



2025-2026

# Ice Hockey

## Information

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# 2025-2026 Ice Hockey Tournament Format

## Tournament Dates

Cut-off Date: February 19, 2026

Bracket Release: February 21, 2026

Tournament Begins: February 23, 2026

Note: If both AD's agree, games may be played on the day following the bracket release date.

Anticipated State Finals: March 15, 2026

## Qualifying Criteria

1. A school must schedule and compete in a minimum of 50% of the season competition limits per Handbook Rule 34 (10 contests) to be eligible for tournament play.
2. As many as three games with a single opponent may be played and will count toward tournament qualification.
3. All team sports will qualify the top 32 teams by division.
4. Teams not power seeded in the top 32 but meeting 50% qualifying criteria will be eligible for the tournament.
5. All team sports will be seeded by power ranking system.
6. Top 4 seeded teams placed in four brackets (1,2,3,4)
7. The rest of bracket positions are filled with remaining teams by power ranking system. After the top 32 teams are power seeded, the remaining teams with 50 % or better record will be seeded from the bottom of each bracket.

## Forfeited Contests

When a forfeit win is awarded to a school due to the termination of their opponent's ice hockey program (see MIAA Rule 18) or by decision of the seasonal seeding committee, for power ranking purposes, the score will be entered as 3-0.

## Seeding and Tie Breaking Procedure

1. Seeding is to be done by the Seasonal Seeding Committee. Members of the Seasonal Seeding Committee will include one chairperson (or designee) from each sport of current season, and 4 Tournament Management Committee members. Tournament Directors and Executive Liaisons will be present but are non-voting members. All decisions made by the Seasonal Seeding Committee are final. No appeals regarding seeding decisions will be allowed.
2. Seeding will be done by a power rating system:
  - Team's average margin of victory + average of opponents' ratings = overall rating
3. Tie Breaking Procedure (Seeding)
  - a. Head-to-head Competition
  - b. The higher average of each team's opponents' rating, based on the power rating formula.
  - c. League Champion
  - d. Coin flip
  - Only 2 teams tied – use coin flip.
  - More than 2 teams, all team names will be put into a hat. Once team name will be drawn – that team wins the tiebreaker. All other remaining teams will return to step 1.

In a tie breaker for tournament seeding every match played including exclusion games are counted.

*Note: If a tie involves multiple teams (more than 2) and a team is eliminated, the procedure starts over at step one with the remaining teams.*



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## Site Information:

1. All games will be at home site of higher seed for the Preliminary Play-in games, Round of 32, and Round of 16.
2. For hockey tournament games, home sites must have the minimum capacity per round listed below:  
Schools must collaborate during all rounds of play with Tournament Directors and other school leaders as to rink suitability for players, spectators, and safety.
  - Preliminary Play-in and Round of 32 Games: Minimum capacity of 250
  - Round of 16: Minimum capacity of 500
3. Round of 8, Semi-Finals and Finals: MIAA Predetermined sites as defined by TMC Site Policy.
4. Round of 8 games will be played at regionally located pre-determined sites selected by the MIAA. For the Round of 8 only, the higher seed will be permitted to recommend, to the Tournament Director, from the established pre-determined sites, a location for the game. The Tournament Director will have final decision on all Round of 8 game locations.
5. If a home team site is not acceptable the following will apply:
  - Home school AD finds an acceptable site.
  - Lower seed will host the game.
  - If both sites are not acceptable, Tournament Director will place the game at an acceptable site within MIAA site policy guidelines.
6. Home venues must meet the following standards:
  - Condition of playing surface
  - Crowd Control
  - Seating capacity
  - Parking Capacity
  - Ticket sales control
  - Locker rooms
  - Handicap Accessibility

**PLEASE NOTE:** The Tournament Director may change the site or date of any tournament game after consultation with the MIAA Staff Liaison. Reasons for a change may include, but are not limited to, safety, expense, logistics or other reasons.

