



## ***District 8 Tournament Handbook***

First approved by MAHA District 8 Council, December 31, 2014

Revised January 5, 2017

Revised January 17, 2020

Revised May 19, 2021

Revised October 22, 2022

## ***Introduction***

One of the main responsibilities of The District is to select our representatives to the State Championships. The District is able to send one team to the tournament for each youth division. The State Championship for girls' teams is administered by MAHA at this time, so there are no District Tournaments for girls' teams.

In the case of A, AA or 18U B teams, this is usually done by a small weekend tournament, because the number of teams is usually small (3 or less).

In the case of B teams through 14U, and 18U BB teams, a rigorous system has been developed over the years to ensure a fair process. The process may be summarized as follows:

Each association must select its representative, typically by the first week in January. For associations with more than one team in a division, this is normally done by an early-season playoff. Procedures are left up to individual associations.

There are 13 associations in the District, and the District Tournament is an 8-team format. If more than 8 associations declare intent to enter, then Regional Playdowns are held to reduce the number of teams to 8. These Regional Playdowns are typically held in early January.

A District Tournament consisting of 8 teams or less is held in late January or early February, depending on MAHA deadlines which vary from year to year. The winner of the District Tournament represents the District at the State Championships.

## ***Policies and Procedures: Regional Playdowns***

The association hosting the District Tournament has an automatic place in the Tournament, and shall not participate in the Playdowns. If more than 8 associations have entered, the purpose of the Regional Playdowns is to select the remaining 7 teams. The District is divided into two regions:

### **West**

Calumet  
Copper Country  
Keweenaw Bay  
Iron River  
Ironwood  
Ontonagon

### **East**

DAHA  
Escanaba  
Iron Range  
Manistique  
Marquette  
Munising  
Tahquamenon

Each region plays down to 4 teams, including the automatic bid for the host if the host is in that region. For example, if Munising is hosting the 10U B District Tournament, they

automatically qualify, and the rest of the teams in the East Region will compete for the remaining 3 spots. The West Region teams will compete for 4 spots.

If the regions have an unbalanced number of teams, so-called "swing teams" may be moved to the other region in the interest of fairness. This occurs if the difference between the regions is more than one team being eliminated. The swing teams are Iron Range and DAHA, since they are closest to the West Region, and historical imbalances have always been due to too many teams in the East region. In every case where a "swing team" is necessary, the swing team will be determined by a coin flip between Iron Range and DAHA.

For example, if the East Region has 7 teams playing for 4 spots, and the West Region has 4 teams playing for 3 spots, a swing team will be moved to the West. (In this example, the West is playing for 3 spots because one of the West associations is the District Tournament host, and therefore does not play in the Regionals; the host has an automatic spot in the District Tournament.)

By moving Iron Range or DAHA to the West, the end result is that two teams will be eliminated by each Regional, instead of three teams in the East and only one in the West.

The Regional Playdowns are held at one location for 10U, 12U and 14U divisions. All of the brackets are based on Team Numbers. In the interest of fairness and transparency, the team numbers will be applied by the "Procedure for Assigning Team Numbers" at the end of this document.

Playdown brackets and formats depend on two factors:

- The number of teams competing
- The number of available spots

The number of available spots is either 3 or 4. It is 3 if the region is hosting the District Tournament (since the host gets an automatic spot), and it is 4 if the District Tournament is on the other side.

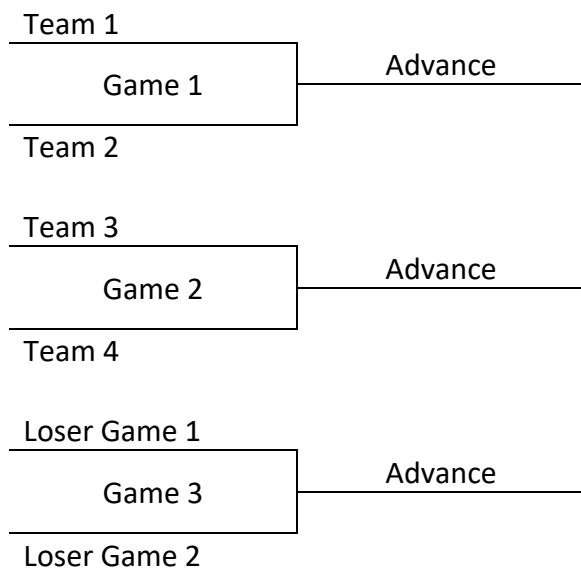
Brackets for every possible combination of teams and spots are given later.

