



7/7/2023

2023-2024 Tier 1 MAHA Home/Away Game Series: Rules and Procedures:

Information

- Complete game schedules for all teams must be emailed to the MAHA Vice President of Youth by September 15, 2023 by the organizations.
- Schedules/standings will be posted on the MAHA website.
- Critical dates are shown in Table 1.
- If a team does not have its' home and away game scores entered by the designated deadline, the head coach is suspended for the first game of the State tournament. Teams then have until 5:00 pm on the designated date to review and correct any errors/incorrect scores or missing scores. Teams/Organizations can work amongst themselves to correct any error. If the issue cannot be resolved among the parties, it must be reported to the MAHA VP of Youth by 5:00 pm on the designated date for resolution. Once the deadline passes, no further discrepancies will be addressed and these standings will be used to seed State tournament play.
- If a game(s) is not played, the head coach refusing to play is suspended for the State tournament. The not played game(s) is considered a forfeit and a 1-0 victory for the other team and counts as a game played for both teams.
- Scores shall be posted to the MAHA website 48 hours after the game is completed. The home team is responsible for posting scores, but either team can enter scores.
- Each team shall have both a "home" jersey based primarily upon a light color and a darker "away" jersey based primarily upon their organization's colors. The home team in all games shall wear their lighter-colored home jerseys and the visiting team shall wear their darker-colored away jerseys. However, if the referees determine that it is difficult to distinguish one team from the other based on these jerseys, it shall be the responsibility of the home team to change jerseys.

GAMESHEET: GameSheet will be mandatory for all games in this series. Scoring is required during the game using an iPad. No paper score sheets are allowed.

Games Required

- 18U teams will play each team three (3) times during the course of the season. Each team will play one home and one away game against each team: 16 games. And the third game adds eight (8) more games for 24 total games. Teams split the cost of the third game equally; except for those games played in a MAHA Showcase(s).
- 16 Only, 15 Only, and 14U teams will play each team three (3) times during the course of the Season. Each team will play one home and one away game against each team: 14 games. And the third game adds seven (7) more games for 21 total games. Teams split the cost of the third game equally; except for those games played in a MAHA Showcase(s).
- 13U, 12U, 11U, and 10U teams will play a total of 14 games. Each team will play a home and away game with each of the other MAHA teams: 14 games.

Third Game Home and Away Designation
SHADED GAMES TO BE PLAYED AT THE MAHA SHOWCASES

18U 3rd game

18U 3rd game (costs to be split equally between the two teams playing)						Legend: September December		
Belle Tire	Oakland	Biggby	Victory Honda	Compuware	Soo	Honeybaked	Fox Motors	Little Caesars
OJG @ BT	OJG @ BT	BT @ Biggby	VH @ BT	BT @ CYH	Soo @ BT	BT @ HB	Fox @ BT	BT @ LC
VH @ BT	VH @ OJG	OJG @ Biggby	VH @ OJG	OJG @ CYH	Soo @ OJG	OJG @ HB	Fox @ OJG	LC @ OJG
Soo @ BT	Soo @ OJG	VH @ Biggby	VH @ Biggby	Biggby @ CYH	Soo @ Biggby	Biggby @ HB	Biggby @ Fox	Biggby @ LC
Fox @ BT	Fox @ OJG	Soo @ Biggby	CYH @ VH	CYH @ VH	Soo @ VH	HB @ VH	Fox @ VH	VH @ LC
BT @ Biggby	OJG @ Biggby	Biggby @ CYH	Soo @ VH	CYH @ Soo	CYH @ Soo	CYH @ HB	CYH @ Fox	LC @ CYH
BT @ CYH	OJG @ CYH	Biggby @ HB	HB @ VH	CYH @ HB	HB @ Soo	HB @ Soo	Fox @ Soo	LC @ Soo
BT @ HB	OJG @ HB	Biggby @ Fox	Fox @ VH	CYH @ Fox	Fox @ Soo	HB @ Fox	HB @ Fox	HB @ LC
BT @ LC	LC @ OJG	Biggby @ LC	VH @ LC	LC @ CYH	LC @ Soo	HB @ LC	LC @ Fox	LC @ Fox
Cleveland @ BT		Cleveland @ Biggby	Mission @ VH		Mission @ Soo		Cleveland @ Fox	Mission @ LC

