



7/13/2024

APPROVED AT THE 2024
MAHA SUMMER MEETING

2024-2025 Tier 1 MAHA Home/Away Game Series: Rules and Procedures:

Information

- Complete game schedules for all teams must be emailed to the MAHA Vice President of Youth by September 15, 2024 by the organizations.
- Schedules/standings will be posted on the MAHA website.
- Critical dates are shown in Table 1.
- If a team does not have its' home and away game scores entered by the designated deadline, the head coach is suspended for the first game of the State tournament. Teams then have until 5:00 pm on the designated date to review and correct any errors/incorrect scores or missing scores. Teams/Organizations can work amongst themselves to correct any error. If the issue cannot be resolved among the parties, it must be reported to the MAHA VP of Youth by 5:00 pm on the designated date for resolution. Once the deadline passes, no further discrepancies will be addressed and these standings will be used to seed State tournament play.
- If a game(s) is not played, the head coach refusing to play is suspended for the State tournament. The not played game(s) is considered a forfeit and a 1-0 victory for the other team and counts as a game played for both teams.
- Gamesheet is mandatory for all games in this series. Scoring is required during the game using an iPad. No paper score sheets are allowed. **Continued violation of not using an iPad to score games real time will result in disciplinary action enacted by the MAHA VP of Youth.**
- Each team shall have both a "home" jersey based primarily upon a light color and a darker "away" jersey based primarily upon their organization's colors. The home team in all games shall wear their lighter-colored home jerseys and the visiting team shall wear their darker-colored away jerseys. However, if the referees determine that it is difficult to distinguish one team from the other based on these jerseys, it shall be the responsibility of the home team to change jerseys.

Games Required

- 18U teams will play each team three (3) times during the course of the season. Each team will play one home and one away game against each team: 16 games. And the third game adds eight (8) more games for 24 total games. Teams split the cost of the third game equally; except for those games played in a MAHA Showcases.
- 16 Only, 15 Only, and 14U teams will play each team three (3) times during the course of the Season. Each team will play one home and one away game against each team: 14 games. And the third game adds seven (7) more games for 21 total games. Teams split the cost of the third game equally; except for those games played in a MAHA Showcases.
- 13U, 12U, 11U, and 10U teams will play a total of 14 games. Each team will play a home and away game with each of the other MAHA teams: 14 games.

Third Game Home and Away Designation
SHADED GAMES TO BE PLAYED AT THE MAHA SHOWCASES

18U 3rd game

18U 3rd game (costs to be split equally between the two teams playing)						Legend:	September	December
Belle Tire	Oakland	Biggby	Victory Honda	Compuware	Soo	Honeybaked	Fox Motors	Little Caesars
BT @ OJG	BT @ OJG	Biggby @ BT	BT @ VH	CYH @ BT	BT @ Soo	HB @ BT	BT @ Fox	LC @ BT
BT @ VH	OJG @ VH	Biggby @ OJG	OJG @ VH	CYH @ OJG	OJG @ Soo	HB @ OJG	OJG @ Fox	OJG @ LC
BT @ Soo	OJG @ Soo	Biggby @ VH	Biggby @ VH	CYH @ Biggby	Biggby @ Soo	HB @ Biggby	Fox @ Biggby	LC @ Biggby
BT @ Fox	OJG @ Fox	Biggby @ Soo	VH @ CYH	VH @ CYH	VH @ Soo	VH @ HB	VH @ Fox	LC @ VH
Biggby @ BT	Biggby @ OJG	CYH @ Biggby	VH @ Soo	Soo @ CYH	Soo @ CYH	HB @ CYH	Fox @ CYH	CYH @ LC
CYH @ BT	CYH @ OJG	HB @ Biggby	VH @ HB	HB @ CYH	Soo @ HB	Soo @ HB	Soo @ Fox	Soo @ LC
HB @ BT	HB @ OJG	Fox @ Biggby	VH @ Fox	Fox @ CYH	Soo @ Fox	Fox @ HB	Fox @ HB	LC @ HB
LC @ BT	OJG @ LC	LC @ Biggby	LC @ VH	CYH @ LC	Soo @ LC	LC @ HB	Fox @ LC	Fox @ LC
guest @ BT	Mission @ OJG			Mission @ CYH	guest @ Soo		guest @ Fox	Mission @ LC