## Game Officials:

- All officials must be enrolled with the MIAA to receive a tournament assignment.
- Officials must have officiated a minimum of nine (9) MIAA high school games during the regular season.
- Officials are required to wear the NIHOA crest. 2 referees and one linesman will be used for all preliminary, Round of 32 and Round of 16 games (3 total officials). 2 referees and 2 linesmen will be used for the Round 8, Round of 4 and the State Final (4 total officials).
- Video Replay Official(s) will be appointed for State Finals, in venues that have the capability.
- Game Officials will conduct a pregame meeting with the captains and head coaches of both teams.
- Officials must be on the ice before each period and before any players enter the ice. The officials will remain on the ice at the end of each period until all players have left the ice.
- Team players entering the ice prior to officials will be given a bench warning. Further violations may cause a team to receive a bench penalty.

## Goal Judges:

Goal judges will not be utilized for MIAA tournament games.



# 2025-2026 Ice Hockey Tournament Format

## Video Replay (VR) - State Finals only

Use of Video Replay will ONLY be used for Girls and Boys State Finals Hockey Tournament games in venues that have the capability.

### VR Procedure:

A Video Replay Official will be located in the venue video replay booth with unobstructed view of the ice surface. Only a MIAA official may enter this area.

Any review of a goal scored will take place prior to the next start of play.

- When a play is to be reviewed, the public address announcer will say: *"A play is under video review."*
- During the period of video review, all replays of the goal or potential goal will not be shown in the building.
- When the on-ice official(s) in collaboration with the Video Replay Official make a decision, an on-ice official will indicate the decision by pointing to the center-ice face-off spot (if a goal) or giving the wash-out signal (if no goal). The on-ice official(s) will have the sole responsibility of making the final decision.

### VR General Information:

Only the on-ice official(s) will have the prerogative to decide to review goals or potential goals and utilize the Video Replay Official.

One of the following criteria must be met for video replay to be used:

- A puck crossing the goal line.
- A puck in the net before the goal frame is dislodged.
- A puck in the net before or after expiration of time at the end of a period or a whistle.
- A puck directed into the net by hand, skate, or other illegal means.
- A puck deflected into the net by an official.
- A puck hit into the net with a high stick.

The Video Replay Official must determine that the video reviewed is conclusive. In the event that video is not used for review purposes, or if the Video Replay Official decides that the available video is inconclusive, the VR Official will indicate that to the on-ice official.

## Uniforms

The team with the higher seed will be the home team through the tournament and will wear white or light colors (per NFHS rules). The Tournament Director will have final decision making on questions regarding uniforms.

## Team Rosters/Maximum Player Limit on Bench

As per MIAA Rule 72.3: "During the regular season and MIAA tournament, the National Federation player limitations will be amended so as to allow a maximum of 22 players to be dressed and on the bench. During the MIAA tournament, two of these 22 players must be dressed as goaltenders."

Additionally, as per NFHS Rule 2-3 Art 1, game officials will apply the following penalty should there be more than 22 players on the bench.

**PENALTY: MINOR. (Captains choice of players), and extra player(s) in uniform must be removed from the players' bench.**



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### Game Play and Warmup

In each game there shall be three (3) periods of fifteen (15) minutes, with a ten (10) minute rest period between the playing periods, or as long as it takes to resurface the ice. Teams may go to their locker rooms during these rest periods.

- Ice will be made between regular periods.
- Pre-game warm up shall not exceed seven (7) minutes.
- Home teams are responsible for ten (10) game pucks.

### End of Period / End of Game Rule

- At the conclusion of a period, no player, coach, or other bench personnel shall leave the team bench or penalty bench without permission from the game official. A **minor penalty** will be assessed to each person who does not comply. If the violation continues, a **misconduct penalty** will be assessed. If the violation continues beyond that point a **game misconduct** will be assessed.
- At the conclusion of the game, players (excluding goalkeepers) shall, upon verbal signal from the game official, skate immediately to their respective team bench areas. Goalkeepers shall remain in their privileged areas. No player, coach or other bench personnel shall leave the team bench or penalty bench without permission of the game official. A **minor penalty** will be assessed for each player who does not comply. If the violation continues, a **misconduct penalty** will be assessed. If violation of this requirement continues, a **game misconduct** will be assessed.

