

# Minnesota Selects Hockey

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## Rules

### Minnesota Selects 2015 Rules and Regulations

1. Seventeen (17) players will be rostered and dressed by each team for each game. Not more than three rostered adults (coaches and managers) will be allowed in the players box while the games are in progress.
2. Each game will consist of two stop time periods. Each goalie will play one period of each game. Teams do not change ends at the end of the first half. Should there be a six goal differential anytime in the second period, running time will commence. Stop time will resume when the score returns to a 5-goal differential.

#### Length of periods:

- |            |   |                           |
|------------|---|---------------------------|
| 01,02,03   | - | 25 Minutes (resurface)    |
| 2004, 2005 | - | 20 Minutes (no resurface) |

3. Penalties:

Minor	2 minutes
Major	5 minutes
Misconduct	10 minutes
Fighting	Tournament Disqualification

In the event of coincidental penalties, neither team will skate shorthanded. If a player receives four (4) penalties in one game, the player will be suspended for the remainder of that game.

4. Minnesota Hockey rules will govern all play, except as amended by the tournament rules.
5. **No checking allowed at Boys 2003, 2004, 2005 and all Girl Levels. (Note checking is allowed at the two oldest Boys levels 2001,2002 this is in line with USA Hockey rules.)**
6. **The tag up rule is in affect for all levels.**
7. Each team will be allowed a one (1) minute timeout per game.
8. All teams must be ready to play one-half hour before the published starting time.
9. **Preliminary Round: No overtime.**  
**( Scoring: Win - 2 points            Tie - 1 point            Loss - 0 points)**
10. Position in the medal round will be determined by points accumulated.
  - A. Total points in the preliminary round will determine position in the medal round.
  - B. If teams have the same point total, tie breakers will be as follows:
  - C.

1st	Head-to-Head competition.
2nd	Goal differential in games involving tied teams.
3rd	Goal differential in all games.
4th	Fewest goals allowed in all games.
5th	Most goals scored in all games.
6th	Coin toss.
11. Medal Round (Sunday): Championship and Third Place games cannot end in a tie.
  - A. One minute rest period will be followed by One (1) Ten-minute sudden death victory overtime.
  - B. 5 skaters per team shootout vs. goalie (repeat with different shooters if necessary). The last team to score shoots first: alternate teams after every attempt.