and give it to the Credentialing Committee.

The Committee will not keep an entire booklet. The Committee will keep only the items marked “BRING A COPY”

1. **MAHA DISTRICT/STATE PLAYOFFS: TEAM CREDENTIALS Form** (available on the MAHA website) Complete the top portion. [see Exhibit 1]

2. **TEAM CREDENTIALS VERIFICATION SHEET (1-C) (CVS)**

generated by the USA Hockey Registry Program (BRING A COPY) [see Exhibit 2]

The CVS will show that Coaches on the roster have attained the CEP level and Coaching Module mandated by USA Hockey. It will also show that Coaches, Managers and Volunteers have completed the USA Hockey Safe Sport training, and Background Screening. The CVS is generated by your local Association or Independent registrar and will have players, coaches' and Volunteers names pre-entered. The CVS must be downloaded from your Registry after December 31 to show the most current information. If the CVS does not have the boxes 'auto-checked', bring a hard copy of the compliance proof for each item.

To complete the game listing along the top of the page, write the dates of the games that satisfy the age classification, category, and division in which the team is rostered (e.g., a 12U Tier II A team would only list the dates of games against other 12U Tier II A teams). You may stop listing dates once the minimum of player and team counts is satisfied. Put an X on the date for all players who participated in that game.

Leave the columns to the right blank.

3. **USA HOCKEY TEAM ROSTER FORM (1-T) – GENERATED BY THE USAH Registry Program (BRING A COPY) [see Exhibit 3]**

This form must be electronically signed and approved by an Associate Registrar. Only players on this form as of December 31, of the current playing year, who have played the required number of games are eligible for Districts/State play. The official 1-T roster is available from your Association/independent registrar or by contacting your District Associate Registrar. The official 1-T roster is recognizable by the USA Form 1-t in the upper right corner of the roster.

4. **TEAM HISTORY REPORTS – generated by the USA Hockey Registry Program (BRING A COPY) [see Exhibit 4]**

5. **PLAYER TRANSFER forms for Non-US citizens approved by the USA Hockey National Office**

If the USAH registry generated roster does not show verified proof of legal residency and an approved transfer with a circle 'T' or 'S', Non-US citizens must provide proof of legal residency and proof of release from the home country ice hockey federation.

6. **FOR NATIONAL BOUND TEAMS ONLY – USA HOCKEY CONSENT TO TREAT FORM** for each player, coach, team manager, and all rostered volunteers (except billet host families) [see Exhibit 5]

7. MAHA TEAM GAME LOG (BRING A COPY) [see Exhibit 6, 7]

This is a list of all games played by your team this season. List the game date, arena, opponent, type of game and if there were any Game Misconducts or Suspensions. NOTE: Game logs will be monitored for both team and individual player game count and penalties. (See the “MAHA Annual Guide” for game counts rules.) You also must bring an updated copy of the log to your first MAHA playoff game.

8. SCORE SHEETS FOR ALL GAMES PLAYED [see Exhibit 8]

Please put your scoresheets in chronological order to expedite this review. Sheets will be reviewed for game counts and suspensions served for the entire season.

9. HIGH SCHOOL JV STUDENT PICTURE ID FOR EACH PLAYER

Required to verify Division 1 or Division 2 team classification

CREDENTIAL VERIFICATION TEAM INFORMATION- SAMPLE EXHIBIT 1

M.A.H.A. DISTRICT / STATE PLAYOFFS: TEAM CREDENTIALS

COMPLETE TOP PORTION OF
THIS PAGE & CREDENTIALS
VERIFICATION SHEET BRING TO
CREDENTIALS REVIEW

CLASSIFICATION: 15 Only **CATEGORY:** Tier I **DIV:** AAA

ASSOCIATION: Super Hockey Association

PLEASE PRINT

TEAM NAME: Wings

COLORS: HOME: White AWAY: Green

TEAM CONTACT: NAME: Henry Goal

COACH: ☒ ADDRESS: 52 Crosscheck Lane

MANAGER: ☐ CITY: Northville 48777

CONTACT PHONE (248) 123-4567

E-MAIL ADDRESS: henry.goal@gmail.com

ALT. CONTACT: NAME: Matt Shootout

COACH: ☐ ADDRESS: 99 Goaline Rd

MANAGER: ☒ CITY: Plymouth 49888

CONTACT PHONE (249) 987-6543

E-MAIL ADDRESS: matt.shootout@gmail.com

For M.A.H.A. Use Only: CREDENTIALS CHECK:

