



Rule Modifications for Minnesota Schools

Hockey, Girls and Boys

A. Warm-Up Jersey: MSHSL member school hockey teams have elected to wear in past seasons, or are considering for this up-coming season, the wearing of a sponsor jersey or a special recognition jersey for warmups. If a hockey team is going to wear a jersey for warmup that is not the official game jersey the following must take place.

- a. The jerseys must be numbered, and the numbers must comply with the specifications of NFHS Hockey Rule 2-1-2:
 - i. The number on the back of the jersey must be at least 10-inch-high Gothic lettering;
 - ii. The number must be contrasting in color with the color of the jersey; and
 - iii. Numbers on the sleeves are not required.
- b. The player wearing the warmup jersey must be identified prior to warmup one of two ways:
 - i. The warmup jersey number corresponds with the number on the game roster provided to the official scorer; or
 - ii. If the warmup jersey number is different than the game jersey a complete warmup roster with names and numbers must be provided to the official scorer.

If the game officials determine the warmup jersey is not in compliance with the specifications above the player or players will be asked to change into their game jersey for the remainder of the warmups. If a player fails to comply, he or she will be asked to leave the ice and they will not be allowed to participate in the remainder of the warmups.

- B. Warm-Ups:** There will be a one-minute warm-up before the start of the second and third period.
- C. Length of Periods:** All varsity teams—boys and girls—shall play three (3) 17-minute periods. By mutual agreement of the schools involved the JV games could be played with longer periods from 15-minutes to 17- minutes. All games at all levels must have three periods and each period must be 15-17 minutes in length.
- D. Game Misconduct Penalty:** A game misconduct penalty is an ejection under League policies. The player or coach will be removed from that game for its duration and is ejected for the next game(s) according to the MSHSL Policy for Student/Coach Ejection from a contest (see bylaw 206). There is an exception when a game misconduct penalty is assessed under Rule 4-5-2 for a player incurring five penalties in the same game. This is NOT an ejection under League policies and the player is only required to sit out the remaining portion of that game.
- E. Game Disqualification:** A game disqualification penalty is an ejection under League policies. The MSHSL ejection policy is not applied twice in the event a player receives a game misconduct and game disqualification in the same game.
- F. Shortened Games:** All high school games, including all rounds of the state tournament, will be shortened after two periods or during the third period by using running time when a team leads an opposing team by six or more goals.
- G. Overtime Periods:** Teams will switch ends before the start of each overtime period.

Overtime Periods for Regular Season Play

In case of a tie at the end of regular play, follow the procedures outlined below.

1. Teams must remain in the bench area
2. 3-minute rest period
3. Teams switch ends prior to the start of the overtime period
4. One 8-minute sudden death overtime period will be played

Overtime Periods in School-Sponsored Tournament Play During the Regular Season

This procedure shall be used for regular season tournament games where a winner must be declared to advance in the tournament bracket.

In case of a tie at the end of regular play during school sponsored tournament play follow the procedures outlined below.

1. Teams must remain in the bench area
2. 3-minute rest period
3. Teams switch ends
4. One 8-minute sudden death overtime period will be played
5. If still tied after the 8-minute period, the tournament manager will conduct a shootout to determine the winner
6. In all cases where a shootout is used to determine a winner the game will be officially recorded as a tie
7. The score at the end of the 8-minute overtime period will be the official score for the contest

Overtime Periods for Post Season Tournament Play

This procedure will be used for all Section and State Tournament games.

In case of a tie at the end of regular play, follow the procedures outlined below.

1. Teams must remain in the bench area
2. 3-minute rest period
3. Teams switch ends prior to the start of each overtime period
4. 8-minute sudden death overtime period will be played
5. Make ice with a 15-minute rest period
6. 17-minute overtime period will be played
7. If a tie remains, repeat procedures as indicated in 1-6 above

- H. Daily Participation Limits (Interpretation – Exception 2) Refer to Bylaw 502:** When a penalty occurs at the end of a period and the penalty time will carry over to the next period, we allow a student to be replaced in the penalty box for the next period to **prevent** the use of an ineligible student if the next period would be the 5th period. However, we do not allow the replacement of the student in the next period to **preserve** his or her future eligibility. If the next period is not the 5th period for the student, the student must serve the penalty and count that period toward the maximum allowable periods for the day. If the coach wishes to ensure that a student has the desired further periods of participation available, it is the coach's responsibility to not have the student on the ice towards the end of a period when any penalty time assessed would carry over to the next period in which the coach had intended that the student not participate.