



**MICHIGAN AMATEUR
HOCKEY ASSOCIATION**
DISTRICT SIX



DISTRICT SIX TOURNAMENT RULES

Updated- 10/09/24

Part I – Administrative Rules

1.01 All team entries will be accepted. Entrants must notify the council in writing by the deadline given in the MAHA Annual Guide. Entry fees paid are refundable, except where noted, only if a team does not qualify during the seeding process, or by notification in writing from the association / team that your team has decided to withdraw from Districts. This must be done ON or BEFORE November 1st. There is no withdrawal after November 1st. 16u/18u B, BB, A, AA registration date is November 15th. **JV/Prep division can register up until the weekend of the State Playoff Committee meeting in December.**

1.02 All teams are eligible to declare their intent to enter the district playoffs.

1.03 For All Teams -A deposit of \$400.00 per team is required for each team's entry into the District 6 Tournament. All entry paperwork and deposits must be submitted On-line - on or before November 1st.

1.04 The tournament format of each age group / division will be determined by the number of teams entered, with a maximum of 8 teams in any one group/division. Play-in Games will need to - will be organized when more than 8 teams are entered in an age group / division.

1.05 Associations desiring to host a tournament at any level must apply by filling out the "Application to host Districts" form and send it to the Chairperson of the District or designee. All applications must be received by September 1st. - **All Hosts have a guaranteed host spot. If said host association has more than one team competing in the tournament, the Host Association MUST determine which team will be granted that guaranteed spot prior to the November 30th seeding deadline.**

1.06 The District 6 Council will determine the host sites at its September meeting. Some determining factors will be cost, location, previous hosting years and District 6 monthly meeting attendance.

1.07 The cost of tournament games will be averaged and weighted per division to ensure that the tournament costs are not solely based on location and/or rink fees.

1.08 *Play-In games, if needed, will be played after the seeding is announced and before the end of ~~on~~ the first or second weekend of January, as determined by the District Council. All associated costs for the Play-In Game will be the responsibility of both the home and visiting teams. Payment must be given to the Host Site prior to the game. In the Play-In games, the higher seeded team will be the home team.*

1.09 *The District 6 Tournament will start the first Friday of the weekend in which the first day of February falls and must be completed by the third Sunday in February. No games may start earlier than 4:00pm on Friday. Whenever possible, the local team will be scheduled to play the earlier times in the day. Any games prior to Friday will require the approval, in advance, of the District 6 Council.*

1.10 *If weather requires the postponement of tournament play due to local authorities restricting travel, the District 6 Council and local host sites, will determine when tournament play will resume.*

1.11 *The District 6 Council will reimburse host associations **based on the accepted bids as submitted to the District Chair or designee and confirmed by the District Council at the September meeting.***

1.12 *The District 6 Council will provide all awards presented during the tournament.*

1.13 *Following the Play-In games and no later than one week prior to District 6 tournament play, at sites to be determined, all teams must bring certified team paperwork and those documents required to proceed to the district tournament. The purpose of this credential check is to handle any paperwork problems prior to the first tournament game. During the January District 6 council meeting, a credential check meeting will be held. A representative from each tournament host site needs to attend the informational meeting to discuss the credential check requirements and tournament rules.*

1.14 *The following credentials must be submitted by each team at the credential check meeting:*

A. *The following are required to be present:*

1. *MAHA District/State Playoffs Team Credential Form (top portion MUST be completed by the team)*
2. *USA Hockey credential verification sheet (with game counts complete).
NO HAND WRITTEN NAMES ACCEPTED!*
3. *Most current copy of USA Hockey Player Roster (USA T-1 Form).*
4. *Game log (MAHA or Little Caesars) and sanctioned game score sheets showing all games played, location, date, opponent and final score.*

****ALL NATIONAL BOUND TEAMS ARE REQUIRED TO HAVE PAPER COPIES OF CONSENT TO TREAT FORMS FOR ALL PARTICIPANTS ON THEIR ROSTER!**