CERTIFIED TEAM (1-T) ROSTER

GAME LOG

Total Games: As of:

***** Complete all information on back of this form for each player, coach and manager *****

CREDENTIALS VERIFIED BY(Print Name & Initial): _____ DATE VERIFIED: _____

NOTES:

PAYMENT to MAHA:

AMOUNT:

CHECK #:

PAYMENT to ASSOCIATION AMOUNT:

CHECK #:

Credential Head Sheet.xlsx credentials

Received By: _____

CREDENTIALS VERIFICATION SHEET

DISTRICT / REGIONAL / NATIONAL

Classification: XXXXXX
Category: Tier I
Division: AAA

Contact: MXXXXXXXXXXXXX
Phone: (XXXXXXXXXXXX
Email: SXXXXXXXXXXXXX

[illegible]

Team Start	Staff Position	Law - Exp - Card	Module	Safesport	Screening	Cons. to Treat
1 XXXXXXXXXXXX, ROBERT	Coach	4-12/25-00000109598	BA14	✓	✓	
2 XXXXXXXX, MICHAEL	Coach	4-12/25-00000399999	BA14	✓	✓	
3 XXXXXXXXXXXX SCOTT	Team Rep/Manager			✓	✓	
XXXXXXXXXXXX STEPHEN	Volunteer/LRM	1-12/19-00004909999		✓	✓	
XXXXXXXXXXXX BRIAN	Head Coach/IRM	4-12/27-00001489000	BA14	✓	✓	

NOTE: Check each block to indicate number of games a player has played, in the order of games played.

YOUTH: Min of ten (10) games for each player and min twenty (20) games for each team (2010 Rule).

GIRLS/WOMEN: Min of ten (10) games for each player and min fourteen (14) games for each team (1410 Rule).

Page 1 of 2

Verified By:

Date:

CS-Form 1-C Rev. 11/17

9/17/24, 7:59 PM

5MIH4041-15RY10UTT1A | 2024-2025 Official Team Roster



2024-2025 Official Team Roster

All sanctioned practices, scrimmages and games which this team may participate in are expected to be conducted in compliance with local, state and federal health guidelines and regulations in force at the time and location of the activity.

Original Approval: Wed Aug 28 2024 11:02:43 Eastern Daylight Time
Last Updated: Wed Aug 28 2024 14:17:19 Eastern Daylight Time
Approved by: MYRA ZOLYNSKY