160 3rd game

160 3rd game (costs to be split equally between the two teams playing)					Legend:	September	December
Biggby	Compuware	Fox Motors	Honeybaked	Belle Tire	Little Caesars	Victory Honda	Oakland
Biggby @ CYH	Biggby @ CYH	Fox @ Biggby	Biggby @ HB	BT @ Biggby	Biggby @ LC	VH @ Biggby	Biggby @ OJG
Biggby @ HB	CYH @ HB	Fox @ CYH	CYH @ HB	BT @ CYH	CYH @ LC	VH @ CYH	CYH @ OJG
Biggby @ LC	CYH @ LC	Fox @ HB	Fox @ HB	BT @ Fox	Fox @ LC	VH @ Fox	OJG @ Fox
Biggby @ OJG	CYH @ OJG	Fox @ LC	HB @ BT	HB @ BT	HB @ LC	HB @ VH	HB @ OJG
Fox @ Biggby	Fox @ CYH	BT @ Fox	HB @ LC	LC @ BT	LC @ BT	VH @ BT	OJG @ BT
BT @ Biggby	BT @ CYH	VH @ Fox	HB @ VH	VH @ BT	LC @ VH	LC @ VH	LC @ OJG
VH @ Biggby	VH @ CYH	OJG @ Fox	HB @ OJG	OJG @ BT	LC @ OJG	OJG @ VH	OJG @ VH

150 3rd game

150 3rd game (costs to be split equally between the two teams playing)					Legend:	September	December
Victory Honda	Oakland	Compuware	Fox Motors	Honeybaked	Belle Tire	Biggby	Little Caesars
OJG @ VH	OJG @ VH	CYH @ VH	VH @ Fox	VH @ HB	VH @ BT	Biggby @ VH	VH @ LC
VH @ Fox	OJG @ Fox	CYH @ OJG	OJG @ Fox	HB @ OJG	OJG @ BT	Biggby @ OJG	LC @ OJG
VH @ BT	OJG @ BT	CYH @ Fox	CYH @ Fox	HB @ CYH	CYH @ BT	Biggby @ CYH	LC @ CYH
VH @ LC	LC @ OJG	CYH @ BT	Fox @ HB	Fox @ HB	BT @ Fox	Fox @ Biggby	Fox @ LC
CYH @ VH	CYH @ OJG	HB @ CYH	BT @ Fox	BT @ HB	BT @ HB	Biggby @ HB	HB @ LC
VH @ HB	HB @ OJG	Biggby @ CYH	Fox @ Biggby	Biggby @ HB	BT @ Biggby	BT @ Biggby	LC @ BT
Biggby @ VH	Biggby @ OJG	LC @ CYH	Fox @ LC	HB @ LC	LC @ BT	LC @ Biggby	LC @ Biggby

14U 3rd game (costs to be split equally between the two teams playing)

14U 3rd game (costs to be split equally between the two teams playing)					Legend:	September	December
Oakland	Fox Motors	Biggby	Honeybaked	Little Caesars	Compuware	Victory Honda	Belle Tire
OJG @ Fox	OJG @ Fox	Biggby @ OJG	OJG @ HB	LC @ OJG	OJG @ CYH	VH @ OJG	OJG @ BT
OJG @ HB	HB @ Fox	Biggby @ Fox	HB @ Fox	Fox @ LC	Fox @ CYH	Fox @ VH	Fox @ BT
OJG @ CYH	Fox @ CYH	Biggby @ HB	Biggby @ HB	LC @ Biggby	CYH @ Biggby	VH @ Biggby	BT @ Biggby
OJG @ BT	Fox @ BT	CYH @ Biggby	HB @ LC	HB @ LC	HB @ CYH	VH @ HB	HB @ BT
Biggby @ OJG	Biggby @ Fox	LC @ Biggby	HB @ CYH	CYH @ LC	CYH @ LC	LC @ VH	BT @ LC
LC @ OJG	Fox @ LC	VH @ Biggby	VH @ HB	LC @ VH	CYH @ VH	CYH @ VH	BT @ CYH
VH @ OJG	Fox @ VH	BT @ Biggby	HB @ BT	BT @ LC	BT @ CYH	BT @ VH	BT @ VH

