



2023 Minnesota Wild Boot Hockey Classic Rules

1. The tournament is co-ed, although there are no male/female on-ice requirements.
2. Players can only play on one team.
3. The 5 to 10 players that are on your roster at your time of registration must be the same players that play on your team throughout the tournament.
4. Games are played 4 on 4, plus goalies.
5. Ice hockey goals are used.
6. Games are played with a hockey ball.
7. The winner of a captain's coin toss will determine which goal to defend. Teams will switch goals after first half.
8. All players must wear helmets (face shield optional), gloves (hockey gloves are preferred but gloves of another type are sufficient), elbow pads, shin guards and close-toed shoes (broom ball shoes are best). Other protective equipment is optional but highly recommended.
9. Boot requirements are as follows: no metal, no studs, no foreign substances on soles... tennis shoes, traditional boots and broomball shoes are fine.
10. Goalie equipment, including goalie sticks, are permitted but not required.
11. All teams must provide their own jerseys/shirts.
12. No food or beverages (other than water or sports drinks) are allowed on the ice or bench areas. Any alcohol found in these areas will result in an ejection from the tournament.
13. Games will be 45 minutes long, composed of a 10 minute transition/warm up period, two 15-minute halves and a 5-minute halftime. There are no timeouts.
14. All games are running-time and substitutions can be made during play ("on-the-fly") or while a ball is being retrieved. There is no stoppage of play after a goal is scored, or after a penalty is awarded. It is up to each team to ensure that there are only four players on the ice.
15. The start of each game and the start of the second half will begin with a face-off.
16. Any team who is not ready to begin play at the scheduled start time will be assessed a minor penalty to begin the game.
17. In the event of a tie at the end of regulation, the game will move to a sudden death overtime format, with the next goal deciding the game. Overtime will begin with a face-off.
18. There will be one on-ice and one off-ice official to monitor the play of each game.
19. Contacting the ball with a stick above the average waist will result in a loss of possession.
20. If a ball goes out of bounds, the last team to touch it loses possession. During restart, the defending team must give the opponent 2-stick lengths of space.
21. There are no off-sides or icing calls.
22. After a goal, the team conceding the goal will take possession of the puck from their own end. The scoring team must return to their side of center ice after a goal is scored and may not advance back across center ice until the opposing team has made an attempt to advance the puck via a pass or by moving forward.
23. Officials will have the discretion to award a "penalty shot" when a minor penalty occurs. Minor penalties consist of, but are not limited to:
 - Checking
 - Slashing
 - Hooking



- Tripping
 - High Sticking
 - Interference/Goaltender Interference
 - Playing the ball with the hand
 - Throwing the Stick
 - Too Many People
24. Penalty shots will begin from center ice and must be attempted within 30 seconds of the call. The fouled player will take the shot. The team that is awarded the penalty shot will also be given possession of the ball following the penalty shot attempt, regardless of the outcome of the shot.
 25. Major penalties, which include any action that could possibly injure another player, will result in that player being ejected from the game, and possibly the tournament. The team that received the ejection will play the remainder of the game short-handed (3 vs. 4). Officials will determine major penalties and any minor penalty could potentially be elevated to a major.
 26. Fighting of any kind will result in an ejection from the tournament.
 27. Verbal abuse of officials or opposing players will result in a major penalty. This includes yelling, arguing calls and any obscene, profane or abusive language.