Program: MXXXXXX Association: XXXXXXX YOUTH LEAGUE				Team: XXXXXXXXXXXXXXXXXXXXXXXX Team ID: 5MIHXXXXXXXXXXXXXX										Classification: 10 & Under Category: Travel Division: A		
Players (15)																
Last Name	First Name	Jersey #	Position	DOB	DOB Verification	SafeSport	Date to Expire	Transfer	City	State	Zip					
XXXX	ETHAN	H 57 A 57	Player	09/2015	V	Not Required		N/A	BRIGHTON	MI	48116					
XXXX	CONNOR	H 97 A 97	Player	04/2015	V	Not Required		N/A	MILFORD	MI	48381					
XXXXX	OWEN	H 47 A 47	Player	02/2015	V	Not Required		N/A	HOWELL	MI	48855					
XXXX	BRADY	H 18 A 18	Player	07/2015	V	Not Required		N/A	PLYMOUTH	MI	48170					
XXXXXX	NOLAN	H 86 A 86	Player	12/2015	V	Not Required		N/A	NORTHVILLE	MI	48168					
XXXXXX	JOSEPH	H 1 A 1	Player	06/2016*	V	Not Required		N/A	BRIGHTON	MI	48114					
XXXXXX	REMI	H 92 A 92	Player	08/2015	V	Not Required		N/A	BEVERLY HILLS	MI	48025					
XXXXXX	CONNOR	H 53 A 53	Player	10/2015	V	Not Required		N/A	NEW HUDSON	MI	48165					
XXXXX	JOHN	H 31 A 31	Goalie	12/2015	V	Not Required		N/A	ANN ARBOR	MI	48103					
XXXX	TY	H 39 A 39	Player	06/2015	V	Not Required		N/A	SOUTH LYON	MI	48178					
XXXXX	TRAVIS	H 32 A 32	Goalie	01/2015	V	Not Required		N/A	HIGHLAND	MI	48357					
XXXX	TREY	H 19 A 19	Player	02/2015	V	Not Required		N/A	NORTHVILLE	MI	48167					
XXXXXX	BRADY	H 96 A 96	Player	07/2015	V	Not Required		N/A	NEW BOSTON	MI	48164					
XXXX	ANDREW	H 5 A 5	Player	03/2015	V	Not Required		N/A	HOWELL	MI	48843					
XX	MAXSIM	H 8 A 8	Player	02/2015	V	Not Required		N/A	BRIGHTON	MI	48114					
Staff (11)																
Last Name	First Name	Position	Card Number	Level Certified	Certifications Expires	Credits	Module	SafeSport	Date to Expire	Screening						
XXXXXX	ROBERT	Head Coach/LRM	0000109799	4	12/31/2025	0	BA14,MD16,MT08,PW12,SQ10	Complete	07/06/2025	Complete						
	Phone: (248)	Address:														
XXXXXX	MICHAEL	Coach	0000039799	4	12/31/2025	0	BA14,MD16,MT08,PW12,SQ10	Complete	07/10/2025	Complete						
Email: XXXX	Phone: (734)	Address: 46284 BARRINGTON RD PLYMOUTH, MI 48170														
XXXXXX	CHRISTINE	Coach	0000535299	2	12/31/2024	0	MT08,SQ10,SQ10PW12	Complete	04/08/2025	Complete						
Email: XXX	Phone: (585)	Address:														
	CHELSEA	Team Rep/Manager														
	Phone: (810)	Address:														
xxx	PATRICK	Assistant Coach/LRM	0000522399	1	12/31/2022	0	MT08,SQ10PW12	Complete	04/11/2025	Complete						
Email: XXXXXXXXX	Phone: (313)	Address:														
XXXXX	NICHOLAS	Assistant Coach/LRM	0000546699	1	12/31/2024	0	SQ10PW12	Complete	04/05/2025	Complete						
Email: xxx	Phone: (517)	Address:														