Game Rules

- See Table 2 for: ice block length, warm up length, period length, ice resurfacing requirements, overtime procedures/details, referee system, time out details, curfew clock requirements, and mercy rule.
 If there is a six goal differential in the 3rd period, the game must go to run time (not optional).
 In the third period if the goal differential is 15, the game will conclude (not an option to continue).
- If a league game between two MAHA teams is to be used as part of the MAHA Home/Away Series, the league rules will govern play.
- Tournament games cannot be used to meet these game requirements.
- If a home team fails to follow the game rules, the game can be protested by the away team and the game replayed on the away team’s ice with all the costs being borne by the original home team. The MAHA VP of Youth has sole discretionary authority. It is understood that in all cases it may not be possible to follow the game rules, but these should be extraordinary circumstances and so noted by the referees on the score sheet and signed by both head coaches (i.e.: 3 referees scheduled and only 2 show up; acts of god that may shorten the ice block; injury to players where emergency services are called and the ice block is curfewed; etc.)
- If there is to be any deviation from the game rules, both coaches must record the deviation on the score sheet prior to the game and sign the scoresheet prior to the game.

Standings

- For the standings in the 18U/160/150 age divisions: three (3) points will be awarded for a win in regulation time, two (2) points for a win in overtime or shootout, one (1) point for a loss in overtime or shootout, and zero (0) points for a loss in regulation. All other age divisions without overtime will have two (2) points for a win, zero (0) points for a loss and one (1) point for a tie.
- The tie-breaking rules defined in the current USA Hockey “District and National Championship Tournament Guidebook” will be used to break all standing ties.


States

- At 18U the top eight (8) teams based on the standings will qualify for the State Championship tournament. Period length will be 17 minutes. Three man referee system if available.
- In all AAA divisions, the highest seed as determined from the MAHA Home/Away Series standings will be the home team in the State Championship tournament, regardless of round.

Table 1: 2024-2025 SEASON CRITICAL DATES

2024-2025 SEASON MAHA HOME/AWAY GAME SERIES CRITICAL DATES				7/13/2024
[1] Dates shown for the MAHA State Championships to be confirmed by the MAHA State Playoff Committee				
[a] Or 8/1/2024 with both teams having an approved 2024-25 approved/stamped roster				
	18U	160	150	14U
First day games can be played	9/1/24 [a]	9/1/24 [a]	9/1/24 [a]	9/1/24 [a]
Game schedules due to the MAHA VP of Youth	9/16/24	9/16/24	9/16/24	9/16/24
Number of games to be played	24	21	21	21
All games must be completed and results posted to the MAHA website by 11:59pm	2/16/25	2/16/25	2/16/25	2/16/25
Scores due by 11:59pm to the MAHA website or the head coach sits the first game of the MAHA State Championships	2/16/25	2/16/25	2/16/25	2/16/25
<i>If a game is not played, the head coach of the team refusing to play sits the MAHA State Championships</i>	2/16/25	2/16/25	2/16/25	2/16/25
Score review complete 5:00 pm (correct any errors/incorrect scores)	2/17/25	2/17/25	2/17/25	2/17/25
Appeals due to the MAHA VP of Youth on scores by 5:00 pm	2/18/25	2/18/25	2/18/25	2/18/25
Standings on the MAHA website used to determine seeding for MAHA State Championships	2/19/25	2/19/25	2/19/25	2/19/25
First round of States [1]	begin 2/26 W	begin 2/26 W	begin 2/26 W	begin 2/26 W
MAHA State Championships [1]	Mar 7-9/25 F/Sa/Sun	Mar 7-9/25 F/Sa/Sun	Mar 7-9/25 F/Sa/Sun	Mar 7-9/25 F/Sa/Sun
USA Hockey Nationals begin	4/1/25 PA	4/1/25 WI	4/1/25 WI	4/1/25 MI
	130	12U	11U	10U
First day games can be played	9/1/24 [a]	9/1/24	9/1/24	9/1/24
Game schedules due to the MAHA VP of Youth	9/16/24	9/16/24	9/16/24	9/16/24
Number of games to be played	14	14	14	14
Quebec 12U 2024	--	Feb 12-23/25	--	--
All games must be completed and results posted to the MAHA website by 11:59pm	2/23/25	3/3/25	3/3/25	3/3/25
Scores due by 11:59pm to the MAHA website or the head coach sits the first game of the MAHA State Championships	2/23/25	3/3/25	3/3/25	3/3/25
<i>If a game is not played, the head coach of the team refusing to play sits the MAHA State Championships</i>	2/23/25	3/3/25	3/3/25	3/3/25
Score review complete 5:00 pm (correct any errors/incorrect scores)	2/24/25	3/4/25	3/4/25	3/4/25
Appeals due to the MAHA VP of Youth on scores by 5:00 pm	2/25/25	3/5/25	3/5/25	3/5/25
Standings on the MAHA website used to determine seeding for MAHA State Championships	2/26/25	3/6/25	3/6/25	3/6/25
MAHA State Championships [1]	Mar 5-9/25 W to Sun	Mar 13-16/25 Th to Sun	Mar 13-16/25 Th to Sun	Mar 13-16/25 Th to Sun
USA Hockey Nationals begin	4/1/25 MI	none	none	none