### ***Policies and Procedures: District Tournament***

The association hosting the District Tournament has an automatic place in the Tournament, and shall not participate in the Playdowns. The District Tournament shall consist of 8 teams or less. Team Numbers in the brackets are assigned based on the "Procedure for Assigning Team Numbers" at the end of this document. Brackets and formats for all combinations of teams are posted later in this document.

The winner of the District Tournament shall represent the District at the State Championships.

***Regionals; 4 teams competing for 3 spots***



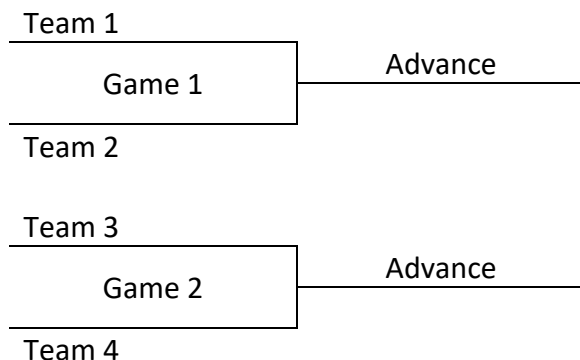
**Home team:** Games 1 and 2: team listed first. Game 3: coin flip.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Game order may be adjusted to minimize travel expenses or difficulties.

## ***Regionals; 5 teams competing for 3 spots***

### Play-in round

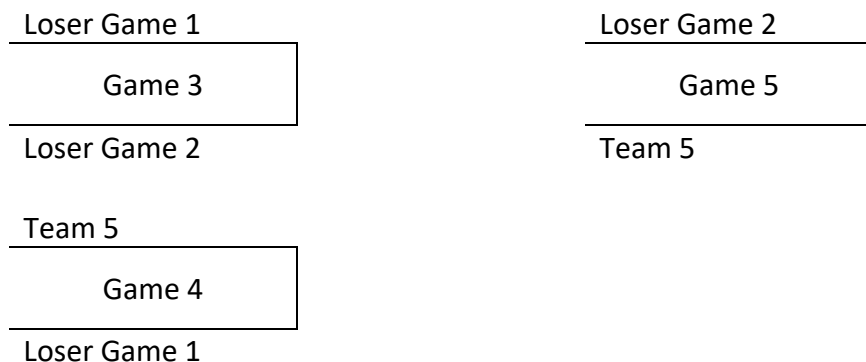


**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Game order may be adjusted to minimize travel expenses or difficulties.

### Round robin to determine 3<sup>rd</sup> entrant



Highest number of points in round robin advances.

**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.

## ***Regionals; 6 teams competing for 3 spots***

### 2 round robins

#### **American**

Team 1
Game 1
Team 2
Team 3
Game 3
Team 1
Team 2
Game 5
Team 3

#### **National**

Team 4
Game 2
Team 5
Team 6
Game 4
Team 4
Team 5
Game 6
Team 6

Highest number of points in both American and National brackets advance.

**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.

Game order may be adjusted to minimize travel expenses or difficulties.

### Play-in game to determine 3<sup>rd</sup> entrant

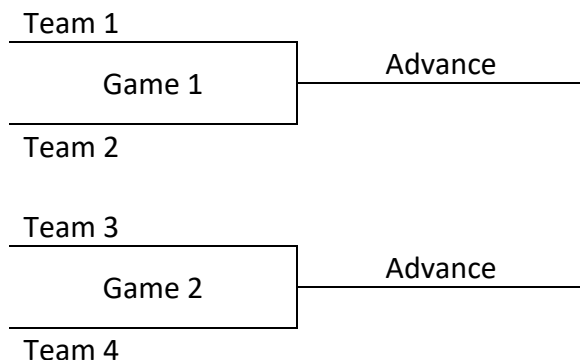
2nd Place American	
Game 7	Advance
2nd Place National	

**Home team:** Coin flip.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

## ***Regionals; 5 teams competing for 4 spots***

### Play-in round

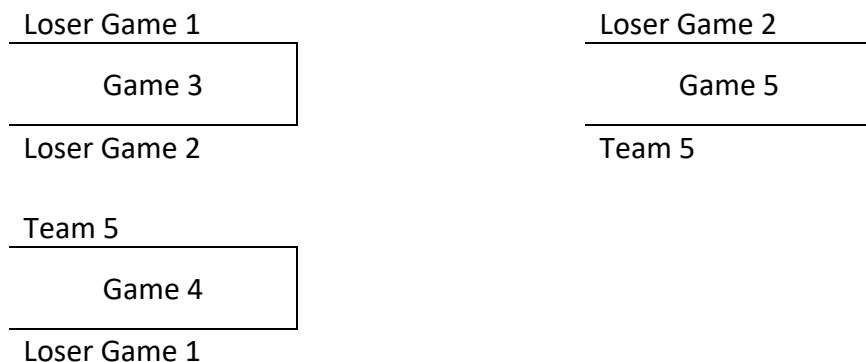


**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Game order may be adjusted to minimize travel expenses or difficulties.

