



Michigan Amateur Hockey Association

December 6, 2008

SUBJECT: NOTES FOR 2008-2009 M.A.H.A. YOUTH STATE PLAYOFFS
FROM: ROGER MAURITHO, VICE-PRESIDENT-YOUTH
TO: - YOUTH STATE PLAYOFF TOURNAMENT DIRECTORS
- YOUTH STATE PLAYOFF COMMITTEE MEMBERS
cc: PARTICIPATING STATE PLAYOFF TEAMS

The following notations and requirements have been approved by the State Playoff Committee. These items must be adhered to in all Youth Division State Playoffs. It is your duty to insure that the entire site committee for each of the playoffs that you are hosting is made aware of the following:

- **CREDENTIALS**
 - All required credentials must be supplied prior to the start of the first game of the state playoff. Failure to comply can result in disqualification of the individual(s) and/or team from the state tournament.
- **REFEREES**
 - The State Playoff Committee has given Sean Jacques, USA Referee-in-Chief for Michigan, the authority to schedule referees of varying levels as necessary to get the job done. As in the past, no protests of referee qualifications are allowed.
- **TIME-OUTS**
 - Each team is allowed only one (1) minute time-out per game; even if the game goes into overtime period(s).
- **LENGTH OF PERIODS, OVERTIME PERIODS AND RESURFACING**
 - See separate sheet and/or the MAHA Annual Guide.
- **COACHES**
 - Each team is allowed to have a maximum of four (4) registered coaches on the bench. Only coaches with the proper certification level are allowed to be on the bench or in the area of the bench. No additional "trainers", etc. are allowed.
 - "Extra coaches" are not allowed to be in the penalty box. The tournament host is to provide the penalty box attendants.

Continued



- USE OF DEVICES
 - The use of two-way radios, lights, phones or other electronic devices as a means for team officials or spectators to communicate with players or goalkeepers is prohibited. (ref. USA Hockey Rule #308 – bench minor penalty is assessed.)
 - Except during a medical emergency, the use of oxygen is prohibited during the games.
- INJURED PLAYERS
 - “Injured players”, not playing in a game, that are on the bench must wear the team jersey and all required head and face protective equipment. Reference USAH Rules Book p. 132.
- SUSPENDED PLAYERS / COACHES
 - Suspended players or coaches are not allowed to be on the bench, in the bench area, in the penalty box, in the locker room, etc. They may sit in the stands to view a game.
- USE OF SPLINTS OR CASTS
 - A splint or a cast may be worn during a game provided that:
 - ◇ The player has a licensed medical physician letter of approval for the player to participate.
 - ◇ There is sufficient padding to protect opposing players. Sufficiency of padding will be a non-protestable judgment by the game referee. (ref. USA Hockey Rule #305.)

MAHA STATE PLAYOFFS: PERIODS, OVERTIME, RESURFACING REQUIREMENTS

K. Time of Periods

1. Length of periods and time of penalties.

JV / High School Div. 1 & 2	3-17 min. stopped;	2-5-10
Youth-eighteen (18) or under:		
BB division	3-15 min. stopped;	2-5-10
Tier I & Tier II divisions	3-17 min. stopped;	2-5-10
Youth-sixteen (16) or under:		
B division	3-15 min. stopped;	2-5-10
Tier I & Tier II (A) divisions	3-17 min. stopped;	2-5-10
Youth-fourteen (14) or under:		
B & A divisions	3-15 min. stopped;	2-5-10
Tier I & Tier II divisions	3-16 min. stopped;	2-5-10
Youth-twelve (12) or under	3-15 min. stopped;	2-5-10
Youth-ten (10) or under	3-12 min. stopped;	2-5-10
Girl's-twelve (12) or under	3-12 min. stopped;	2-5-10
Girl's-fourteen (14) or under	3-16 min. stopped;	2-5-10
Girl's-sixteen (16) or under	3-17 min. stopped;	2-5-10
Girl's-nineteen (19) or under	3-17 min. stopped;	2-5-10
Women's Divisions	3-15 min. stopped;	2-5-10

2. Resurfacing

- For all Tier I & Tier II Pee Wee and above, Midget B and BB, and High School J.V. Classifications the ice shall be resurfaced before the start of each game and at least every two periods.
- In all other classifications, the ice will be resurfaced, at a minimum, before each game or every two periods.