<https://portal.usahockey.com/tool/teams/326664/roster.html>

TEAM HISTORY REPORT- SAMPLE

EXHIBIT 4

Date/Local Time	Date/GMT	Team	Team ID	User	Change	Member Type	Last Name	First Name
8/28/2024 14:16	8/28/2024 18:16	Stars	5MIH999-999	SMITH, JANE (smith.jane@usahockey.org)	Team Approved			
8/28/2024 11:02	8/28/2024 15:02	Stars	5MIH999-1000	JONES, BOB (bob.jones@gmail.com)	Team Submitted			
8/28/2024 10:57	8/28/2024 14:57	Stars	5MIH999-1001	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	JACOB
8/28/2024 10:57	8/28/2024 14:57	Stars	5MIH999-1002	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	JACOB
8/24/2024 13:33	8/24/2024 17:33	Stars	5MIH999-1003	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	SHAWN
8/24/2024 13:33	8/24/2024 17:33	Stars	5MIH999-1004	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	SHAWN
8/24/2024 13:07	8/24/2024 17:07	Stars	5MIH999-1005	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	PATRICK
8/24/2024 13:07	8/24/2024 17:07	Stars	5MIH999-1006	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	PATRICK
8/24/2024 12:56	8/24/2024 16:56	Stars	5MIH999-1007	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	RYAN
8/24/2024 12:56	8/24/2024 16:56	Stars	5MIH999-1008	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	RYAN
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1009	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	REMI
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1010	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	NOLAN
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1011	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	ANDREW
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1012	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	REMI
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1013	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	NOLAN
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1014	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	ANDREW
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1015	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	OWEN
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1016	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	BRADY
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1017	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	CONNOR
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1018	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	BRADY
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1019	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	CONNOR
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1020	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	ETHAN
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1021	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	OWEN
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1022	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	BRADY
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1023	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	CONNOR
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1024	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	BRADY
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1025	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	CONNOR
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1026	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	ETHAN
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1027	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	TY
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1028	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	TRAVIS
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1029	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	JOSEPH
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1030	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	TY
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1031	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	TRAVIS
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1032	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	JOSEPH
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1033	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	MAKSIM
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1034	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	JOHN
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1035	SMITH, JANE (smith.jane@usahockey.org)	Approved	Player	XXXXXXXX	TREY
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1036	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	MAKSIM
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1037	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	JOHN
8/22/2024 16:40	8/22/2024 20:40	Stars	5MIH999-1038	JONES, BOB (bob.jones@gmail.com)	Added	Player	XXXXXXXX	TREY
8/22/2024 16:36	8/22/2024 20:36	Stars	5MIH999-1039	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	CHRISTINE
8/22/2024 16:36	8/22/2024 20:36	Stars	5MIH999-1040	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	KEVIN
8/22/2024 16:36	8/22/2024 20:36	Stars	5MIH999-1041	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	NICHOLAS
8/22/2024 16:36	8/22/2024 20:36	Stars	5MIH999-1042	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	DARYL
8/22/2024 16:36	8/22/2024 20:36	Stars	5MIH999-1043	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	CHRISTINE
8/22/2024 16:36	8/22/2024 20:36	Stars	5MIH999-1044	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	KEVIN
8/22/2024 16:36	8/22/2024 20:36	Stars	5MIH999-1045	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	NICHOLAS
8/22/2024 16:36	8/22/2024 20:36	Stars	5MIH999-1046	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	DARYL
8/22/2024 16:34	8/22/2024 20:34	Stars	5MIH999-1047	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	MICHAEL
8/22/2024 16:34	8/22/2024 20:34	Stars	5MIH999-1048	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	ROBERT
8/22/2024 16:34	8/22/2024 20:34	Stars	5MIH999-1049	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	MICHAEL
8/22/2024 16:34	8/22/2024 20:34	Stars	5MIH999-1050	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	ROBERT
8/22/2024 16:33	8/22/2024 20:33	Stars	5MIH999-1051	SMITH, JANE (smith.jane@usahockey.org)	Approved	Staff	XXXXXXXX	CHELSEA
8/22/2024 16:33	8/22/2024 20:33	Stars	5MIH999-1052	JONES, BOB (bob.jones@gmail.com)	Added	Staff	XXXXXXXX	CHELSEA

CONSENT TO TREAT (National Bound Teams Only)

EXHIBIT 5



USA Hockey Consent To Treat/Medical History Form



This is to certify that on this date, I John Smith, as parent or guardian of HARRY SMITH, (athlete participant), or for myself as an adult participant, give my consent to USA Hockey and its medical representative to obtain medical care from any licensed physician, hospital, or clinic for the above mentioned participant, for any injury that could arise from participation in USA Hockey sanctioned events.

If said participant is covered by any insurance company, please complete the following:

Insurance Company: BLUE CROSS Policy #: 123456

This form may be signed by hand or signed electronically and returned to your team and/or program.

If I sign this form electronically, I acknowledge that it shall have the same validity and effect as if I signed this consent by hand.

Parent/Guardian/Adult Participant Signature: John Smith Date: 8/31/2024

Excess accident insurance up to \$50,000, subject to deductibles, exclusions and certain limitations, is provided to all USA Hockey registered team participants. For further details visit usahockey.com or contact USA Hockey at (719) 576-USAH.