1.15 *The local Tournament Director (council member) in conjunction with the District 6 Committee Playoff Chairperson and Chairperson of District 6 has the authority to handle nonplaying rule problems and questions that may arise during the course of the tournament. Tournament directors must be members of the District 6 Council.*

1.16 *There shall be no paid gate for the District 6 Tournament.*

MAHA District 6 Tournament Format Rule

Part II Tournament Format

2.01 General Format:

Points; 2 – Win, 1 - Tie, 0 - Loss. (for round robin and conference play)

Ties; Ties are allowed in round robin and conference play, NOT in simi-finals or finals.

Seeding; will be done by the tournament committee after November 30th and before the December D-6 meeting. This input will be as below and other methods may be used in seeding by the tournament committee as needed

- A.** *Tier II - To determine opponents through the seeding process Tier II teams will be ranked according to their ranking in myhockeyranking.com after November 30th and before the December D-6 meeting.*
- B.** *Tier III - To determine opponents through the seeding process, Tier III teams will be ranked according to their overall record as of November 30th.*

2.02 *When only two (2) teams enter a District Tournament, the format is as follows:*

They play two games (head to head competition). The District Champion in a two team/two game District Tournament is the team scoring the most goals over the two games. If at the end of regulation time in game 2, the total goals scored are now tied, overtime ensues using our District Tournament rules about O.T. (3.10).

2.03 *When only three (3) teams enter a District Tournament, the three teams are seeded team 2 plays 3 at a Play-in game and the winner advances to the District Tournament. **See 2.02***

2.04 *When only four (4) teams enter a District Tournament, the format is as follows:*

Round Robin Portion:

All teams will play each other in the round robin portion.

Finals

The top two point gaining teams facing off for the district championship, seeded from original seeding. (There will NOT be a semifinal.)

2.05 *When only five (5) teams enter a District Tournament, the five teams are seeded team 4 plays 5 at a Play-in game and the winner advances to the District Tournament. **See 2.04***

2.06 – 6 team tournaments When only six (6) teams enter a District Tournament, the format is as follows:

Six team Tournaments will be seeded 1 through 6 for the preliminary games.

Round Robin Portion:

1v2, 4v5, 3v6, 1v5, 2v6, 3v4, 1v4, 2v3, 5v6

Semi-finals

The top four teams advancing to the semi-finals.

1st v 4th and 2nd v 3rd.

Finals

Semifinal winners compete in the championship game, seeded from original seeding.

2.07 When only seven (7) teams enter a District Tournament, the three teams are seeded team 6 plays 7 at a Play-in game and the winner advances to the District Tournament. **See 2.06**

2.08 – 8 team tournaments. When only eight (8) teams enter a District Tournament, the format is as follows:

Conference Play

Two conferences are formed (American and National), the teams are seeded in a 'snake' fashion. The teams will play the other teams in their conference, with the two teams having the most points (first and second place) in each conference advance to the semifinals.

Semi-finals

Semifinal seeding is 1-American vs 2-National & 1-National vs 2-American.

Finals

Semifinal winners compete in the championship game, seeded from original seeding.

2.09 When more than eight (8) teams enter a District Tournament, an 8 team tournament will be held. **See 2.08** Play- In games will be as follows;

<i># of Teams</i>	<i>Seeded</i>	<i>1st Round/Formula</i>	<i>2nd Round/Formula</i>
9	Host + 6	2 Remaining Play for 1 spot	None Needed
10	Host + 5	4 Remaining Play for 2 spots	None Needed
11	Host + 4	6 Remaining Play for 3 spots	None Needed
12	Host + 3	8 Remaining Play for 4 spots	None Needed
13	Host + 2	10 Remaining Play for 5 spots	None Needed
14	Host + 1	12 Remaining Play for 6 spots	None Needed
15	Host	14 Remaining Play for 7 spots	None Needed
16	Host	14 Drawn to Play Down to 7 teams	Redraw 1 of 7 to Play #16 – Winner Advances
17	Host	14 Drawn to Play Down to 7 teams	Redraw 2 of 7 to Play #16, 17 – Winners Advance
18	Host	14 Drawn to Play Down to 7 teams	Redraw 3 of 7 to Play #16, 17, 18 – Winners Advance
19	Host	14 Drawn to Play Down to 7 teams	Redraw 4 of 7 to Play #16, 17, 18, 19 – Winners Advance
20	Host	14 Drawn to Play Down to 7 teams	Redraw 5 of 7 to Play #16, 17, 18, 19, 20 – Winners Advance