160 3rd game

160 3rd game (costs to be split equally between the two teams playing)					Legend: September December		
Biggby	Compuware	Fox Motors	Honeybaked	Belle Tire	Little Caesars	Victory Honda	Oakland
CYH @ Biggby	CYH @ Biggby	Biggby @ Fox	HB @ Biggby	Biggby @ BT	LC @ Biggby	Biggby @ VH	OJG @ Biggby
HB @ Biggby	HB @ CYH	CYH @ Fox	HB @ CYH	CYH @ BT	LC @ CYH	CYH @ VH	OJG @ CYH
LC @ Biggby	LC @ CYH	HB @ Fox	HB @ Fox	Fox @ BT	LC @ Fox	Fox @ VH	Fox @ OJG
OJG at Biggby	OJG @ CYH	LC @ Fox	BT @ HB	BT @ HB	LC @ HB	VH @ HB	OJG @ HB
Biggby @ Fox	CYH @ Fox	Fox @ BT	LC @ HB	BT @ LC	BT @ LC	BT @ VH	BT @ OJG
Biggby @ BT	CYH @ BT	Fox @ VH	VH @ HB	BT @ VH	VH @ LC	VH @ LC	OJG @ LC
Biggby @ VH	CYH @ VH	Fox @ OJG	OJG @ HB	BT @ OJG	OJG @ LC	VH @ OJG	VH @ OJG

150 3rd game

150 3rd game (costs to be split equally between the two teams playing)						Legend: September December	
Victory Honda	Oakland	Compuware	Fox Motors	Honeybaked	Belle Tire	Biggby	Little Caesars
VH @ OJG	VH @ OJG	VH @ CYH	Fox @ VH	HB @ VH	BT @ VH	VH @ Biggby	LC @ VH
Fox @ VH	Fox @ OJG	OJG @ CYH	Fox @ OJG	OJG @ HB	BT @ OJG	OJG @ Biggby	OJG @ LC
BT @ VH	BT @ OJG	Fox @ CYH	Fox @ CYH	CYH @ HB	BT @ CYH	CYH @ Biggby	CYH @ LC
LC @ VH	OJG @ LC	BT @ CYH	HB @ Fox	HB @ Fox	Fox @ BT	Biggby @ Fox	LC @ Fox
VH @ CYH	OJG @ CYH	CYH @ HB	Fox @ BT	HB @ BT	HB @ BT	HB @ Biggby	LC @ HB
HB @ VH	OJG @ HB	CYH @ Biggby	Biggby @ Fox	HB @ Biggby	Biggby @ BT	Biggby @ BT	BT @ LC
VH @ Biggby	OJG @ Biggby	CYH @ LC	LC @ Fox	LC @ HB	BT @ LC	Biggby @ LC	Biggby @ LC

14U 3rd game (costs to be split equally between the two teams playing)

14U 3rd game (costs to be split equally between the two teams playing)					Legend: September <i>December</i>		
Oakland	Fox Motors	Biggby	Honeybaked	Little Caesars	Compuware	Victory Honda	Belle Tire
Fox @ OJG	Fox @ OJG	<i>OJG @ Biggby</i>	HB @ OJG	<i>OJG @ LC</i>	CYH @ OJG	<i>OJG @ VH</i>	BT @ OJG
HB @ OJG	<i>Fox @ HB</i>	Fox @ Biggby	<i>Fox @ HB</i>	<i>LC @ Fox</i>	<i>CYH @ Fox</i>	VH @ Fox	BT @ Fox
CYH @ OJG	<i>CYH @ Fox</i>	HB @ Biggby	HB @ Biggby	Biggby @ LC	Biggby @ CYH	<i>Biggby @ VH</i>	<i>Biggby @ BT</i>
BT @ OJG	BT @ Fox	Biggby @ CYH	LC @ HB	LC @ HB	<i>CYH @ HB</i>	HB @ VH	<i>BT @ HB</i>
<i>OJG @ Biggby</i>	Fox @ Biggby	Biggby @ LC	<i>CYH @ HB</i>	LC @ CYH	LC @ CYH	<i>VH @ LC</i>	LC @ BT
<i>OJG @ LC</i>	<i>LC @ Fox</i>	<i>Biggby @ VH</i>	HB @ VH	<i>VH @ LC</i>	VH @ CYH	VH @ CYH	<i>CYH @ BT</i>
<i>OJG @ VH</i>	VH @ Fox	<i>Biggby @ BT</i>	<i>BT @ HB</i>	LC @ BT	<i>CYH @ BT</i>	VH @ BT	VH @ BT