EMERGENCY CONTACT

Name: MARY SMITH Phone: (248) 123.4567
Address: 12 HOCKEY LANE
City: NORTHVILLE State: MI Zip Code: 48374
Physician's Name: WALT DISNEY Phone: (313) 987.6543
Hospital of Choice: MAGIC KINGDOM

COMPLETION OF MEDICAL HISTORY INFORMATION BELOW IS OPTIONAL

MEDICAL HISTORY

If the answer to any of the following questions has implications for proper treatment, please indicate the problem and its implications.

- ☐ Head Injury (concussion, skull fracture)
- ☐ Fainting spells
- ☐ Convulsions/epilepsy
- ☐ Neck or back injury

INCLUDE ALL PLAYERS, COACHES, MANAGERS, LOCKER ROOM MONITORS

NATIONAL BOUND TEAMS ONLY

Have you had (or do you currently have) any of the following?

Have you had a recent tetanus booster? ☐ Yes ☐ No If yes, when? _____
Are you currently taking any medications? ☐ Yes ☐ No If yes, please list all medications on back.
Has a doctor placed any restrictions on your activity? ☐ Yes ☐ No If yes, please explain on back.

3Ca Rev 6/21



Michigan Amateur Hockey Association
Game Log

Team Name: _____
Division: _____
Association: _____
Season: **2024-25**

No.	Date	Division (AAA/AA/BB)	Name of Team Played	Game Played at: City, State	Your Score	Their Score	Type of Game (G D T T5)	GM Or Susp (Y/N) @
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								
25								

Legend: G = Game D = District game T = Tournament game T5 = 5th Tournament game
@ If a player/coach receives a game misconduct or a match penalty in a game or serves a suspension in a game, mark Y

GAME LOG- SAMPLE



Michigan Amateur Hockey Association Game Log

Team Name: XXXXXXXXXXXXX
Division: XXXXXXXXXXXXX
Association: XXXXXXXXXXXXX
Season: 2023-24

No.	Date	Division (A/AA/ AAA/B/BB)	Name of Team Played	Game Played at: City, State	Your Score	Their Score	Type of Game (G D T T5)	GM Or Susp (Y/N) @
1	9/8/2023	AAA	Little Caesars 09 AAA	Troy, MI	1	7	G	N
2	9/9/2023	AAA	Oakland Jr Grizzlies 09 AAA	Troy, MI	2	4	G	N
3	9/10/2023	AAA	Biggby Coffee 09 AAA	Troy, MI	7	2	G	N
4	9/17/2023	AAA	Chatham-Kent Cyclones 09 AAA	Plymouth, MI	7	2	G	N
5	9/24/2023	AAA	Pittsburgh Predators 09 AAA	Plymouth, MI	2	4	T	N
6	9/29/2023	AAA	Dallas Stars Elite 09 AAA	Plymouth, MI	1	1	T	N
7	9/29/2023	AAA	Cleveland Barons 09 AAA	Plymouth, MI	0	4	T	N
8	9/30/2023	AAA	Florida Alliance (South) 09 AAA	Plymouth, MI	0	3	T	N
9	10/1/2023	AAA	Pittsburgh Vengeance 09 AAA	Plymouth, MI	2	1	T	N
10	10/8/2023	AAA	Biggby Coffee 09 AAA	Plymouth, MI	2	3	G	N
11	10/15/2023	AAA	Victory Honda 09 AAA	Plymouth, MI	2	7	G	N
12	10/20/2023	AA	Pittsburgh (PHA) Icemen 09 AA	Hazel Park, MI	0	0	T	N
13	10/20/2023	AAA	CP Dynamo 09 AAA	Fraser, MI	1	5	T	N
14	10/21/2023	AAA	South Hills Panthers 09 AAA	Hazel Park, MI	4	5	T	N
15	10/21/2023	AAA	Oakmoor Academy Patriots 09 AAA	Hazel Park, MI	7	1	T	N
16	10/29/2023	AAA	Carolina Junior Canes 09 AAA	Plymouth, MI	1	5	T	N
17	11/3/2023	AAA	Mount St Charles Hockey Academy 09 AAA	Woonsocket, RI	1	11	G	N
18	11/4/2023	AAA	Neponset Valley River Rats (Half) 09 AAA	Woonsocket, RI	3	4	G	N
19	11/5/2023	AAA	Mount St Charles Hockey Academy 09 AAA	Woonsocket, RI	2	12	G	N
20	11/16/2023	AAA	Oakland Jr Grizzlies 09 AAA	Plymouth, MI	0	2	G	N
21	11/19/2023	AAA	Victory Honda 09 AAA	Plymouth, MI	0	3	G	N
22	12/1/2023	AAA	Chicago Mission 09 AAA	Romeoville, IL	0	8	G	N
23	12/2/2023	AAA	Windy City Storm 09 AAA	Palatine, IL	1	7	G	N
24	12/3/2023	AAA	LA Jr Kings 09 AAA	Lake Barrington, IL	4	3	G	N
25	12/3/2023	AAA	Team Illinois 09 AAA	Carol Stream, IL	0	4	G	N
26	12/8/2023	AAA	Fox Motors 09 AAA	Troy, MI	2	7	G	N
27	12/9/2023	AAA	Honeybaked 09 AAA	Troy, MI	2	4	G	N

