

# MICHIGAN AMATEUR HOCKEY ASSOCIATION

## District 4 Playoffs

### Playoff Rules 2019/2020

Season Updated September 10, 2019

#### SCOPE

This document details all rules governing the Playoff format, team participation, and/or selection and play in the District 4 Playoff Tournament. The Playoff is conducted annually to determine the District 4 representative team for each division in the MAHA State Playoff Tournament. This set of rules has been prepared and approved by the District 4 Council and will be the overriding rules employed during play in all Playoff games.

#### ENTRY INTO THE DISTRICT 4 PLAYOFFS

Each team must submit a “Notification of Intent to Enter” the District Playoffs to the District 4 Council, no later than 12:00pm (EST) November 1. This is done electronically on the D4 website ([www.mahad4.org](http://www.mahad4.org)) with the required fee. Please note – the Intent to Enter is a commitment to participate in the District 4 Playoffs. Teams have until November 15 to withdraw from the District 4 playoffs. If a team which has committed to enter the District 4 playoffs fails to participate in those playoffs, the head coach may be suspended for a maximum of one year and/or be responsible for the fees for the affected games. If a team wishes to enter the district tournament after November 15, teams may request an exception by emailing the district chair, a late fee will apply.

#### YOUTH DIVISIONS

Each Association within the District will be permitted to enter two (2) teams per division/classification. Each team must fill out a District Intent Form on the District 4 website by November 01.

#### ELIGIBILITY REQUIREMENTS

All teams are allowed to participate in District Playoffs. Teams entering must be “District Eligible.” Eligibility rules are described in the MAHA Annual Guide and verified during a credentialing review. Teams will only be eligible for the division/classification for which the team is properly registered. Refer to MAHA Annual Guide for eligibility requirements ([www.maha.org](http://www.maha.org)).

#### REQUESTS FOR EXCEPTION

Exception requests for teams or players (game count & player eligibility) must be submitted in writing to the District 4 Chairperson no later than 12:00pm (EST) November 15. The District Council will act to recommend or deny the exception request. The request will be forwarded to the MAHA State Tournament Committee for their action at the December meeting of that Committee. Response from that Committee (approval or denial) is final.

#### DISTRICT 4 PLAYOFF CREDENTIALS REVIEW

A review of all paperwork required for participation in the District 4 Playoffs and States will be conducted prior to the start of Playdown Round 1 District Playoffs. The location and time of credentialing will be posted on the [www.mahad4.org](http://www.mahad4.org) website. The checklist for credentialing will be posted on the District 4 website ([www.mahad4.org](http://www.mahad4.org)) when available from the State Playoff Committee.

NOTE: If you are unsure about how to prepare your paperwork to an acceptable standard, contact your Association Administrators or appropriate District Director.

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All Youth Teams: All necessary forms should be filled in prior to arrival at the Credentials Review. Requirements for credentialing will be posted on the [www.mahad4.org](http://www.mahad4.org) website when available from the State Playoff Committee. All teams will also have their credential book reviewed prior to Round 2 of the District Playoffs and prior to the State playoffs.

### DISTRICT 4 PLAYOFF SCHEDULING

The first round of District 4 Playoff games will be scheduled during the credentialing meeting. The location and time of the credentialing meeting will be posted on the [www.mahad4.org](http://www.mahad4.org) website. If a team misses the required credentialing time slot and scheduling they will not be allowed to participate in District or State Playoffs.

**Two representatives from each team must be present at the credentialing meeting for all Youth Divisions unless otherwise notified.**

### BRACKETING OF TRAVELTEAMS

At the Playoff Scheduling Meeting and prior to the start of actual game scheduling, each team will be bracketed in a Division. Each travel team entered into Districts must enter all scores of all games played into My Hockey Rankings ([www.myhockeyrankings.com](http://www.myhockeyrankings.com)). All teams will be seeded in the first round according to the rankings on the My Hockey Ranking website as of December 26, 2019. Travel teams advancing to the second round of districts will NOT be reseeded, second round travel teams are slotted based on a predefined schedule.

**Swapping or trading of divisions following the seedings will NOT be allowed. If it is learned that a team representative(s) has engaged in trading of their team's position, the team(s) will be disqualified from the District 4 Playoffs.**

**Once the first-round games are scheduled at the Scheduling Meeting, teams are NOT allowed to make changes (days/times) without the prior approval of District 4 Council person assigned to that division/classification. First round games may be scheduled prior to the credentialing if granted permission by the District 4 council.**

### BRACKETING OF HOUSE/REC TEAMS

At the Playoff Scheduling Meeting and prior to the start of actual game scheduling, each team will be bracketed in a Division, as necessary, based on a random drawing to be conducted at the time by the District 4 Representatives present at the meeting. Second round teams are slotted based on a predefined schedule.

