

TOURNAMENT RULES

General Rules

1. The **Official Rules of Ringette Canada** will apply.
2. Teams must be **ready to go on the ice ten (10) minutes before game time**. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. The game will be played as an exhibition.
3. **Score sheets are to be picked up at the control desk of the arena**. They are to be completed and signed by the coach at least fifteen (15) minutes before game time and returned to the control desk. Teams must declare goaltender(s), captains, alternate captains, and affiliate players on the gamesheet by indicating (G), (C), (AC), (AP).
4. In the case of conflict in uniform color, the **VISITING team** must change their uniforms.
5. There will be at least a two (2) minute break between halves.
6. In medal games, the home team is determined as per the EGRT schedule, not higher ranking.
7. Teams **MUST** declare **affiliated players** on game sheets by **indicating (AP) on the game sheets for which those players are used**. *It is the responsibility of the team to ensure that both "Ringette Alberta" and "Esso Golden Ring Tournament" affiliated player rules are followed*
9. **Length of Halves:**
 - AS 20 minute stop time with 2 minute buzzer
 - U101 20 minute stop time with no 2 minute buzzer
 - U102 & U103 18 minute stop time
 - U12 & U14 18 minutes
 - U16 & U19 20 minutes

The game clock will be dropped to 2 minutes when there is 5 minutes of ice time remaining
10. **Good sportsmanship** will be stressed throughout the tournament.
 - Any TEAM accumulating **MORE THAN 30 Penalty Minutes** in any ONE GAME, shall see the head coach or acting coach from that game **suspended for their next tournament game**. *(No grievances will be accepted)*
 - A **MATCH penalty** will automatically result in suspension from **all subsequent tournament games**.
11. **Game scores** will be displayed on the time clock, posted on website, and recorded for tie breaking procedures, with a **MAXIMUM SEVEN GOAL** difference.
12. Any team wishing to file a protest may do so by submitting their request in writing, along with \$250, to the Control Centre at the Northeast Sportsplex. Notification of a protest must be received within one hour of the incident occurring.



A grievance committee comprised of five members of the EGRT committee, Ringette Calgary Board and referee representative will meet to deal with any protests received. (If the protest is upheld the \$250 will be refunded).

No game protests involving referee judgment will be accepted.

THE REFEREE'S DECISION SHALL BE FINAL.

Player Affiliation Rules

For ALL Teams:

Game sheets are checked at the control centre for proper use of affiliated players. Teams are required to strike the names of players who are not participating in a game from the game sheet to ensure proper verification. When using an affiliate the name(s) of the player(s) and their jersey number must be clearly identified on the game sheet by writing "AP" or "AG, by their name.

The **Maximum** number of players listed on a game sheet:

NOTE: "players" includes goaltenders, skaters and affiliates.

When using no affiliates..... 18 players
When using affiliate(s) as skater(s) only..... 12 players
When using affiliate skater(s)
plus an affiliate goalie..... 13 players
When only using an affiliate goalie 18 players

For ALBERTA Teams:

Affiliate players must be registered on your TRF (team registration form) as per the Ringette Alberta Operating Policies and Procedures.

When using affiliate players, players 'dressed' and listed on the game sheet shall be:

- A. A maximum of 17 regular players if the only affiliate player 'dressed' is a goaltender
- B. A **maximum of 12 players** if any affiliate players other than a 'dressed' affiliate goaltender is listed.
- C. A maximum of 5 affiliate players in any one game

For OUT-OF-PROVINCE Teams:

- A. A team may have affiliated with it, a player (s) in a lower level of the same age group and or player(s) of the same level in a lower age group from within the same community or boundary. (For example, a U16A team may have affiliated with it, U16B players or U14A players. However, a U16B team may NOT have a U14A player affiliated with it)
- B. No more than five (5) affiliated players per game.
- C. The team using the affiliated player must have written permission from the coach of that player's regular team (without this permission the affiliated player will be deemed ineligible). We must also have a copy of the affiliate players' regular team provincial registration.

Modifications for the Active Start and U10 Divisions

Active Start Division will follow Ringette Calgary policy:

1. A maximum of one (1) coach from each team is allowed on the ice. The coach or designate who participates on-ice during a game is required to wear skates and CSA approved protective head gear.
2. Games will be full ice with referees.
3. Time will be posted on the scoreboard but scores will not.
4. Game reports will be used for full-ice games for the purposes of tracking the 3 goal limit.
5. No penalties will be called, but rather, the penalty will be explained to the offending player by the referee to facilitate learning of the rules.
6. No Goalie Equipment will be used other than a goalie stick. Goalies will change every shift. 6 players will go out for a line change – one of them will play in goal for that shift. The next shift a new player will play goal. Players will not play goal for an entire game.

U10 (all steps) will play a friendship series where all participants will receive a participation medal.

