

## Minnesota Selects 2016 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:

2002-2004	-	25 Minutes (resurface)
2005, 2006	-	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. Checking (**Boys**) is only allowed at the **2002** Level. Girls will not have checking at ANY Level.
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 (1) Five-minute 4 v 4 sudden death victory overtime.
- B. One (1) Five-minute 3 v 3 sudden death victory overtime.
- C. If no winner has been determined, a 3-player shootout will occur.
- D. If no winner has been determined, a sudden death shootout will occur.

Note 1: Goalies can be changed.

Note 2: The last team to score shoots first - then teams alternate.