

2020 GCRA Tournament Rules

1. **The GCRA Ringette Tournament is sanctioned by the O.R.A. and therefore all O.R.A. rules will be followed unless otherwise specified.**
2. All members of the coaching staff must check in with the Arena Coordinator and sign the game sheets 30 minutes prior to game time.
3. Teams must be ready to go on the ice **TEN MINUTES PRIOR TO THE SCHEDULED GAME TIME** for all games. Coaches will be informed by the Arena Coordinator when signing in that the game may start early. Failure to be on the ice within 5 minutes of notification to begin the game may result in forfeiture of the game.
4. Two minutes will be allowed for on-ice warm-up for all games. This warm up will start as soon as the zamboni leaves the ice and it is each team's responsibility to have their players lined up and ready to take the ice. Team cheers will take place within this period. The timekeeper will buzz with 30 seconds left in the warm up, and teams who wish to do a cheer must proceed to their benches and complete their cheers at this time. Non-observance of this rule will result in a delay of game penalty. It is very important that we all do our part to keep the games on schedule.
5. Shot clock will be used for all divisions from U12 and above (Shot clock will not be used at U10 and below).
6. Play is stopped immediately when an injury occurs. In the event of injury to a goalie, that player is allowed up to 5 minutes to recuperate from the injury or to leave the ice. If the injured goalkeeper is replaced, that player may not return to the ice until the play has resumed.
 - i. If an alternate goalkeeper is dressed, that player must immediately replace the injured goalkeeper – no warm up is allowed. If no alternate goalkeeper is already dressed, an additional 5 minutes is allowed to dress and warm up a replacement goalkeeper.
 - ii. If the goalie receives a match or misconduct penalty a maximum of 5 minutes will be allowed to replace the goalie with an eligible teammate.
7. No unsportsmanlike conduct will be tolerated from the spectators or coaches. In the event that there is such conduct, the officials will ask this person to leave the building. If, after 3 minutes the person has not left, a penalty will be assigned to the team associated with the person who is at fault. If the person refuses to leave, the team with unsportsmanlike conduct may forfeit the game.

8. Please be advised we will be following the ORA tie-breaking formula, this is available for viewing at the trouble-shooting desks.
9. Games tied at the end of regulation play will be handled as follows:
 - i. Regular Round Robin Play – the game will remain tied with each team receiving one point.
 - ii. Final Game & any sudden victory semi-final games - sudden victory overtime - A coin toss will decide which team starts with the ring. The team winning the coin toss gains possession of the ring. The team losing the coin toss selects the net they want to defend. The game will proceed to sudden victory overtime (successive 15-minute periods with the first goal winning the game).
10. In the event that the goal spread reaches 7 or greater, the clock will be set to running time **during the second period only**. The clock will revert to stop time if the goal spread is reduced to six or less. For a final game, this will be up to the discretion of the tournament director in consultation with the coaches of the participating teams.
 - i. If the goal spread is 7 or greater, additional goals will be recorded on the score sheet but not posted on the scoreboard.
 - ii. If a penalty is called during running time, then the clock stops and restarts when play commences.
 - iii. The clock will stop for injuries or if a time out is called and restarts when play commences during running time as amended.
11. Flooding of the ice between games may be skipped, solely at the discretion of the tournament coordinator if the schedule is behind.
12. Bench staff may not receive medals.
13. Bench staff members are to walk around to get to their team benches and not walk across the ice surface.
14. Each team is responsible for providing a person for their respective penalty box.
15. No bench staff member is permitted on the ice without wearing a helmet. Helmets are required for attending to injured players.
16. Players are encouraged to skate by the opposing bench to shake hands with that bench staff after shaking hands with the opposing players.