### MIAA/NFHS Rule Exceptions

See MIAA Handbook (Ice Hockey section) for National Federation rule exceptions.

### Player Disqualification

- Game suspension of a player - the player will immediately leave the ice and report to the school's dressing room. Supervision of this player becomes the immediate responsibility of his/her school. This individual may not return to the bench area and must be supervised by a school staff member.

### Overtime Procedure *(for ALL State Tournament games including State Finals)*

Should the game be tied after 45 minutes of play, in overtime, each team shall be awarded one timeout. This is not one additional timeout in cases when a team has not utilized its timeout during regulation play.

- In case of a tie score at the end of the third period there will be a one (1)-minute intermission, **ends will be changed and remain changed (long change) for all overtime periods**. Teams will remain in the bench area between the end of the third period and the beginning of the first overtime period. The team that scores first wins, and the game ends. (NFHS Rule 6, Section 39, Art. 1)
- The full overtime period will be broken into three segments. The *first eight (8)-minute segment* will be played 4-on-4 on the same ice as the end of the game. If additional segments are necessary, new ice will be made followed by two 8-minute periods of 3-on-3 with one-minute intermission between the two 3-on-3 periods.
- As per NFHS Rule 4, Section 1, Art. 3, "If the penalty time is unexpired at the end of a period (regulation period or overtime period), the penalty carries over into the next regular or overtime period." This includes from the first overtime period to the second.
- If tied at the end of all eight (8)-minute overtime periods, there will be a shootout to determine the team to move on in Tournament Play.

### Shootout Procedure

- In the shootout, the higher seed will have the option of shooting first or second. This will remain in effect for the entire shootout process.



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- In Round One of the shootout, each coach will submit, in order that the players will shoot, a list of five (5) players who will shoot, alternating in a penalty shot situation. At the end of Round One, the team with the most goals shall be declared the winner of the game. If at the end of Round One, the score is tied, the teams will continue in the shootout. If at any point in Round One of the shootout, a team is leading by more goals than the opposition has shooters remaining, the shootout is over, and the team will be declared the winner.
- In Round Two, the coaches will submit, in the order that the players will shoot, a list of five (5) different players than those who participated in Round One. These players will shoot in an alternating penalty shot situation in a sudden victory format. Sudden victory format permits one shot from each team. If, after both teams have made an attempt, one team has scored, the shootout is concluded. If both teams have made an attempt and there is no score, the sudden victory format continues. Players cannot make another attempt in the shootout until fifteen (15) shooters on the bench have attempted a shot.

### Notes:

- Players serving penalty time shall not be eligible for the shootout but can leave the penalty box and remain on the team bench for the duration of the shootout.
- If a goalkeeper is injured in the shootout, the goalkeeper may be immediately replaced by a goalkeeper off the bench. The injured goalkeeper may not re-enter the shootout.
- All players not actively participating in the shootout must remain on their bench.
- Goalkeepers may be substituted, but no warm-up time will be allowed.
- All rules governing a penalty shot shall be in effect.

### **Shorthanded Guidance – Overtime**

- If, when regulation time ends, the teams are 5-on-3, teams will start overtime 5-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage of play, player strength is adjusted to 4-on-3 or 4-on-4, as appropriate.
- At no time will a team have less than three players on the ice. This may require a fifth skater to be added if a two-man advantage occurs.
- If, when regulation ends, the teams are 4-on-4, they will start overtime 3-on-3.
- If at the end of regulation time teams are 3-on-3, overtime starts 3-on-3. Once player strength reaches 5-on-5 or 5-on-4, at the next stoppage, player strength is adjusted to 4-on-4 or 4-on-3, as appropriate.
- If a team is penalized in overtime, teams play 4-on-3. If both teams are penalized with minor penalties at the same stoppage of play (with no other penalties in effect), teams will play 3-on-3.
- In overtime, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at three (3) skaters while the non-offending team will be permitted a fifth skater. At the first stoppage of play after the two-man advantage is no longer in effect, play will revert to 4-on-4, 4-on-3, or 3-on-3, as appropriate.
- At the end of the first segment (4-on-4) if teams are 5-on-3, teams will start the second overtime 5-on-3. Once player strength reaches 5-on-4 or 5-on-5, at the next stoppage of play, player strength is adjusted to 4-on-3 or 3-on-3, as appropriate.
- If at the end of the first overtime segment (4-on-4) teams are 3-on-3, the second overtime period begins 3-on-3. Once player strength reaches 4-on-4, at the next stoppage, player strength is adjusted to 3-on-3.