3. Overtime - All Squirt Divisions; Pee Wee B, A, Minor; Bantam B, A, Minor; Midget B & BB, Girls/Women's Non-National Bound

- No overtime is to be played in round-robin games.
- In case of a tie game at the end of regular play (where the ice is resurfaced every two [2] periods) teams will be allowed a five (5) minute rest period, teams will not change ends, and the first overtime period shall start. If the game is still tied after the first overtime period, the ice will be resurfaced, teams shall not change ends and the second overtime period shall start. This format shall continue until a winner has been determined.
- In case of a tie game at the end of regular play (where the ice is resurfaced before each game and prior to the start of overtime periods), teams shall not change ends and the first overtime period shall start. Teams shall not change ends for the second and third overtime periods. If the game is still tied after three (3) over time periods, the ice shall be resurfaced, teams shall not change ends and the fourth overtime period shall start. This format shall continue until a winner has been determined.

4. Overtime - Pee Wee, Bantam and Midget Tier I & Tier II Divisions, High School J.V. and Girls/Women's National Bound

(This rule includes: Tier 1 = All Nat'l Bound AAA; Tier 2: Pee Wee AA, Bantam AA, Midget A, Midget AA)

- Preliminary Round: All Games Played to a Winner

If the game is tied following regulation play, one 5 minute sudden death overtime period shall be played. At the completion of the third period, the tied teams shall receive a 3 minute rest period. The teams will remain on the ice. The teams will not change ends. If the score is tied at the end of the 5 minute sudden death overtime period, there shall be a shoot-out. The winner of the shoot-out will be credited with one additional goal in the final score.

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

If no goal is scored in the overtime period, there will be a shoot-out.

The shoot-out will be conducted as follows:

- (1) 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.
- (2) 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.
- (3) All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out.
- (4) 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).
- (5) The shoot-out procedure shall begin with five different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- (6) The goalkeepers from each team may be changed after each shot.
- (7) The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.
- (8) If after the shoot-out, the shoot-out score is still tied, there will be a sudden death shoot-out.

Sudden Death Shoot-Out:

The sudden death shoot-out will be conducted as follows:

- (1) 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.
- (2) Teams will select their shooters to participate in sudden death shoot-out, whether or not they shot in the previous round.
- (3) All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shoot-out.
- (4) 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).
- (5) Players in a sudden death shoot-out shall not be allowed to take another shot until four additional shooters have completed their attempts.
- (6) The goalkeepers from each team may be changed after each shot.
- (7) The official scorekeeper shall record all shots taken indicating the players, goalkeepers and goals scored.

b. Championship Round Games

- (1) The game shall be continued to determine a winner.
- (2) At the completion of the third period, there shall be a five (5) minute rest period before the start of the first overtime session.
- (3) All overtimes shall be a ten (10) minutes in length and sudden death. 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) At the completion of the first overtime, if the teams are still tied, the teams shall leave the ice and the ice shall be resurfaced. A second overtime period shall begin immediately following the ice resurfacing.
- (5) Following the second overtime, there shall be a five (5) minute rest period prior to the start of the third overtime session
- (6) If the teams remain tied at the completion of the third overtime period, the teams shall leave the ice and the ice shall be resurfaced.

(7) Thereafter, the foregoing process in items 1-6 shall be repeated until such time as a winner is determined by the competition.

5. Overtime Periods

<u>Classifications</u>	<u>Length of Periods</u>
JV / High School Div. 1&2	10 min. stopped
Youth-eighteen (18) or under*	10 min. stopped
Youth-sixteen (16) or under*	10 min. stopped
Youth-fourteen (14) or under*	10 min. stopped
Youth-twelve (12) or under*	10 min. stopped
Youth-ten (10) or under	6 min. stopped
Girl's-twelve (12) or under	6 min. stopped
Girl's-fourteen (14) or under*	10 min. stopped
Girl's-sixteen (16) or under*	10 min. stopped
Girl's-nineteen (19) or under*	10 min. stopped
Women's Divisions	10 min. stopped

* National Bound Boy's Youth & Girl's/Women divisions play one (5) minute overtime in preliminary round games.