Game Rules

- See Table 2 for: ice block length, warm up length, period length, ice resurfacing requirements, overtime procedures/details, referee system, time out details, curfew clock requirements, and mercy rule.
- If a league game between two MAHA teams is to be used as part of the MAHA Home/Away Series, the league rules will govern play.
- Tournament games cannot be used to meet these game requirements.
- If a home team fails to follow the game rules, the game can be protested by the away team and the game replayed on the away team’s ice with all the costs being borne by the original home team. The MAHA VP of Youth has sole discretionary authority. It is understood that in all cases it may not be possible to follow the game rules, but these should be extraordinary circumstances and so noted by the referees on the score sheet and signed by both head coaches (i.e.: 3 referees scheduled and only 2 show up; acts of god that may shorten the ice block; injury to players where emergency services are called and the ice block is curfewed; etc.)
- If there is to be any deviation from the game rules, both coaches must record the deviation on the score sheet prior to the game and sign the scoresheet prior to the game.

Standings

- For standings in the 18U/160/150 age divisions: three (3) points will be awarded for a win in regulation time, two (2) points for a win in overtime or shootout, one (1) point for a loss in overtime or shootout, and zero (0) points for a loss in regulation. All other age divisions without overtime will have two (2) points for a win, zero (0) points for a loss and one (1) point for a tie.
- The tie-breaking rules defined in the current USA Hockey “District and National Championship Tournament Guidebook” will be used to break all standing ties.


States

- 18U The top eight (8) teams based on the standings will qualify for the State tournament. Period length will be 17 minutes. Three man referee system if available.
- In all AAA divisions, the highest seed as determined from the MAHA Home/Away Series standings will be the home team in the State tournament, regardless of round.

Table 1: 2023-2024 SEASON CRITICAL DATES

2023-2024 SEASON MAHA HOME/AWAY GAME SERIES CRITICAL DATES				7/7/2023
[1] Dates shown for the MAHA State Championships to be confirmed by the MAHA State Playoff Committee				
	18U	16O	15O	14U
First day games can be played	9/1/23	9/1/23	9/1/23	9/1/23
Game schedules due to the MAHA VP of Youth	9/15/23	9/15/23	9/15/23	9/15/23
Number of games to be played	24	21	21	21
Last day to register to play in the MAHA State Championships (Failure to register by 11/1 will require approval of the SPOC to be allowed to participate in States)	11/1/23	11/1/23	11/1/23	11/1/23
All games must be completed and results posted to the MAHA website by 11:59pm	2/18/24	2/18/24	2/18/24	2/18/24
Scores due by 11:59pm to the MAHA website or the head coach sits the first game of the MAHA State Championships	2/18/24	2/18/24	2/18/24	2/18/24
<i>If a game is not played, the head coach of the team refusing to play sits the MAHA State Championships</i>	2/18/24	2/18/24	2/18/24	2/18/24
Score review complete 5:00 pm (correct any errors/incorrect scores)	2/19/24	2/19/24	2/19/24	2/19/24
Appeals due to the MAHA VP of Youth on scores by 5:00 pm	2/20/24	2/20/24	2/20/24	2/20/24
Standings on the MAHA website used to determine seeding for MAHA State Championships	2/21/24	2/21/24	2/21/24	2/21/24
First round of States (use a digital program) [1]	begin 2/28 W	begin 2/28 W	begin 2/28 W	begin 2/28 W
MAHA State Championships (use a digital program) [1]	Mar 8-10 F/Sa/Sun	Mar 8-10 F/Sa/Sun	Mar 8-10 F/Sa/Sun	Mar 8-10 F/Sa/Sun
USA Hockey Nationals begin	4/2/24 NV	4/2/24 NV	4/2/24 ND	4/2/23 MI
	13U	12U	11U	10U
First day games can be played	9/1/23	9/1/23	9/1/23	9/1/23
Game schedules due to the MAHA VP of Youth	9/15/23	9/15/23	9/15/23	9/15/23
Number of games to be played	14	14	14	14
Last day to register to play in the MAHA State Championships (Failure to register by 11/1 will require approval of the SPOC to be allowed to participate in States)	11/1/23	11/1/23	11/1/23	11/1/23
Quebec 12U 2024	--	Feb 7-18	--	--
All games must be completed and results posted to the MAHA website by 11:59pm	2/25/24	3/4/24	3/4/24	3/4/24
Scores due by 11:59pm to the MAHA website or the head coach sits the first game of the MAHA State Championships	2/25/24	3/4/24	3/4/24	3/4/24
<i>If a game is not played, the head coach of the team refusing to play sits the MAHA State Championships</i>	2/25/24	3/4/24	3/4/24	3/4/24
Score review complete 5:00 pm (correct any errors/incorrect scores)	2/26/24	3/5/24	3/5/24	3/5/24
Appeals due to the MAHA VP of Youth on scores by 5:00 pm	2/27/24	3/6/24	3/6/24	3/6/24
Standings on the MAHA website used to determine seeding for MAHA State Championships	2/28/24	3/7/24	3/7/24	3/7/24
MAHA State Championships (use a digital program) [1]	Mar 6-10 W to Sun	Mar 14-17 Th to Sun	Mar 14-17 Th to Sun	Mar 14-17 Th to Sun
USA Hockey Nationals begin	4/2/24 tba	none	none	none