### Round robin to determine 3<sup>rd</sup> and 4<sup>th</sup> entrants



Highest and second highest number of points in round robin advance.

**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.

## ***Regionals; 6 teams competing for 4 spots***

### Play-in round

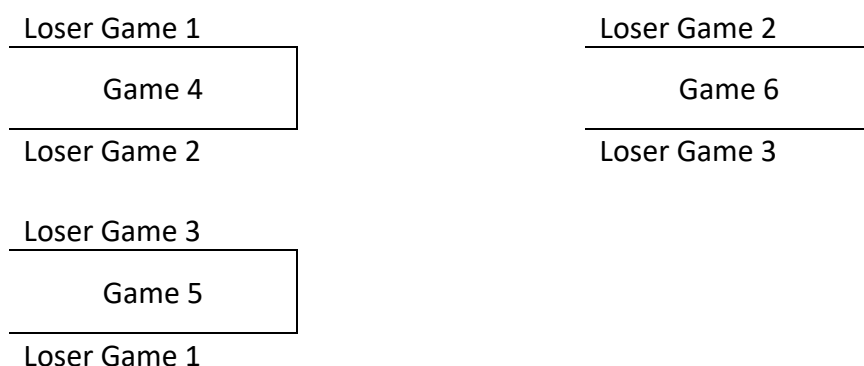


**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

Game order may be adjusted to minimize travel expenses or difficulties.

### Round robin to determine 4<sup>th</sup> entrant



Highest number of points in round robin advances.

**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.



### ***Regionals; 7 teams competing for 4 spots***

This can only happen if all 13 associations participate, and the District Tournament host is in the West Region.

The Regional Tournament which was originally in the Tournament Handbook was inefficient and expensive, requiring 9 games, including a 6-game round robin to determine one final entrant from 4 teams.

Because of this, on May 18, 2021 at the Spring District 8 Council meeting, this possibility was eliminated by a motion and District Council vote.

Should all 13 teams enter at any level, with the District host in the West, a “swing team” will be moved from East to West. This will be either Iron Range or DAHA, determined by a coin flip.

At that point, the two tournaments would be:

- West: 6 teams competing for 3 spots
- East: 6 teams competing for 4 spots

with the swing team included in the West.

***Districts; 2 teams***

Best of 3

Team 1
Game 1
Team 2

Team 1
Game 3 (if needed)
Team 2

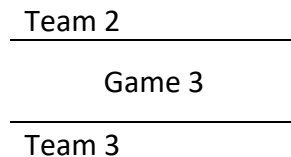
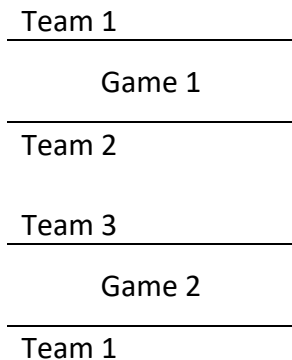
Team 2
Game 2
Team 1

**Home team:** Games 1 and 2: team listed first. Game 3: coin flip.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

### ***Districts; 3 teams***

#### Full round robin



Highest number of points in round robin is District Champion.

**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.

Game order may be adjusted to minimize travel expenses or difficulties.

## ***Districts; 4 teams***

### Full round robin

Team 1	Team 4
Game 1	Game 2
Team 2	Team 3
-----	
Team 3	Team 2
Game 3	Game 4
Team 1	Team 4
-----	
Team 1	Team 2
Game 5	Game 6
Team 4	Team 3

Highest number of points in round robin is District Champion.

**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.

Game order may be adjusted to minimize travel expenses or difficulties.

## ***Districts; 5 teams***

### Full round robin

Team 1	Team 4
Game 1	Game 2
Team 2	Team 3
-----	
Team 3	Team 5
Game 3	Game 4
Team 1	Team 2
-----	
Team 5	Team 2
Game 5	Game 6
Team 1	Team 4
-----	
Team 1	Team 3
Game 7	Game 8
Team 4	Team 5
-----	
Team 2	Team 4
Game 9	Game 10
Team 3	Team 5

Highest number of points in round robin is District Champion.