### **Crowd Control**

- Players must avoid unsportsmanlike gestures or language such as banging sticks on dasher, "dancing", or taunting which is inconsistent with good sportsmanship.
- The MIAA announcement on "good sportsmanship" will be read over the public address system prior to each game. The MIAA Taunting Policy will be in effect for spectators as well as players and coaches. A sportsmanship announcement near the end of a game accompanied by the end of game protocol will be expected at all ice hockey contests.



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- Spectators may not bring cans or bottles of beverages to the game arena. Alcohol must not be brought onto the premises of the arena in which the game is being played.
- Banners and signs are banned from the premises. Spectators with musical instruments, noisemakers, whistles, etc., will not be admitted to the game. No megaphones, whistles, thunder sticks, banners, or other noisemakers are allowed.
- Cheerleaders of participating schools will be admitted free if they are in uniform, enter as a group, and are accompanied by a faculty advisor. No mascots and/or cheerleaders are to be on the bench or the ice surface at any time.

### Coaches

- Competing teams will be admitted to their scheduled games with their coaches at the respective pass gate.
- Each squad will be limited to a maximum of twenty-two (at least two of whom must be goalkeepers) players. "Only players in uniform, four other team personnel and a licensed athletic trainer shall be permitted to occupy the team bench area".
- Violation will result in a minor penalty, (interpretation) Rule 2, National Federation Ice Hockey Rules.
- Coaches must remember their influence will be reflected in the actions of players, students, and spectators, i.e., coaches contribute to good crowd control.
- Coaches must remain on the bench during the progress of the game, accept the decision of officials without showing emotion, and keep players together in entering and leaving the playing area. Displeasure with officiating should be manifested in a written complaint to the MIAA Tournament Director. Avoid all public displays of criticism, in front of players, spectators and the media.
- Coaches should caution their teams against gloating over opponents after winning.

### Victory Celebration Policy

At the conclusion of the game, ***no gloves and helmets may be removed***. In addition, piling on is prohibited. Game Officials may call a game disqualification for any violating player.

### Suspended Game

If a game is suspended for some reason, the game will be completed from that point on the next available date. However, the Tournament Director reserves the right to call the game a complete game and to change the site of the continuation of the game.

### Postponement

Postponements due to inclement weather or other unusual circumstances will be determined by the MIAA Executive Staff, Tournament Director, and participating school administration. The rescheduling of a postponed game will be the decision of the MIAA Executive Staff, Tournament Director, and participating school administrations.

### Medical Coverage

- As per MIAA Rule 72.3, a game will not start unless "A licensed physician, licensed athletic trainer or certified EMS provider must be in attendance and on duty for all varsity ice hockey games. (It is strongly recommended that such medical coverage and an emergency transport system be in place for all games.) The medical provider shall be responsible for both teams unless the visiting team has its own medical coverage. His/her judgment, in accordance with their applicable policies and protocols, will be final regarding the condition of a player after injury. No player may continue to play against the provider's professional medical advice. The penalty for violation of this provision is forfeiture of the game."
- Additionally, MIAA Rule 72.3.1 states, "The school designated as the home team, or the host site identified with a participating school, must have an AED on site or with their medical person."



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- During the ice hockey tournament all MIAA assigned athletic trainers must be located at the bench area or the penalty box.