The structure will be random round robin. There shall be no overtime (a tie is a tie). Teams must change ends for the second period. Scores shall be posted on score clock with a maximum five (5) goal spread. When a penalty is called, the player is taken to the penalty box and the appropriate penalty will be served. Teams may not substitute for the penalized player. *****Max 3 goal limit per player**

• For the U10 Step 1 division:

1. No coaches are allowed on the ice;
2. Games are two 20 minute running time periods, with no 2-minute buzzer. Players are expected to make shift changes "on the fly".

• For the U10 Step 2 & U10 Step 3 divisions:

1. Games will be played according to standard ringette rules.
2. No shot clock to be used.
3. Games will be two 18 minute stop time periods

TOURNAMENT RULES for TIE BREAKING

Round Robin Team Standing Rules

POINT STRUCTURE - Teams receive **two (2) points for a win, one (1) point for a tie, and no (0) points for a loss.** At the completion of round robin play, teams will be ranked according to the total points in all games played.

Breaking of Ties in Team Standings

Note: Regardless of game score, only a SEVEN goal difference will be credited in applying these rules.

When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:

- A. In cases where the tied teams have played an equal number of games against each other, the **winner of more game(s) between each other during the round robin** will be declared the highest position.
- B. If still tied, teams shall be ranked according to the difference between goals for and against in **games between the tied teams in round robin play.** The team with the **highest positive difference** shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
- C. If still tied, teams shall be ranked according to the **least goals against** in games **between the tied teams** in round robin play. The team with the **least goals against** shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
- D. If still tied, teams shall be ranked according to the difference between **goals for and against in all games played in the round robin.** The team with the **highest positive difference** shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
- E. If still tied, teams shall be ranked according to the **least goals against in all games played in the round robin.** The team with the **least goals against** shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
- F. If still tied, teams shall be ranked according to the **highest ratio** of goals for divided by the sum of goals for plus goals against for games **between the tied teams** in round robin play. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
- G. If still tied, teams shall be ranked according to the **highest ratio** of goals for divided by the sum of goals for plus goals against **for all games** played in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
- H. If still tied, teams shall be ranked according to the **least total penalty minutes** for all games played in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, the team with the third least penalty minutes shall be next, etc.
- I. If still tied, teams shall be ranked according to the **time required to score their first goal** for all games played in the round robin. The team scoring the earliest goal shall be ranked highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked next, etc.
- J. If still tied, teams shall be ranked by a coin toss.

NOTE: Each step of the tie breaking rules shall apply to all teams involved in the tie.

ie. According to rule B, the White team has a difference of 5 goals, the Red team has a difference of 3 goals and the Blue team has a difference of 2 goals. White team shall be ranked highest, Red team next and Blue team shall be third among these tied teams.

If three (3) or more teams are involved in the tie, the tie breaking procedure shall only revert to A if teams are still tied after the application of subsequent rules. ie. According to rule B, the White team has a difference of 5 goals, the Red team and the Blue team are still tied at 3 goals difference. White team shall be ranked highest, revert to rule A to break the tie between the Red & Blue teams.

"WILD CARD" teams are determined by using the round robin standings (and tie breaker rules if required) to find the highest place team who did not qualify as 1st or 2nd in their pool.

Breaking of Tie Scores in Games

- If a **ROUND ROBIN** game is tied at the end of regulation time, each team will be awarded (1) **one point.**

If a **QUARTER, SEMI or FINAL** game is tied at the end of the second half:

The referee will determine how much time is left on the permit and determine what step of overtime will take place.

If the referee determines that time permits teams will play a **"four on four"** (plus a goaltender) **five (5) minute stop time SUDDEN VICTORY** overtime period:

- Penalties assessed in regulation time shall carry-over to the overtime period, if a team has one player serving a penalty, regular Ringette rules will apply and only 2 players will be allowed in the defensive zone. Possession of the ring will be determined by a coin toss.

If the referee determines that **time does not permit for an overtime period** OR, if **no goals were scored in the overtime period**, the winner of the game will be decided by a **Shoot-Out**:

- If an overtime period did not take place, a coin toss will determine the order of the shootout. The winner of the coin toss has the choice to shoot first or second. If there was OT, the team that lost the coin toss for OT will have choice to shoot first or second in the shoot-out.
- Coaches will have two (2) minutes to produce their list of shooters (including all skaters on the bench)
- Penalties do not carry over into the shoot-out.

Shoot-Out Procedure:

3 players for each team alternate shots. The winner is declared to be the team with the most goals for 3 players. The shootout will end if it becomes impossible for one team to score sufficient goals to tie the other team.

If it is still tied after 3 shooters from each team have shot, teams will continue one shooter at a time until a winner is determined. No shooter may shoot again until all players have shot. A winner is declared when one team scores and the other does not in sudden victory format.

* **If at any time during the shootout the referee determines there is no more time left on the permit and no winner has been determined, a coin toss will determine the winner.**

Time-Outs:

Each team is entitled to:

- ONE 30-second timeout per regulation game
- ONE additional 30-second timeout in overtime.