Table 2: SUMMARY OF GAME RULES

		<h1 style="text-align: center;">MAHA Home/Away Series</h1>		As of July 7, 2023		Tier 1 (AAA): Belle Tire Hockey Club, Fox Motors Hockey Club, Biggby Coffee AAA Hockey, Victory Honda AAA Hockey, Little Caesars AAA Hockey Club, Honeybaked Hockey Club, Computware Youth Hockey, Soo Indians, Oakland Junior Grizzlies			
Scoresheets should be labeled: "MAHA Home/Away Series Game"									
When using a game to count for both the MAHA Home/Away Series and a league game, the league rules are to be used.									
Division	Ice Block	Warm Up	Period Length	Zam	Overtime	Referees	Time Out	Curfew Clock	Mercy Rule
18U 2005/2006	2 hours	5 min	17 min stop time; 1 min between periods	Yes [1] [4]	Yes [2]	3 man [5]	One 1 min time out allowed during the game including overtime	Non-curfew	Yes [3]
16 Only 2007 15 Only 2008									
14U 2009 13U 2010 12U 2011 11U 2012 10U 2013	90 min	3 min	15 min stop time; 1 min between periods	None	None	2 man [6]	One 1 min time out allowed during the game	Non-curfew	Yes [3]
[1] Ice resurfacing shall take place immediately after the first whistle after ten (10) minutes remaining in the second period. Play will resume after the resurface at the spot of the last whistle.									
[2] Overtime Procedures:									
a) A five (5) minute sudden death 4 on 4 (four on four) overtime period. Any overtime period shall be considered part of the game and all unexpired penalties shall remain in force. If a team ended the game in regulation time with a 5 on 4 advantage, the advantage will continue as 4 on 3 in the overtime period. If there is still no winner at the end of the overtime period, a shoot out will commence.									
b) Three different shooters from each team will take alternate shots. The team with the advantage in goals scored will be deemed the winner. All designated players will have an opportunity to shoot unless it is evident by the score a clear cut winner can be determined.									
c) If no clear winner emerges, the teams will continue in a "sudden death" shootout, until the game is decided. If the first player scores, the next player from the opposing team will have the opportunity to score. If this player does not score, the game is over and a winner is declared. All players must be used prior to using a single player again. Once all players have been used, any player can be used if the game is still tied. The players of both teams will take the shots alternately.									
d) Any player whose penalty was not over when overtime ended cannot take the shots and must stay in the penalty box.									
e) Only the decisive goal will count in the results.									
f) The home team will choose whether to shoot first or second.									
g) Shots will be taken at both ends of the ice. The goalkeepers will defend the same goal, as determined by the referee.									
h) If either team declines to play in the necessary overtime period or shoot out, the game shall be declared a loss for that team.									
[3] If there is a six (6) goal differential in the 3rd period, the game must go to run time (not an option). If a penalty is called, the clock should stop; at the drop of the puck, the clock reverts back to run time. If the score differential in the 3rd period becomes three (3), the clock reverts back to stop time. In the third period if the goal differential is 15 the game will conclude (not an option to continue).									
[4] The ice resurface cannot be waived even if both coaches agree. The home team is required to have sufficient ice time for the ice resurface to occur.									
[5] Teams should schedule 3 referees . If only two can be provided by the referee scheduler, this is not a protestable event. There should be email documentation between the two teams at the time of scheduling that the scheduler can only provide 2 referees.									
[6] Penalty Length:									
		Rule 402 Minor Penalties	1:30 min			Rule 404 Misconduct Penalties	8:00 min		
		Rule 403 Major Penalties	4:00 min			Rule 405 Match Penalties	4:00 min		