**2021 YLM State Tournament Rules**

View tournament schedule and results at **https://tourneymachine.com/R94221**

Games will be conducted using Minnesota Youth Rules, with the following modifications:

Pregame

* No time will be allotted for warm-ups on the game fields.
* Coaches will be certified before each game.
* Team captains will meet with the officials for coin toss. Winner picks either first alternating possession or the end they will defend in the first period.

Time factors – Pool Play

* Games will be two 16-minute running time periods with 4 minutes for halftime.
* The game clock will start at the scheduled time whether teams are ready or not.
* Penalty time is straight time (30 seconds and 1, 2, or 3 minutes) and runs unless there is an official’s timeout.
* No team timeouts during pool play.
* Overtime
	+ If the game is tied, teams will go immediately to a single 4-minute overtime period. Teams will play 10 vs 10.
	+ Teams defend the same goal as they defended in the second half.
	+ No team timeouts, no equipment checks.
	+ First team to score is the winner. If no team scores in 4 minutes, the game is recorded as a tie.

Time factors – Bracket Play

* Games will be four 10-minute running time periods. Timing will be done at each field.
* The last 2 minutes of the 4th period will be stop time if the goal differential is 2 goals or less.
* Halftime is 4 minutes. Quarter breaks, 1 minute.
* One 1-minute timeout per team per game is allowed in bracket play.
* The clock stops between periods, team timeouts, official’s timeouts, and whistle stoppages during last two minutes of the fourth quarter if game the goal differential is 2 goals or less.
* Penalty time is straight time (30 seconds and 1, 2, or 3 minutes) and runs with the game clock.
* Overtime rules:
	+ Overtime is 10 vs 10 with periods of 4 minutes played until a goal is scored.
	+ Teams will defend the same goal as in the 4th quarter for the first overtime. If multiple overtime periods are required, teams will change ends for each period.
	+ There will be a 1 minute break between overtime periods. This may be extended if warranted by the weather.
	+ No timeouts and no equipment checks in overtime

Equipment

* All standard equipment rules apply including mouth guard requirements.
* Officials will perform random equipment inspections at least once per half.
* Coaches may call for equipment inspections prior to the last three minutes of the game and only while clock is stopped.
* YLM provides balls for the end- and side-lines.

Seeding and Tie Breakers for Pool Play

* Teams are awarded 3 points for a win, 1 points for a tie, and zero (0) points for a loss.
* Points will be totaled for each team with the top two (2) teams in each pool participating in bracket play (Sunday).
* In pool play when two or more teams are tied based on points, the following tie breakers will be used in order. If more than two teams are tied, tie breakers will be used until 1 team is eliminated or promoted. If a team is eliminated, the remaining teams start again with the first tie breaker. If no team can be eliminated or promoted by 1-4, then a random draw will determine seeding for all tied teams.

1. Head to Head result (only applies if 2 teams are/remain tied)

2. Fewest Goals Allowed in pool play

3. Highest Goal Differential in pool play (8 Goal Max differential per game)

4. Fewest Penalty Minutes (counting only 1 minute or longer penalties)

5. Random Draw

Points of Emphasis and Rules Reminders

Ejections/Suspensions

* If anyone is ejected from a game they are done for the tournament and may be subjected to further discipline the following season.
* YLM reserves the right to suspend or eject any player, coach or spectator from the event site.