**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.

Game order may be adjusted to minimize travel expenses or difficulties.

## ***Districts; 6 teams***

### Preliminary round robins

#### **American**

Team 1

Game 1

Team 2

Team 3

Game 3

Team 1

Team 2

Game 5

Team 3

#### **National**

Team 4

Game 2

Team 5

Team 6

Game 4

Team 4

Team 5

Game 6

Team 6

2 highest point totals in both brackets advance to championship round, next page.

**Home team:** Team listed first.

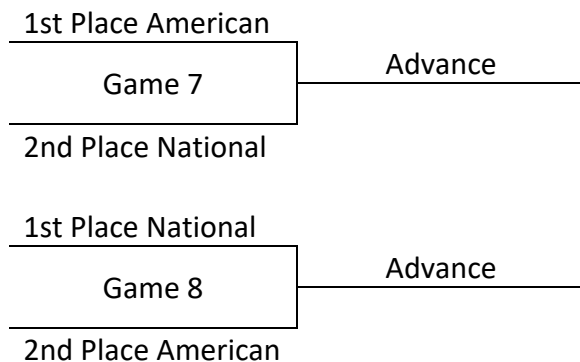
**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.

Game order may be adjusted to minimize travel expenses or difficulties.

## ***Districts; 6 teams (continued)***

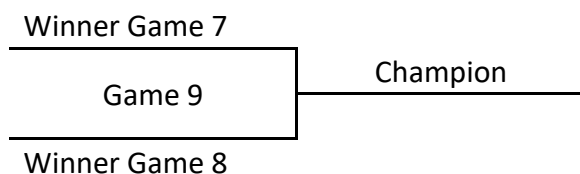
### Semifinals



**Home team:** Team with most points in round robin. Coin flip if teams are tied in points.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

### Championship



**Home team:** Coin flip.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

## ***Districts; 7 teams***

### Preliminary round robins

#### **American**

Team 1

Game 1

Team 2

Team 4

Game 2

Team 3

Team 2

Game 4

Team 4

Team 3

Game 5

Team 1

Team 2

Game 7

Team 3

Team 1

Game 8

Team 4

#### **National**

Team 5

Game 3

Team 6

Team 7

Game 6

Team 5

Team 6

Game 9

Team 7

Revised game order in January 2020 to facilitate following 4 hour and 12 hour rest rules.

Sample schedule is included 2 pages ahead.

2 highest point totals in both brackets advance to championship round, next page.

**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.

Game order may be adjusted to minimize travel expenses or difficulties.



## ***Districts; 7 teams (continued)***

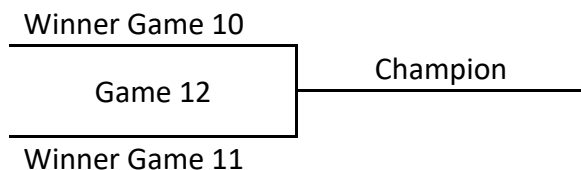
### Semifinals



**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

### Championship



**Home team:** Coin flip.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

### ***Districts; 7 teams (continued)***

Sample schedule for 7 team tournament. According to MAHA regulations for state tournaments:

1. Can only play 2 games in a day.
2. Need 12 hours between the END of the last game of the day and the START of the first game the team has to play the next day.
3. Need 4 hours between the END of game 1 and the START of game 2 in a day.

This schedule satisfies those rules. Times can be slightly modified as long as the rest rules listed above are still satisfied.

Changing the orders of these games should only be done with great caution to double-check the 4-hour and 12-hour rules.

<b>Day</b>	<b>Start Time</b>	<b>Game Number</b>	<b>Teams</b>
Friday	4:00 pm	1	2 at 1
	5:30 pm	2	3 at 4
	7:00 pm	3	6 at 5
Saturday	9:00 am	4	3 at 2
	10:30 am	5	4 at 1
	12:00 pm	6	7 at 6
	4:00 pm	7	4 at 2
	5:30 pm	8	1 at 3
	7:00 pm	9	5 at 7
Sunday	9:00 am	10	semi
	10:30 am	11	semi
	4:00 pm	12	champ

## ***Districts; 8 teams***

### Preliminary round robins

#### **American**

Team 1

Game 1

Team 2

Team 4

Game 2

Team 3

Team 2

Game 5

Team 3

Team 1

Game 6

Team 4

Team 2

Game 9

Team 4

Team 3

Game 10

Team 1

#### **National**

Team 5

Game 3

Team 6

Team 8

Game 4

Team 7

Team 6

Game 7

Team 7

Team 5

Game 8

Team 8

Team 6

Game 11

Team 8

Team 7

Game 12

Team 5

Revised game order in January 2020 to facilitate following 4 hour and 12 hour rest rules.

