

MEAHA Tournament Policies

1. General:

- A. MEAHA's Tournament Policy has adopted the following formats for MEAHA League Play Tournament and will be broken into Tier 1; Tier 2- Gold, Tier 3- Silver & Tier 4 formats and rules; as well as age brackets 10U, 12U, 14U, 16U, 18U and for Girls 12U, 14U, 16U & 19U.
- B. All MEAHA League Tournaments shall be in the following team format- 2 teams, 4 team, 6 team, 8 team or 12 team brackets.
- C. Tournament Site to be determined yearly by bid process during either the August or September monthly meeting, determined by the State Tournament Director.
 - i. Tournament sites shall only be eligible for bid by member(s) (program) who have teams participating in that MEAHA League.
 - ii. Tournament Dates shall be determined yearly by Travel, Women & House director in September each year at the State Monthly Meeting. All Tournaments that requires teams to move on to Regional events or National events must have completed the state Tournaments by 13 days before the Regional dates.
- D. All Regional Events hosted in Maine will be run by MEAHA as it deems fit yearly.

2. Youth & Girls Classification

- A. GIRLS National Bound - (Tier II Girls 14U, 16U & 19U)
 - i. Eligibility- All eligibility shall be determined by State Registrar and yearly process announced at the September State Meeting yearly.
 - 1. Eligibility Protests-Based on that yearly process, any Eligibility protest must be done by an association before two weeks prior to the State Tournament for Investigations process.
 - ii. Tournament Format & Rules
 - 1. Format- Format shall be determine yearly by MEAHA's Women's Director and State's 1st Vice President; based on the quantity of Girls teams per age level; and announced yearly at the State Meeting in September.
 - 2. Cost- Shall be determine yearly by MEAHA's Women's Director, Tournament Director and State's 1st Vice President and announced at the November's State Meeting
 - 3. Rules
 - a. Game Time – shall be the same as be based on New England District's (NED) Regional game time formats.
 - b. Periods Length- shall be the same as NED Regional format
 - c. Penalty Minutes – shall be the same as NED Regional format
 - d. Time Outs – Round Robin play will have no time outs; semi-finals and championship games shall have 1 in regulation play
 - e. End of Regulation- To Be Determine by USA Hockey yearly National Tournament Guide requirements to progress to National Tournament. These will be posted by September 30th on our website under each age league page.
- B. YOUTH National Bound Teams (All Youth teams at Tier I level & Team II teams at 14U, 15U, 16U & 18U)
 - i. Eligibility- All eligibility shall be determined by State Registrar and yearly process announced at the September State Meeting yearly.

1. Eligibility Protests-Based on that yearly process, any Eligibility protest must be done by an association before two weeks prior to the State Tournament for Investigations process.

ii. Tournament Format & Rules

1. Format- Best of 3 games series-This format will be used for the determination of state championships at all levels. It is recommended that no team shall be required to play a second game in one day against a team playing its first game on that day. There shall be a minimum of four (4) hours between games from the conclusion of the first game until the start of the second played on the same day and twelve (12) hours on games played on consecutive days.

2. Cost- Shall be Covered by the Annual League Team Fee

3. Rules

a. Game Time – shall be the same as regular season play

b. Periods Length- shall be the same as regular season play

c. Penalty Minutes – 2 minutes for Minor; 5 minutes for Major; 10 minutes for Misconduct

d. Time Outs -1 time out in Regulation Play

e. End of Regulation- To Be Determine by USA Hockey yearly National Tournament Guide requirements to progress to National Tournament. These will be posted by MEAHA Annual Guide 2022-23 Page | 31 Maine Amateur Hockey Association PO Box 427, Hallowell ME 04347 September 30th on our website under each age league page.

C. Non-National Bound Tournament Play (All Youth & Girls Teams 10U, 12U, 14U, 16U & 18U not eligible for National Tournament Bound)

i. Eligibility- All eligibility shall be determined by State Registrar and yearly process announced at the September State Meeting yearly.