MAHA STATE PLAYOFFS

STANDINGS & TIE BREAKER RULES TO DETERMINE STANDINGS POSITIONS **BOY'S YOUTH NON-NATIONAL BOUND DIVISIONS**

This rule is for:

All Squirt; Pee Wee B, A, Minor; Bantam B, A, Minor; Midget B & BB

See Separate 'handout' in this envelope.



MAHA STATE PLAYOFFS

STANDINGS & TIE BREAKER RULES TO DETERMINE STANDINGS POSITIONS

BOY'S YOUTH NATIONAL BOUND DIVISIONS

Tier 1 = All AAA; Tier 2 = Pee Wee AA, Bantam AA, Midget A, Midget AA;

PRELIMINARY ROUND:

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 STANDINGS 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 format. If one tie-breaker 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. The tie-breaker formulas are as follows:

1. The results of the games played between the teams tied in the following order:
 - a. Standings—Most points.
 - b. Most wins.
 - c. Differential - Subtracting goals scored against from goals scored in these games, the positions being determined in order of the greatest surplus.
 - d. 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 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 tie-breaker is required, the teams shall be ranked high to low in descending order of "goals for".
 - e. 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 highest point total.
 - f. Quickest first goal—The team that scored the quickest goal in their applicable preliminary round games shall be ranked highest.
2. If after applying the formulas of 1 a, b, c, d, e or f the tie still exists, the results of all the games played by the teams tied in the following order.
 - a. Most wins.
 - 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 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 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 highest point total.
 - e. Quickest first goal—The team that scored the quickest goal in their preliminary round games shall be ranked highest.
3. If the above procedure does not break the tie, the teams shall use a shoot-out procedure as previously described.

SUSPENSIONS: M.A.H.A. DISTRICT & STATE PLAYOFFS

Applying the M.A.H.A. Rules: Notes from the State Playoff Committee

DISTRICT PLAYOFFS:

For all Match Penalties a hearing does not have to be conducted prior to the next District Playoff game. It is up to the District Council to hold a hearing in their normal timeframe. The District Council must be consistent. ex. If a hearing is immediately held for one player, it should be done for all players.

STATE PLAYOFFS:

For all Game Misconduct and Match Penalties, no player or team official shall be suspended from participation in any remaining State Playoff games unless he/she has appeared before the Discipline Committee and been given the opportunity to relate his/her version of the incident. This applies to **ALL DIVISIONS**.

- The discipline committee shall have the authority to suspend players and/or team staff for any and all games within the State Playoffs only.
 - If a match penalty is issued, the discipline committee can suspend the person for the balance of the State Playoffs and refer the incident back to the person's home District for a hearing on further suspension. All documentation must be immediately forwarded to the Chairperson of the home District.
- If the penalty occurs during a player's/coach's final game in the State Playoffs, the penalty is to be referred back to the player's / coach's home District for a hearing.

The Discipline Committee CANNOT waive suspensions for:

- Coaches suspended for the "15 penalty rule".
- Five penalties in a game rule.

DISCIPLINE COMMITTEE & PROCEDURES:

The committee is comprised of the Tournament Chairman, at least one MAHA Director and another person appointed by the Tournament Director. If necessary, you can appoint temporary, unbiased persons to the committee to get up to three persons on the panel. These persons are to have no involvement in the division and/or community(s) at hand, etc.

It is best to get the referees testimony as soon as possible after the game in which the penalty(s) is called, since the referees will not normally be available for different dates due to the volume of games and locations. If the referee does not have the normal referee report form available, he/she can use a plain sheet of paper.

As a matter of good practice, follow the M.A.H.A. uniform hearing guidelines.

GAME SUSPENSIONS: (Ref. MAHA Annual Guide: Rules XII,M,1; & XIII,N,4)

Any player or team official receiving a game(s) suspension during the District or State Playoffs (game misconduct, etc.) must serve the suspension during the next game(s) of that District or State Playoff.

Note: The suspended player / team official must serve game suspension(s) in the next prescheduled game(s) of that team and the next District or State Playoff game(s) should they not coincide. (In other words, the player or coach can get "double dipped".)

Suspensions not served to completion in the District Playoffs carry over to the State Playoffs. Suspensions not served to completion in the State Playoffs carry over to the National Championships.