Sample schedule is included 2 pages ahead.

2 highest point totals in both brackets advance to championship round, next page.

**Home team:** Team listed first.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary. 2 points for winner, 0 for loser.

**Breaking ties in the standings:** Use tie-breaking procedures in the most current MAHA District and State Tournament Guide Book for ***non-national bound teams***.

Game order may be adjusted to minimize travel expenses or difficulties.

## ***Districts; 8 teams (continued)***

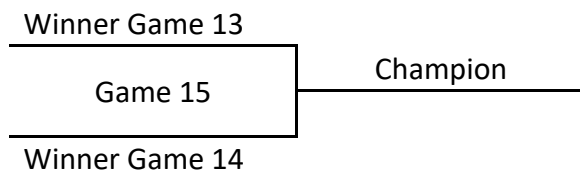
### Semifinals



**Home team:** Team with most points in round robin. Coin flip if teams are tied in points.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

### Championship



**Home team:** Coin flip.

**Games tied after regulation:** Use USA Hockey procedure (attached) for determining a winner by as many overtime periods as are necessary.

### ***Districts; 8 teams (continued)***

Sample schedule for 8 team tournament. According to MAHA regulations for state tournaments:

1. Can only play 2 games in a day.
2. Need 12 hours between the END of the last game of the day and the START of the first game the team has to play the next day.
3. Need 4 hours between the END of game 1 and the START of game 2 in a day.

This schedule satisfies those rules. Times can be slightly modified as long as the rest rules listed above are still satisfied. For example, the last game on Friday night could end at 9:30 pm, since neither of those teams are in the 8 am game on Saturday morning. With the schedule below, the last game on Friday could actually end as late as 11:00 pm, though that would be pretty unusual.

Changing the orders of these games should only be done with great caution to double-check the 4-hour and 12-hour rules.

<b>Day</b>	<b>Start Time</b>	<b>Game Number</b>	<b>Teams</b>
Friday	2:00 pm	1	2 at 1
	3:30 pm	2	3 at 4
	5:00 pm	3	6 at 5
	6:30 pm	4	7 at 8
Saturday	8:00 am	5	3 at 2
	9:30 am	6	4 at 1
	11:00 am	7	7 at 6
	12:30 pm	8	8 at 5
	3:00 pm	9	4 at 2
	4:30 pm	10	1 at 3
	6:00 pm	11	8 at 6
	7:30 pm	12	5 at 7
Sunday	9:00 am	13	semi
	10:30 am	14	semi
	4:00 pm	15	champ

## ***Procedure for Assigning Team Numbers***

Each year at the Spring District Council meeting, association names are drawn out of a hat, and ranked for these purposes. For example, on April 12, 2014, the names were drawn and the following list was obtained:

Keweenaw Bay  
Manistique  
Calumet  
Escanaba  
Ironwood  
Tahquamenon  
Munising  
DAHA  
Iron River  
Ontonagon  
Copper Country  
Iron Range  
Marquette

Each year, a new list will be drawn, so the draws are random, blind, and different each year.

For Regional Playdowns and District Tournaments, the teams that are participating will be assigned numbers from 1 through 8 (or fewer if needed) based on the list and who is participating. For example, assume that there is a Regional Playdown in the East that has 5 teams: Munising, Escanaba, Marquette, Iron Range and Tahquamenon. Looking at the list, Keweenaw Bay, Manistique, and Calumet are not participating. The first association on the list that is participating is Escanaba, so they will be designated Team 1. Tahquamenon will be Team 2, and so on, so the team list will be constructed as follows:

Team 1	Escanaba
Team 2	Tahquamenon
Team 3	Munising
Team 4	Iron Range
Team 5	Marquette

Practically, just scratch out the associations that are not participating, and number the remaining teams with the highest being Team 1, and so on.

This list will be updated and posted on the MAHA District Website each year.

### ***Procedure for determining a winner of games ending in a tie***

As of 2017, this procedure is used for all Regional and District Tournament games. It is taken from USA Hockey's "District and National Championship Tournament Guidebook, 2014-2015 Season," Rule U(1)(b), "Method of Determining a Champion - Quarterfinal, Semifinal and Championship Games."

1. The game shall be continued to determine a winner.
2. At the completion of the third period, there shall be a two (2) minute rest period before the start of the first overtime session.
3. All overtimes shall be 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. If the teams are still tied at the completion of the first overtime, 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 two (2) 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.