



Michigan Amateur Hockey Association

District

5

District

Playoff

Packet



DISTRICT 5 PLAYOFF PACKET

Welcome!

Thank you for entering the District 5 Playoffs, we hope that your experience will lead to a great and successful time!!! Please read this packet carefully as this will help your experience in this tournament go smoothly and hopefully without any hiccups. All necessary paperwork requirements and forms need to be completed and reviewed prior to showing up to your first district game. An additional review will be completed when you check-in for your first game.

We know you will have questions throughout the paperwork process and during the tournament, please feel free to ask any of us at any time.

District 5 Directors

PAPERWORK REQUIREMENTS:

The 2023 Credential Document file located on the D5 website includes the *MAHA Credentials Review Requirement* document and a sample of all other required forms. Each team is required to provide all applicable forms at credential check. In addition, teams must supply a copy of State Playoff Committee approved exceptions.

ELIGIBILITY REQUIREMENTS:

In National Bound Divisions, individual players must participate in ten (10) USA Hockey sanctioned games before the earliest of February 1st or before the regularly scheduled first game of District Playoffs with the team for which they will participate in District and State Playoffs. Players on teams in classifications that do not have District Playoffs have until their first game of State Playoffs to reach ten (10) games. For all Non-National bound divisions, the number of games is reduced to seven (7).

In order to qualify for State Playoffs, all National Bound teams must play at least seventeen (17) games in its classification, category, and division before the earliest of February 1st or before the regularly scheduled first game of District Playoffs, except for Girl's Classification and Non-National Bound teams, which must play at least fourteen (14) games in their classification, category, and division before February 1st .

Tier I youth and Tier I and II girls have until the first game of the State Playoffs to qualify for game counts. National Bound teams must play 20 games in its classification, category, and division prior to the first game of States

The following game counts do not include District, Sate or Nationals playoffs. All tournaments (held over a single weekend, Thursday-Monday), shall count for a maximum of 4 games regardless of actual number of games played.

Maximum number of games per season.

10UB	40 games
12UB	40 games
14UB	45 games
18UB	50 games
18UBB	55 games
10UA	45 games
10UAA	45 games
12UA	55 games
12UAA	55 games
14UA	60 games
14UAA	60 games
18UA	65 games
18UAA	65 games

Teams, players or coaches that do not have the required information will be ruled ineligible for district playoffs.

CHECK-IN & ROSTER STICKERS

Before the start of your first game, please arrive a minimum of one hour prior to complete the final review of your required paperwork.

A minimum of 30 minutes prior to each scheduled games, team need to have their roster completed on their scoresheet (via sticker or handwriting) and all coaches need to sign scoresheets. All scoresheets will be available in the tournament office. Players do not need to sign in prior to any games.

DRESSING ROOMS:

Only registered team players, team officials, district playoff officials, referees or arena management personnel will be allowed in the locker rooms or the area of the locker rooms.

At all times while locker rooms are occupied by players, at least 2 rostered team officials must

be present in the locker room. Team officials include a coach, coach/manager, or team rep/manager. The team may also roster additional team rep/managers to act as locker room monitors.

Remember: No cell phones or cameras are allowed in the locker room at any time.

PLAYER BENCHES AND PENALTY BOXES:

Only registered team players, coaches that meet the CEP program qualifications, referees, district playoff officials or arena management personnel will be allowed in the areas of player benches and penalty boxes. Penalty box workers will be provided by home association and/or arena.

Remember: Each team can only have four coaches per game on the bench.

TIMEKEEPER AREAS:

Only referees, timekeepers, scorekeepers, district playoff officials, or arena management personnel will be allowed in the area of the timekeeper's bench.

REFEREE DRESSING ROOM AREAS:

Only referees, referee supervisors, district playoff officials, or arena management personnel will be allowed in the referee's dressing rooms or the area of the referee's dressing rooms.

OFF LIMIT AREAS OF SPECTATORS:

At each arena where district playoff games are conducted, the district playoff officials, and arena management personnel shall establish an area where spectators are not allowed. This area is to include all player benches and locker room areas. **Per USA Hockey and MAHA only players, coaches, game officials, and authorized photographers will be allowed on the ice surface. This includes the award ceremonies after the championship games.** Coaches will be responsible to see this area is kept clear of spectators.

LENGTH OF GAMES:

Division	Level	Periods	Penalty Length
10U	All	12 Min.	1 – 3 – 6
12U	All	15 Min.	1:30 – 4 – 8
14U	Tier III	15 Min.	1:30 – 4 – 8
14U	Tier II	16 Min.	1:30 – 4 – 8
16U	Tier III	16 Min.	1:30 – 4 – 8
16U	Tier II	17 Min.	2 – 5 – 10
18U	All	17 Min.	2 – 5 – 10

The ice will be resurfaced before the start of each game.

MERCY RULE:

Running time shall be instituted in the third period when the goal differential is five (5) goals or more. If the goal differential drops below five (5) goals stop time will resume. In the event of unforeseen stoppage occurs during running time, i.e. an injury, the referee shall have the authority to stop the clock. Six (6) goals will be the maximum number of goal differential that will be calculated in the seeding rounds and will be reflected that way when scores are posted. Running time exclude the Championship game, unless agreed upon by both head coaches.

OVERTIMES:

Except when there are two (2) teams in a division overtime will be played in the semi-finals and

the championship games only. In two (2) team divisions overtime will be played in each game, if necessary.

Overtime periods will be five (5) minutes of sudden death played four (4) on four (4). If teams remain tied at the end of the five (5) minute overtime, teams will play another sudden death five (5) minute overtime of three (3) on three (3).

If teams remain tied at the end, teams will go to a three (3) player shootout, if still tied after the three (3) player shoot teams will continue to a shootout with the winner being the first team to score. During the shootout, shooters cannot be repeated until entire bench has a shot, excluding all goalies. If a player receives a penalty during the three (3) on three (3) play and is still in the penalty box at the end of the three (3) on three (3) period, that player will be ineligible to participate in any of the shootouts.

Goalies will not change ends, and the ice will not be resurfaced for all overtime periods, including shootouts, unless requested of the referee's to MAHA Officials.

TIE BREAKER:

For tiebreaker purposes in determining standings in preliminary round play, a maximum six goal differential will be used regardless of a greater goal differential; exp. 15 – 2 becomes an 8 – 2 socre.)

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 great surplus. (see Note above).
- 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 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 tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for”. (see Note above).

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. (see Note above).
- 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 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 tiebreaker is required, the teams shall be ranked high to low in descending order of “goals for”. (see Note above).
- 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 shootout 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.

TIE BREAKER – (NATIONAL BOUND):

All games must be played until a winner is determined using overtime rules.

TIME OUTS:

Every team will be allowed one (1) one (1) minute timeout per game. No additional timeouts will be given if a game goes into overtime.

PROTESTS:

Protests will be governed by USA Hockey/MAHA guidelines. Final decisions will be made by the appropriate officials.

FORFEITS and DISCIPLINE:

Forfeits and discipline will be governed by USA Hockey/MAHA guidelines.

UNIFORM COLOR:

Uniform colors will be governed by USA Hockey/MAHA guidelines. Home teams will wear light jerseys and away teams will wear dark jerseys.

The District Directors reserve the right to make any decisions, they deem in the best interest of the playoffs.