1. Eligibility Protests-Based on that yearly process, any Eligibility protest must be done by an association two weeks prior to the State Tournament for Investigations process.

ii. Tournament Format & Rules-State Tournaments

1. Format

a. Tier II Girls 12U- Format shall be determine yearly by MEAHA's Women's Director and State's 1st Vice President; based on the quantity of Girls teams per age level; and announced yearly at the State Meeting in September.

b. Tier II & III Youth- Format shall be based on Team quantity within each league/age bracket; Teams with 2-3 teams shall be a Championship game only between the Season Standings or 1st and 2nd place team; Leagues/age bracket with 4 or more teams shall be a Round Robin format from 4, 6 or up to 8 teams maximum; which will be determine by regular season play seedings- See breakdown on Tournament Format Section D

c. Tier IV Youth Format shall be an 8 team Round Robin Format and teams breakdown shall be determine yearly by MEAHA's House Director and 1st Vice President at the October State Meeting yearly.

2. Cost

a. Girls Tier II 12U- Shall be determine yearly by MEAHA's Women's Director, Tournament Director and State's 1st Vice President and announced at the Novembers' State Meeting

b. Tier II & Tier III- Shall be Covered by the Annual League Team Fee

c. Tier IV- Shall be determine yearly by MEAHA's House Director and 1st Vice President at the October State Meeting yearly.

3. Rules

a. Game Time – shall be the same as regular season play b. Periods Length- shall be the same as regular season play

c. Penalty Minutes- shall be the same as regular season play

d. Time Outs –

i. Round Robin Play- No Time Outs

ii. Semifinals & Championship-

a) 1 Time out in RR play (if not used-not carried over) b) 1 per O/T per team

e. End of Regulation

i. Round Robin Play- No Over Times or Shoot Outs

ii. Semifinals & Championship- if tied after Regulation play

a) Goalies will switch sides and there will be 5- minute Overtime 5 players verses 5 player Sudden Victory period.

b) If the teams are still tied after OT Period; there will be a 1-minute break and the start of the 2nd OT will begin with the goalies will switch sides and there will be 5-minute Overtime 4 players verses 4 players Sudden Victory period.

c) If teams are still tied after 2nd OT; there will be 1-minute break, NO change of sides and a 5-minute 3rd OT with 3 players verses 3 player Sudden Victory period.

The shootout will be conducted as follows:

- A shootout is defined as a player attempting to score a goal and the opposing goalkeeper attempting to stop the shooter from scoring the goal.
- 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 home team shall call the coin toss. The winner of the coin toss will have the choice whether his/her team will shoot first or second.
- All goalkeepers and all players from both teams listed on the official game sheet shall be eligible to participate in the shootout.
- The goalkeepers will defend the net they were defending in the 3rd period.
- Any penalized player whose penalty had not been completed when the overtime period ended or who receives a penalty during a shootout procedure is not eligible to participate in any portion of the shootout procedure(s) and must remain in the penalty box.
- The shootout procedure shall begin with five (5) different individual shooters from each team taking alternate shots. The players do not need to be named beforehand.
- The goalkeepers from each team may be changed after each shot.
- The players of both teams will take the shots alternately until a decisive goal is scored, the remaining shots will not be taken. (example- Team A players 1, 2 & 3 all score goals but Team B players 1, 2 & 3 do not, the score would be 3-0 in the shootout, the rest of the players would not need to take their turn because it would not change the outcome)

If after the shootout, the shootout score is still tied, there will be a sudden death shootout.

Sudden-Death Shootout

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

f. Tied Breakers after Round Robin Play

After the round robin games completed, to determine teams' placement for the championship rounds, follow these:

Note- With multiple teams tied -this procedure is to determine a clear victor in the tied spot, once determined, the process for the next spot starts at the beginning of the process. Sometimes a team that has defeated other teams within this group and may not proceed and finish last.

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

- A. Standings- Most points
- B. Most total wins
- C. Differential - Subtracting goals scored against from goal scored in these games. Greatest surplus is the higher seed.
- D. Quotient - Dividing goals scored by goals 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 by any other 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 by the teams tied in the following order:

- A. Most wins
- B. Differential- see explanation above
- C. Quotient - see explanation above
- D. Most periods won- in the games played in each tied game, points will be awarded by each period won (2 points) and for tied periods (1 point). Positions shall be in order of highest point total.

E. Quickest first goal - the team that scored the quickest goal in the round robin game shall be ranked highest.

3. If the above procedure does not break the tie, the teams shall use the shootout procedure as listed in Semifinals and Championship rules.

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