sample completed game log.xls

28	12/10/2023	AAA	Belle Tire 09 AAA	Troy, MI	4	1	G	N
29	12/15/2023	AAA	Pittsburgh Penguins Elite 09 AAA	Cranberry, PA	0	10	G	N
30	12/16/2023	AAA	Pittsburgh Penguins Elite 09 AAA	Harmarville, PA	1	9	G	N
31	12/17/2023	AAA	South Hills Panthers 09 AAA	Bethel Park, PA	2	2	G	N
32	12/17/2023	AAA	South Hills Panthers 09 AAA	Bethel Park, PA	2	5	G	N
33	1/13/2024	AAA	Rocky Mountain RoughRiders 09 AAA	Brighton, MI	2	1	G	N
34	1/13/2024	AAA	Hartford Jr Wolfpack 09 AAA	Livonia, MI	2	0	G	N
35	1/14/2024	AAA	Fox Motors 09 AAA	Hartland, MI	4	1	G	N
36	1/14/2024	AAA	Belle Tire 09 AAA	Southfield, MI	2	5	G	N
37	1/20/2024	AAA	Fox Motors 09 AAA	Byron Center, MI	2	8	G	N
38	1/23/2024	AAA	Little Caesars 09 AAA	Plymouth, MI	1	8	G	N
39	1/27/2024	AAA	Honeybaked 09 AAA	Brighton, MI	2	6	G	N
40	1/28/2024	AAA	Honeybaked 09 AAA	Plymouth, MI	1	3	G	Y
41	1/31/2024	AAA	Oakland Jr Grizzlies 09 AAA	Troy, MI	1	1	G	Y
42	2/3/2024	AAA	Victory Honda 09 AAA	Plymouth, MI	4	1	G	N
43	2/8/2024	AAA	Biggby Coffee 09 AAA	Plymouth, MI	2	2	G	N
44	2/10/2024	AAA	Pittsburgh Vengeance 09 AAA	Novi, MI	1	3	G	N
45	2/11/2024	AAA	Pittsburgh Vengeance 09 AAA	Dearborn, MI	4	1	G	N
46	2/13/2024	AAA	Belle Tire 09 AAA	Plymouth, MI	2	2	G	N
47	2/18/2024	AAA	Little Caesars 09 AAA	Oak Park, MI	1	7	G	N
48	3/1/2024	AAA	Little Caesars 09 AAA	Taylor, MI	0	3	G	N
49	3/2/2024	AAA	Fox Motors 09 AAA	Taylor, MI	3	2	G	N
50	3/3/2024	AAA	Belle Tire 09 AAA	Taylor, MI	4	3	G	N
51	3/9/2024	AAA	Honeybaked 09 AAA	Taylor, MI	0	8	G	N

Legend: G = Game D = District game T = Tournament game T5 = 5th Tournament game

@ If a player/coach receives a game misconduct or a match penalty in a game or serves a suspension in a game, mark Y