**Swapping or trading of divisions following the random drawing will NOT be allowed. If it is learned that a team representative(s) has engaged in trading of their team's position, the team(s) will be disqualified from the District 4 Playoffs.**

**Once the first-round games are scheduled at the Scheduling Meeting, teams are NOT allowed to make changes (days/times) without the prior approval of District 4 Council person assigned to that division/classification.**

### GAME SUSPENSIONS DURING THE DISTRICT PLAYOFFS

Section XI. M. of the MAHA Rules and Regulations applies.

In some situations, players would need to sit multiple games.

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

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Suspensions not served to completion during the District Playoffs will be carried over to the State Playoff 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 Playoff 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 playoff 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 forfeit.) If it is determined that the coach(s) or manager were aware of the ineligible situation, they shall be subject to suspension. (Reference paragraph XVI. Disciplinary Actions.)

### PLAYING RULES

The official USA Hockey playing rules shall apply for all games and as modified by the MAHA Annual Guide.

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### NATIONAL BOUND TEAMS

Tier 1 = All AAA Bantam Major (14U) & Above; Girl's 14U and above; Women's A, B & C.

Tier 2 = Bantam AA (14U), Midget A (16U), Midget AA (18U); Girl's 14U and above.

### NON-NATIONAL BOUND TEAMS

All Squirt and Pee Wee Divisions; Bantam B, A, Minor; Midget B and BB; Non-National Girls/Women's; J.V.

### AUTHORITY OF MAHA TOURNAMENT DIRECTORS AND REFEREES

In all District Playoffs, the qualified and designated referees shall have sole authority of, and responsibility for, the enforcement and interpretation of the playing rules ON THE ICE except as provided herein. The District 4 Council shall have sole authority and responsibility for ALL OFF ICE rules and regulations enforcement and interpretation. The District shall have sole authority, with the advice of the referee, to terminate play, determine resurfacing as set forth in these rules, and to decide if the game must be replayed and the manner of replay.

### PROTESTS

- 1) Referee calls and playing rules cannot be protested.
- 2) Must be written and contain all the facts and must be accompanied by a \$250 protest fee (written to "District 4 Council"). If the protest is upheld, the \$250 will be refunded. All referees and team officials must be notified at the time of the protest.
- 3) The written protest must be delivered to the Tournament Director within one hour of the completion of the game.

### GAME TIME

Quarterfinals, Semi-Finals, and Finals can begin up to 15 minutes early.

### LOCKER ROOM MONITORS

Each team must have two locker room monitors who meet the MAHA D4 requirements (completed SafeSport training and completed MAHA Background Check) who will sign the game sign in sheet.

### INDIVIDUALS ON THE ICE AFTER A CHAMPIONSHIP GAME

It is a policy of the Michigan Amateur Hockey Association (the MAHA) and USA Hockey, Inc. (USAH) that only those individuals registered as players or coaches are generally allowed on the ice surface either before, during, or, after a hockey game, specifically, but not limited to, after a Championship Game, whether that game is part of an Invitational Tournament, a League Playoff, a District Playoff, or a State Playoff.

No one other than those rostered players and coaches are allowed on the ice after the game and before, during, or, after the award presentation. This does not apply to MAHA or USAH officials and credentialed members of the press.

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## District 4 Playoffs

### Game Format for PLAYDOWN (1<sup>st</sup>) Round

Updated September 10, 2019

1. Games will be played under the following time format.

DIVISION	PERIODS	Ice Resurface	Overtime	Curfew	Hours/ Game	Referees
Squirt B (10U)	10 min	Before game only	None	None	1.0	2 referees
Squirt A (9U), AA (10U)	12 min	Before game only	None	None	1.0	2 referees
PeeWee B (12U)	10 min	Before game only	None	None	1.5	2 referees
PeeWee A (11U), AA (12U)	15 min	Before game only	None	None	1.5	2 referees
Bantam B (14U)	15 min	Before game only	None	None	1.5	2 referees
Bantam A (13U)	15 min	Before game only	None	None	1.5	2 referees
Bantam AA (14U)	15 min	Before game only	None	None	1.5	2 referees
Midget B (16U)	15 min	Before game only	None	None	1.5	2 referees
Midget BB (18U)	15 min	Before game only	None	None	1.5	2 referees
Midget A (16U)	15 min	Before game only	None	None	1.5	2 referees
Midget AA (18U)	15 min	Before game only	None	None	1.5	1 referee 2 linesmen

2. Referees will be scheduled by the home team. For the first round (Playdown), the Referee fee is split by the teams. The cost of the referees for this round is determined by the scheduling referee/team.