### SAT/SAT Subject Tests

1. Games may be scheduled for a Saturday - the same date as an anticipated SAT Test Date. Schools are encouraged to be aware of this date and collaborative if scheduling a game on this date. A listing of all dates and sports that may take place on scheduled College Board exam dates can be found on the MIAA website. College Board dates can be found here - <https://www.collegeboard.org/>
2. The **College Board** offers an SAT® *Program Alternate Test Date Policy*. As stated in their published material: *The SAT Program will consider granting an alternate test date when the following criteria are met:*
  - *The conflicting event must be unexpected. Regularly scheduled sporting events or previously scheduled school activities, such as a prom, are not considered unexpected. An event such as an academic or athletic competition, in which students have advanced through the competition or into post-regular season competition, can be considered an unexpected event.*
3. SAT School Day: Allows high schools to administer the SAT to students during the school day, thus avoiding weekend athletic conflicts.





## 2025-2026 Ice Hockey Tournament Format

### Sportsmanship Responsibility of Competing Schools Compliance Policy & School Monitor Job Description

As part of MIAA continuing efforts to promote the concepts of sportsmanship and provide the on-site atmosphere that will keep interscholastic athletic events in an educational perspective, the Ice Hockey Committee has adopted the following regulations relative to the participation in the MIAA Ice Hockey Tournament.

These regulations specifically provide the requirement that all member schools who elect to enter the MIAA Ice Hockey Tournament, after meeting the necessary requirements, will provide for the presence of school personnel that will assist the efforts of on-site management in maintaining control and conduct of their student spectators at all games in the tournament which their team is a participant. This is a requirement for entrance into the tournament.

These school staff members, designated as school monitors, shall be appropriately identified. They are to report to the Site Manager and **seat themselves in their school-student section**. The Site Manager shall review the functions of school monitors as listed below:

#### ***Compliance with these regulations is mandatory.***

- A. Sit with the student population of their school
- B. Discourage all unacceptable behavior and activity that provokes or results in unacceptable behavior by others or is retaliatory to unacceptable behavior of others
- C. Keep student population in their own area
- D. Assist in enforcing tournament regulations related to signs, banners, noisemakers, radios, etc.
- E. Provide assistance to the site management pertaining to entrance and egress of student spectators

Schools not in compliance with the minimum school monitors for their scheduled game will have this action of noncompliance subject to review by the Ice Hockey Committee. Noncompliance may lead to ineligibility for the Ice Hockey Tournament the following year.

This requirement for participation in the Ice Hockey Tournament has been approved by the Board of Directors in the interest of good sportsmanship and of conducting the tournament in an educational atmosphere.

#### ***Specific Requirements***

Each Athletic Director must contact the MIAA Tournament Site Manager to advise him/her of the name of the individual(s) who will represent the school. The coach **MAY NOT** be the representative. This representative must report to the MIAA Site Manager at least 30 minutes prior to game time.



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### **PRELIMINARY PLAY-IN GAMES & ROUND OF 32 GAMES: (MINIMUM STAFF REQUIRED)**

- 1 - Principal or Assistant Principal or his/her designee
- 1 - Athletic Director or his/her designee
- 1 - Other School Staff Personnel
- TBD - Other Staff/Personnel as determined by School Administration

### **ROUND OF 16 AND ROUND OF 8 GAMES: (MINIMUM STAFF REQUIRED)**

- 1 - Principal or Assistant Principal or his/her designee
- 1 - Athletic Director or his/her designee
- 3 - Other School Staff Personnel
- TBD - Other Staff/Personnel as determined by School Administration

### **ROUND OF 4/STATE SEMI-FINALS: (MINIMUM STAFF REQUIRED: Identification supplied by MIAA and must be worn)**

- 1 - Principal or Assistant Principal or his/her designee
- 1 - Athletic Director or his/her designee
- 4 - Other School Staff Personnel
- TBD - Other Staff/Personnel as determined by School Administration

### **STATE FINALS - ALL DIVISIONS: (MINIMUM STAFF REQUIRED: Identification supplied by MIAA and must be worn)**

- 1 - Principal or Assistant Principal or his/her designee
- 1 - Athletic Director or his/her designee
- 5 - Other School Staff Personnel
- TBD - Other Staff/Personnel as determined by School Administration

**PLEASE NOTE: The above staffing is the responsibility of the competing schools. Any compensation to these individuals is the responsibility of the competing schools.**

**A maximum of 14 (fourteen) has been established for HS hockey school monitors at any level.**