EXHIBIT 7



SECTION 5

2025 USA Hockey National Host Sites

Game Count Table

MAHA Pilot Program: Youth and Girls 10U / 12U Tier III Game Count

Tier III Clarification

Out of District / Out of State Limits



2025 USA HOCKEY NATIONAL CHAMPIONSHIP SITES

Division	Dates	Host
High School	March 26-30	Irvine, Calif.
Youth Tier I 13O/14U	April 1-6	Plymouth, Mich.
Youth Tier I 15O/16U	April 1-6	Madison, Wis.
Youth Tier I 18U	April 1-6	Cranberry Township, Pa.
Youth Tier II 14U	April 2-6	Kalamazoo, Mich.
Youth Tier II 16U	April 2-6	Wayne, N.J.
Youth Tier II 18U	April 2-6	Utica, N.Y.
Girls Tier I (14U, 16U, 19U)	April 1-6	Marlborough, Mass.
Girls Tier II 14U	April 2-6	Coral Springs, Fla.
Girls Tier II 16U	April 2-6	Leesburg/Springfield, Va.
Girls Tier II 19U	April 2-6	Cleveland, Ohio



NOTE: This District and State Tournament Guidebook contains the MAHA Rules and Regulations governing eligibility and qualifications for District and State Championships as set forth in Rule IX of the Michigan Amateur Hockey Rules, as set forth in Section 2 of this Guidebook.

Game Count Table

MAHA Rules and Regulations

Revised and Adopted January 21, 2024

III. General Age & Division Classifications

D. Game Count Table.

1. The following game counts shall be adhered to by teams in the classification in which they participate or roster. The game count is used to provide a proper balance between competition and practice.
2. The following exceptions to the game count table apply:
 - a. Games played in District, State and National tournaments, in classifications where these are held shall not count toward the game count.
 - b. For ages 10U and older, all tournaments shall count for four (4) games maximum regardless of the actual number of games played

<u>Category</u>		<u>Tier I& AAA</u>	<u>Tier II, AA&A</u>	<u>Tier III Girls</u>	<u>Tier III Youth B & BB</u>	<u>High School</u>
Youth	8U	N/A	N/A	N/A	No Limit on Half Ice Games	N/A
	10U	50	45	N/A	40	N/A
	12U	55	55	N/A	40	N/A
	14U	60	60	N/A	45	N/A
	15/16 Only	65	N/A	N/A	N/A	N/A
	16U	65	65	N/A	50	N/A
	18U	65	65	N/A	55	N/A
	High School	N/A	N/A	N/A	N/A	65
Girls	8U	N/A	N/A	No Limit on Half Ice Games	N/A	N/A
	10U	50	45	40	N/A	N/A
	12U	55	55	40	N/A	N/A
	14U	60	60	45	N/A	N/A
	16U	65	65	50	N/A	N/A
	19U	65	65	55	N/A	N/A

MAHA Pilot Program: Youth and Girls 10U / 12U /14U Tier III Game Count



Michigan Amateur Hockey Association

MAHA Pilot Program

Pilot Program Name: Youth and Girls 10U / 12U Tier III Game Count

Effective Date: 1/19/24 – 3/31/26

Approval Date: 1/19/24 – **Amended 9/19/24**

Pilot Program:

Increase Youth 10U Tier III and Girls 10U Tier III from 40 games to 45 games.

Increase Youth 12U Tier III and Girls 12U Tier III from 40 games to 50 games.

Increase Youth 14U Tier III and Girls 12U Tier III from 45 games to 50 games.

Rationale: The intent of this pilot program is to encourage younger Tier III teams to travel farther to play competitive games and to assist in allowing more remote teams the ability to travel less. While the intent of Tier III hockey is to keep teams close to home, with the continued decline in the number of Tier III teams, teams are now being forced to travel longer distances to play games. Due to current limitations on game count and not wanting to travel long distances to play just 1 game, teams are now refusing to schedule games against teams in remote geographical locations. The thought behind the added games is to encourage teams to travel and play 2 against a team and not have to worry about the game count.



Tier III Clarification



Michigan Amateur Hockey Association

MAHA has been asked to provide a clarification statement around two specific Tier III rules.