3. Five (5) second drop of puck rule in effect for all games – USA Rule 204.

4. No timeout allowed in first round games.

5. Running Clock – For Non-National Bound divisions ONLY - In the 3<sup>rd</sup> Period if the goal differential reaches 6 goals, the clock goes to running clock. If the differential drops to 3 goals, the clock returns to a stop clock.

6. A maximum six goal differential will be used regardless of the greater goal differential; example 15-2 becomes an 8-2 score

# MICHIGAN AMATEUR HOCKEY ASSOCIATION

## District 4 Playoffs

### Game Format for Second Round – Round Robin

Updated September 10, 2019

1. Games will be played under the following time format.

DIVISION	PERIODS	Ice Resurface	Overtime	Curfew	Hours/ Game	Referees
Squirt B (10U)	12 min	Before game only	None	None	1.25	2 referees \$50 (\$25 each)
Squirt A (9U)	12 min	Before game only	None	None	1.25	2 referees \$50 (\$25 each)
Squirt AA (10U)	12 min	Before game only	None	None	1.25	2 referees \$60 (\$30 each)
PeeWee B (12U)	15 min	Before game only	None	None	1.5	2 referees \$70(\$35 each)
PeeWee A (11U), AA (12U)	15 min	Before game only	None	None	1.5	2 referees \$80 (\$40 each)
Bantam B (14U)	15 min	Before game only	None	None	1.5	2 referees \$80 (\$40 each)
Bantam A (13U)	15 min	Before game only	None	None	1.5	2 referees \$90 (\$45 each)
Bantam AA (14U)	16 min	Before game only	None	None	1.5	2 referees \$90 (\$45 each)
Midget B (16U)	15 min	Before game only	None	None	1.5	2 referees \$100 (\$50 each)
Midget BB (18U)	15 min	Before game only	None	None	1.5	2 referees \$100 (\$50 each)
Midget A (16U)	17 min	Before game After 2 periods	None	None	2.0	2 referees \$100 (\$50 each)
Midget AA (18U)	17 min	Before game After 2 periods	None	None	2.0	1 referee (\$60) 2 linesmen (\$45 each) \$150 total

2. Referees will be scheduled by D4 under the above format. The cost of the referees should be included in the tournament fee.

3. Resurfacing of the ice.

Midget A, AA - Resurface after every two periods. Additional resurfacing will be at the discretion of the MAHA District 4 Representative(s), with the advice of the referee(s).

4. (5) second drop of puck rule in effect for all games – USA Rule 204.

5. One timeout (60 seconds) per team, per game is allowed in the Second Round.

6. Running Clock - For Non-National Bound divisions ONLY - In the 3<sup>rd</sup> Period if the goal differential reaches 6 goals, the clock goes to running clock. If the differential drops to 3 goals, the clock returns to a stop clock.

7. A maximum six goal differential will be used regardless of the greater goal differential; example 15-2 becomes an 8-2 score

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## District 4 Playoffs

### Game Format for Semi-Final Round

Updated September 10, 2019

1. Games will be played under the following time format.

DIVISION	PERIODS	Ice Resurface	Overtime	Curfew	Hours/ Game	Referees
Squirt B (10U)	12 min	Before game only	10 min	None	1.25	2 referees \$50 (\$25 each)
Squirt A (9U)	12 min	Before game only	10 min	None	1.25	2 referees \$50 (\$25 each)
Squirt AA (10U)	12 min	Before game only	10 min	None	1.25	2 referees \$60 (\$30 each)
PeeWee B (12U)	15 min	Before game only	10 min	None	1.5	2 referees \$70 (\$35 each)
PeeWee A (11U), AA (12U)	15 min	Before game only	10 min	None	1.5	2 referees \$80 (\$40 each)
Bantam B (14U)	15 min	Before game only	10 min	None	1.5	2 referees \$80 (\$40 each)
Bantam A (13U)	15 min	Before game only	10 min	None	1.5	2 referees \$90 (\$45 each)
Bantam AA (14U)	16 min	Before game only	10 min	None	1.5	2 referees \$90 (\$45 each)
Midget B (16U)	15 min	Before game only	10 min	None	1.5	2 referees \$100 (\$50 each)
Midget BB (18U)	15 min	Before game only	10 min	None	1.5	2 referees \$100 (\$50 each)
Midget A (16U)	17 min	Before game After 2 periods	10 min	None	2.0	2 referees \$100 (\$50 each)
Midget AA (18U)	17 min	Before game After 2 periods	10 min	None	2.0	1 referee (\$60) 2 linesmen (\$45 each) \$150 total

NOTE: Sudden victory overtime periods are stop-time. Teams do not switch ends after the 3<sup>rd</sup> period, but will switch ends after the 1<sup>st</sup> Overtime period. Teams will remain in that end until the game is concluded.