Part III – Playing Rules

3.01 *The District 6 Tournament Championships shall be conducted in accordance with the playing rules of USA Hockey and the rules set forth in the MAHA Annual Guidebook, except as modified herein.*

3.02 *All District Tournaments must be conducted according to the schedules approved by the District 6 Council.*

3.03 *All teams should arrive with two sets of jerseys, if possible. The Home team will wear lighter colored jerseys; the Visiting team will wear darker colored jerseys. The local Tournament Director shall resolve any jersey color problems. Goalies must wear the same color jersey as the rest of the team, unless extenuating circumstances exist.*

3.04 *Substitute goalies may not play any other position. Teams using a substitute goalie must report this fact, and identify their regular goalie to the local Tournament Director prior to their first game. See MAHA Annual Guide, Rule XII, paragraph F.*

3.05 *The National Anthem shall be played prior to the championship game (whenever possible). Players will shake hands after the game. Every effort must be made to conduct an on-ice awards ceremony immediately following the championship game.*

3.06 *Referees will be selected by the local Referee-in-Chief and the local Tournament Director, subject to the approval of the District 6 Playoff Committee. The local association (host) shall provide neutral timers, scorekeepers, and goal judges (if available). A two-referee System shall be used for all classifications.*

3.07 *For Pre-Game on Ice warm-up District 6 will follow the latest MAHA Tournament Guide Book.*

3.08 *All games in the 10u division shall consist of three stop-time periods of 13 minutes in length. 12u division games shall consist of three stop-time periods of 15 minutes in length. 14u B and 13u division games shall consist of three stop-time periods of 15 minutes in length. 14u Tier II division games will consist of three stop-time periods of 17 minutes in length with a resurface between the 2nd and 3rd period of all games. 16u B and 18u BB division games shall consist of three stop-time periods of 15 minutes in length. 16u Tier II and 18u Tier II division games will consist of three stop-time periods of 17 minutes in length. All 16u/18u divisions will have a resurface between the 2nd & 3rd period of all games.*

3.09 *Round robin games can end in a tie.*

3.10 *If, during the course of any round robin, semifinal or final District Tournament game, the score has a differential of 8 goals in the 3rd period, the clock shall go to run time. If the score returns to less than 8 goals, the clock shall return to stop time. If at any time in the 3rd period the goal differential reaches 10 goals, the game is over at that point.*

3.11 *If at the end of a semifinal or championship game a tie score exists, the teams shall be given a two minute rest. Teams will switch ends and play a sudden death overtime period of 10 minutes with each team skating four (4) on four (4). If at the end of the first overtime period a tie still exists, the teams shall be given another two minute rest. Teams will switch ends and play another sudden death overtime of 10 minutes with each team skating three (3) on three (3). At no time will a team have less than three (3) players on the ice. This may require an additional skater being added if a penalty occurs.*

As an example, in overtime if a team is penalized such that a two-man advantage is called for, then the offending team will remain with three (3) skaters while the non-offending team will be permitted a fifth (5) skater on the ice. At the first stoppage of play after the two-man advantage is no longer in effect, the numerical strength of the teams will revert back to either four (4) skaters on four (4) skaters, three (3) skaters on three (3) skaters, or a four (4) skaters on three (3) skaters situation, as appropriate. If a team is penalized in overtime, teams play four (4) skaters against three (3) skaters. If at the end of the two overtime periods a tie still exists, the District Council shall reschedule an additional game at the District's expense (this applies only to the Championship game). If this happens during a semifinal game, then they replay a full semifinal game during the scheduled Championship game time and the Championship game will be rescheduled for a different date, time and possibly location.