Youth Tier III teams must adhere to MAHA IV.D.2. which states: "To remain eligible for Districts and States Playoffs, teams may not play more than 30% of their games against teams in a higher category and/or age classification."

Girls Tier III teams must adhere to MAHA V.C.7 which states: "Teams may not play more than 30% of their games against teams in higher classifications. Coaches and managers found in violation of this rule shall have a recommended suspension of no more than one (1) year."

The below table outlines which teams are equivalent across youth, girls, and Canadian teams. Games played in their equivalents will not count against the 30% rule, but still count against max game count.

Youth	Girls	Canada
10U Tier III	10U Tier III	U11 Rec
12U Tier III	12U Tier III	U13 Rec
14U Tier III	14U Tier III	U15 Rec
16U Tier III	16U Tier III	U18 Rec
	19U Tier III	U18 Rec

For those teams looking to participate in District and/or States, teams must also adhere to MAHA IX.2.a which states "... Teams shall only be eligible in the age classification, category, and division in which they play the majority of their games prior to Districts or States."

The equivalent games outlined in the table above do **not** count towards the majority rule to be eligible for Districts or States. Teams are required to submit an exception if they will not be compliant with the rule. The State Playoff Committee understands the potential difficulty to get the appropriate game count and will take the games under advisement during the exception process. Assuming to play these games without submitting an appropriate exception to game count may make a team ineligible for districts and states.

Link to Exceptions: [Team/Player Exceptions \(maha.org\)](https://maha.org/Team/Player-Exceptions)



Out of District / Out of State Limits

Category	Division	Youth Classification	Out of District/Out of State	Notes
Travel	A	9U is 10U Minor	3	a
Travel	AA	10U Major	3	a
Tier III	B	10U	3	a
Travel	A	11U is 12U Minor	3	a
Travel	AA	12U Major	3	a
Tier III	B	12U	3	a
Travel	A	13U is 14U Minor	3	a
Tier II	AA	14U Major [Nat bound]	3	a
Tier III	B	14U	3	a
Tier II	AA	16U [Nat bound]	no restriction on OOD; 1 OOS	
Tier III	B	16U	no restriction on OOD; 1 OOS	
Tier II	AA	18U [Natbound]	no restriction on OOD; 1 OOS	
Tier III	BB	18U	no restriction on OOD; 1 OOS	
Category	Division	Youth Classification	Out of District/Out of State	
Travel	AAA	11U	0	b, c
Travel	AAA	12U	1	b, c
Tier I	AAA	13 Only Nat bound	2	b, c
Tier I	AAA	14U Nat bound	5	b, c
Tier I	AAA	15 Only Nat bound	6	b, c
Tier I	AAA	16 Only Nat bound	7	b, c
Tier I	AAA	18U Nat bound	9	b, c
Category	Division	Girls Classification	Out of District/Out of State	
Travel	AAA	10U	no restrictions	
Travel	AAA	12U	2 import players	d, e
Tier I	AAA	14U Nat bound	2 import players	d, e
Tier I	AAA	16U Nat bound	3 import players	d, e
Tier I	AAA	19U Nat bound	6 import players	d, e
Travel	AA	10U	3 import players	d, e
Travel	AA	12U	3 import players	d, e
Tier II	AA	14U Nat bound	3 import players	d, e
Tier II	AA	16U Nat bound	3 import players	d, e
Tier II	AA	19U Nat bound	3 import players	d, e
Tier III	B	10U	no restrictions	
Tier III	B	12U	no restrictions	
Tier III	B	14U	no restrictions	
Tier III	B	16U	no restrictions	
Tier III	BB	19U	no restrictions	
Notes:				
a. Out of State are counted as Out of District.				
b. Players that hold USA citizenship or Native American Status living in Canada are considered out-of-state players. If a player is not a USA Citizen then they must reside in the USA and hold the proper visa type to play youth hockey.				
c. Tier I organizations are restricted to only two players per team that are non-US citizens.				
d. An import player is an out of state player that lives in Michigan.				
e. There are no district restrictions.				