2. Referees will be scheduled by D4 under the above format. The cost of the referees should be included in the tournament fee.

3. Resurfacing of the ice.

Midget A, AA - Resurface after every two periods. Additional resurfacing will be at the discretion of the MAHA District 4 Representative(s), with the advice of the referee(s).

4. (5) second drop of puck rule in effect for all games – USA Rule 204.

5. One timeout (60 seconds) per team, per game is allowed in the Semi-Finals. No additional timeout is allowed in the overtime periods.

6. Running Clock - For Non-National Bound divisions ONLY - In the 3<sup>rd</sup> Period if the goal differential reaches 6 goals, the clock goes to running clock. If the differential drops to 3 goals, the clock returns to a stop clock.

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## District 4 Playoffs

### Game Format for District Finals (Hockey Day)

Updated September 10, 2019

1. Games will be played under the following time format.

DIVISION	PERIODS	Ice Resurface	Overtime	Curfew	Hours/ Game	Referees
Squirt B (10U)	12 min	Before game only	10 min	None	1.25	2 referees \$50 (\$25 each)
Squirt A (9U)	12 min	Before game only	10 min	None	1.25	2 referees \$50 (\$25 each)
Squirt AA (10U)	12 min	Before game only	10 min	None	1.25	2 referees \$60 (\$30 each)
PeeWee B (12U)	15 min	Before game only	10 min	None	1.5	2 referees \$70 (\$35 each)
PeeWee A (11U), AA (12U)	15 min	Before game only	10 min	None	1.5	2 referees \$80 (\$40 each)
Bantam B (14U)	15 min	Before game only	10 min	None	1.5	2 referees \$80 (\$40 each)
Bantam A (13U)	15 min	Before game only	10 min	None	1.5	2 referees \$90 (\$45 each)
Bantam AA (14U)	16 min	Before game only	10 min	None	1.5	2 referees \$90 (\$45 each)
Midget B (16U)	15 min	Before game only	10 min	None	1.5	2 referees \$100 (\$50 each)
Midget BB (18U)	15 min	Before game only	10 min	None	1.5	2 referees \$100 (\$50 each)
Midget A (16U)	17 min	Before game After 2 periods	10 min	None	2.0	2 referees \$100 (\$50 each)
Midget AA (18U)	17 min	Before game After 2 periods	10 min	None	2.0	1 referee (\$60) 2 linesmen (\$45 each) \$150 total

NOTE: Sudden victory overtime periods are stop-time. Teams do not switch ends after the 3<sup>rd</sup> period, but will switch ends after the 1<sup>st</sup> Overtime period. Teams will remain in that end until the game is concluded.

2. Referees will be scheduled by D4 under the above format. The cost of the referees should be included in the tournament fee.

3. Resurfacing of the ice.

Midget A, AA - Resurface after every two periods. Additional resurfacing will be at the discretion of the MAHA District 4 Representative(s), with the advice of the referee(s).

4. (5) second drop of puck rule in effect for all games – USA Rule 204.

5. One timeout (60 seconds) per team, per game is allowed in the District Finals. No additional timeout is allowed in the overtime periods.

6. Running Clock - For Non-National Bound divisions ONLY - In the 3<sup>rd</sup> Period if the goal differential reaches 6 goals, the clock goes to running clock. If the differential drops to 3 goals, the clock returns to a stop clock.



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### STANDINGS & TIE BREAKER RULES TO DETERMINE STANDING POSITIONS ALL DIVISIONS

#### 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 (Round 1).

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 or all teams are placed, the remaining tied teams shall start the tie-breaking process over again at step 1a. The tie-breaker formulas are as follows:

(Note: For tie-breaker purposes in determining the standings in preliminary round play (Round 1 & Round 2), a maximum six goal differential will be used regardless of the greater goal differential; example 15 – 2 becomes an 8 – 2 score.)

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.)
  - a. Standings—Most points in Head to Head games.
  - b. Most wins in Head to Head games.
  - c. Differential - Subtracting goals scored against from goals scored in these Head to Head games, the positions being determined in order of the greatest surplus.
  - d. 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 a 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”.
2. If after applying the formulas of 1 a, b, c, or d 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.
  - a. Most wins in All the Games Played.
  - b. Differential—Subtracting goals scored against from goals scored in All the Games Played, the positions being determined in order of the greatest surplus.
  - c. 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 a 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 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.
  - e. 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 shoot out 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.