Table 2: SUMMARY OF GAME RULES

		<h1 style="text-align: center;">MAHA Home/Away Series</h1>		As of August 1, 2024					
						Tier 1 (AAA): Belle Tire Hockey Club, Fox Motors Hockey Club, Biggby Coffee AAA Hockey, Victory Honda AAA Hockey, Little Caesars AAA Hockey Club, Honeybaked Hockey Club, Computware Youth Hockey, Soo Indians, Oakland Junior Grizzlies			
Scoresheets should be labeled: "MAHA Home/Away Series Game"		GameSheet mandatory for all games							
When using a game to count for both the MAHA Home/Away Series and a league game, the league rules are to be used.									
Division	Ice Block	Warm Up	Period Length	Zam	Overtime	Referees	Time Out	Curfew Clock	Mercy Rule
18U 2006/2007 16 Only 2008 15 Only 2009	2 hours	5 min	17 min stop time; 1 min between periods	Yes [1] [4]	Yes [2]	3 man [5]	One 1 min time out allowed during the game including overtime	Non-curfew	Yes [3]
14U 2010 13U 2011 12U 2012 11U 2013 10U 2014	90 min	3 min	15 min stop time; 1 min between periods	None	None	2 man [6]	One 1 min time out allowed during the game	Non-curfew	Yes [3]

[1] **Ice resurfacing** shall take place immediately after the first whistle after ten (10) minutes remaining in the second period. Play will resume after the resurface at the spot of the last whistle.

[2] **Overtime** Procedures:

a) A five (5) minute sudden death 4 on 4 (four on four) overtime period. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force. If a team ended the game in regulation time with a 5 on 4 advantage, the advantage will continue as 4 on 3 in the overtime period. If there is still no winner at the end of the overtime period, a shoot out will commence.

b) Three different shooters from each team will take alternate shots. The team with the advantage in goals scored will be deemed the winner. All designated players will have an opportunity to shoot unless it is evident by the score a clear cut winner can be determined.

c) If no clear winner emerges, the teams will continue in a "sudden death" shootout, until the game is decided. If the first player scores, the next player from the opposing team will have the opportunity to score. If this player does not score, the game is over and a winner is declared. All players must be used prior to using a single player again. Once all players have been used, any player can be used if the game is still tied. The players of both teams will take the shots alternately.

d) Any player whose penalty was not over when overtime ended cannot take the shots and must stay in the penalty box.

e) Only the decisive goal will count in the results.

f) The home team will choose whether to shoot first or second.

g) Shots will be taken at both ends of the ice. The goalkeepers will defend the same goal, as determined by the referee.

h) If either team declines to play in the necessary overtime period or shoot out, the game shall be declared a loss for that team.

[3] If there is a **six (6) goal differential** in the 3rd period, the game must go to run time (not an option). If a penalty is called, the clock should stop; at the drop of the puck, the clock reverts back to run time. If the score differential in the 3rd period becomes three (3), the clock reverts back to stop time. In the third period if the **goal differential is 15** the game will conclude (not an option to continue).

[4] The **ice resurface** cannot be waived even if both coaches agree. The home team is required to have sufficient ice time for the ice resurface to occur.

[5] Teams should schedule **3 referees**. If only two can be provided by the referee scheduler, this is not a protestable event. There should be email documentation between the two teams at the time of scheduling that the scheduler can only provide 2 referees. Coaches should document agreement on the scoresheet.

[6] **Penalty Length:**

Rule 402 Minor Penalties	1:30 min	Rule 404 Misconduct Penalties	8:00 min
Rule 403 Major Penalties	4:00 min	Rule 405 Match Penalties	4:00 min