3.12 *For games that are prolonged into overtime, the local Tournament Director may direct that the ice be resurfaced at their discretion.*

3.13 *No District 6 Tournament game may be stopped by curfew and no switching to a running clock will be allowed unless otherwise mentioned in the rules (see 3.10).*

3.14 *One time out per team, 30 seconds in duration, will be allowed during all games, in all divisions. The timeouts are not cumulative.*

3.15 *Tiebreaker information: Max goal differential that will count for the tiebreaking Formulas is six (6) per team/per game. Total of +/- 18 for the three game preliminary round.*

3.16 Tie Breaker Information:

If two or more teams in the same division have an equal number of points after pool play, their positions in the standings shall be determined by the following tie-breaking criteria listed below. If one tie-breaker establishes a position for one or more teams, each team is placed in the applicable position.

An Example is as follows: If four teams are tied the procedure could result in placing 1st and 4th place before starting over. (See Below)

Once one or more teams are placed, the remaining tied teams shall start the tie-breaking process over again at criteria a.

- a. Head to head competition.
- b. Goals for minus goals against in all games played.
- c. Least number of goals allowed between tied teams in all games played.
- d. Least number of penalties (not least number of minutes) in all games.
- e. Periods won / lost for all games played between tied teams.
- f. Team that scored first in the game played between tied teams.
- g. Least number of penalty minutes in all games played.

Team	Points	Goal Diff	Goals For	Goals Against	Game Scores						Goals For			Goals Against			Points		
					1	1*	2	2*	3	3*	1	2	3	1	2	3	1	2	3
A	1	0	9	9	1		4			4	1	4	4	1	6	2	0	0	1
B	1	-1	4	6	1			2	1		1	2	1	1	5	0	0	0	1
C	1	0	10	10		3		5		2	3	5	2	3	3	4	0	1	0
D	1	+1	9	8		3	6		0		3	6	0	3	4	1	0	1	0

Seed	Team	N/A	
1	D		a. Head To Head Competition
2	Still Tied		b. Goals for minus goals against in all games played
3	Tied		c. Least number of goals allowed between tied teams in all games played
4	B		d. Least number of penalties (not least number of minutes) in all games played
			e. Number of Periods Won / Lost for games played against tied teams only
			f. Team that Scored First in the game played against tied teams only
			g. Least number of penalty minutes in all games played

Now Start Over

Seed	Team		
1	D		a. Head To Head Competition
2	A		b. Goals for minus goals against in all games played
3	C		c. Least number of goals allowed between tied teams in all games played
4	B		d. Least number of penalties (not least number of minutes) in all games played
			e. Number of Periods Won / Lost for games played against tied teams only
			f. Team that Scored First in the game played against tied teams only
			g. Least number of penalty minutes in all games played

3.17 If a team forfeits any of its games, the team forfeits all games in the round robin play and the games are recorded as 1-0 victories for the winning team.

3.18 There are no shootouts in District 6 Tournament play.

3.19 Protests on all matters (other than the referees' judgment), must be filed with the local

Tournament Director or their representatives in writing, no later than one hour after completion of the game in question. Written protests must contain all the facts and must be accompanied by a protest fee of \$50.00 (payable to MAHA District 6), which will be returned only if the protest is upheld. Tournament officials must be notified at the time of the protest so it may be announced publicly. The Discipline Committee will hear appeals and will announce its decision prior to the next scheduled game of the affected teams.

3.20 Championship game. Home team will be determined by Seed as set by the Tournament Committee. Seeds will not change once the District Tournament Begins. Highest seed in championship game is the Home Team.

3.21 All District Tournament Rule change proposals MUST be presented and voted upon PRIOR to The November District Meeting.