



Welcome to the 2021 Indus Ringette Ice Angels Tournament!

Dear Coaches and Managers,

The Tournament committee would like to extend a sincere welcome to all the players, coaching staff and families who have come to play in our tournament! Here is some information and rules regarding the tournament weekend. You can also visit our website at: www.indusringette.ca/content/ice-angels-information.

1. Arena Locations

The tournament will be held at 2 arenas, please check your schedule carefully:

Chestermere Recreation Centre (201 West Chestermere Drive, Chestermere, AB)
www.chestermercrcra.com.

Indus Recreation Centre (225155 Range Road 281A A, Indus, AB). www.indusrec.ca.

2. Accommodations

For our out-of-town participants, we recommend booking one of the many Calgary hotels in the Southeast for closest access to the rinks.

3. Covid rules

Please visit the facility websites for both the Indus Rec Centre and Chestermere Rec Centre for their official covid-19 regulations. Both facilities have adopted the Restriction Exemption program.

Please be respectful of all staff and rules. Abuse will NOT be tolerated.

Should your team be unable to attend due to inability to meet covid protocols, the tournament committee will try to find a replacement team to reimburse costs. Should a replacement team not be found, no refund will be provided.

Spectators/Visitors: All spectators age 12 and older must have either a.) proof of vaccination, b.) a rapid negative covid test within the last 72 hours, or c.) legitimate exemption status. The rink will have staff checking this information. All entry and exits are to be through the main doors in each rink. Spectators are required to wear masks while in the rink.

Coach and Athlete Participants: Athletes who are participating in games are not required to provide vaccination proof. Coaches must have proof of vaccination as per Ringette Alberta standards. Coaches are expected to wear masks while on the bench.

Participants are to complete screening through their home association by following the Alberta daily health checklist or completing online RAMP health surveys which follow the checklist. The

tournament committee will not be collecting these checklists. Should individuals exhibit any symptoms of COVID-19, or test positive, they may not participate in any ringette-related activities.

4. Photography

One Shot Sports Photography will be on site shooting action photos and team photos of the players during the tournament. See their sample brochure for some of the available options for your teams. Some options include:

- Individual Action photos. A booth will be set up at the arena to view photos. All printing will be completed on site for you to take home with you.
- Team Action photos. A team flash drive with 100's of photos from your weekend can be ordered. A \$20 discount is being offered for prebooking a team flash drive. This option is of great value if a few parents or more are interested in purchasing photos from your team.
- Team photos. These photos will be taken on site in the hall and are a great memory of the event. A 20-minute booking is required for such a photo.

Due to current health restrictions, **photos will only be taken upon request**. To book, please contact Tammy directly at: lipsett@shaw.ca, or by calling 403-874-5108, or sign up at the photo booth at the rink, with a \$20 deposit, prior to the first game. Deposits will be applied to orders.



5. Activities

- Santa will be visiting the Active Start teams on Friday, Nov 26th!
- A virtual photo booth will be set up in Indus for some team fun, along with some other holiday themed activities in the adjacent hall. More details to follow.
- There are two playgrounds at the Indus arena and one playground at the Chestermere arena.
- Check out the Community Christmas Market on November 27th in the gymnasium located in the Chestermere Arena.

6. Raffles

The following items will be available for you to try your luck at winning:

- Many raffle baskets
- 3 liquor draws (wine, beer, and spirits)
- Progressive Virtual 50/50 – link to follow shortly
- Player name pull
- Silent Auction Items
- Loonie stick draw, lollipop pull and more!

7. Concessions & Restaurants

Indus Arena Catering - [Teams can order catered lunch from the Indus concession for Saturday Nov 27th](#), which can be picked up from the concession at your chosen time. The Indus Hall, which is connected to the rink, will be set up for team meals. [Please order no later than November 22nd](#). See attached flyer for food options.

Indus Concession - will be open Friday 5pm-9pm, Saturday 10am-6pm, and Sunday 10am-6pm.

Chestermere Concession - will be open Friday until 9pm for those playing on our first day.

Some additional recommendations for restaurants in both Langdon and Chestermere include:



8. Game Sheets & Rosters

Labelled game sheets will be provided for all games. If you haven't already, [please submit rosters by November 5th](#) with full names and jersey numbers so that ample time is provided to complete these sheets.

2021 Tournament rules

Tournament Format

Active Start teams will play 2 games in friendship format.

U10 Step 1/2 teams will play 3 games round robin friendship format.

U12 B/C teams will play 3 games round robin format. The top 2 teams will play for the divisional final and will be awarded medals (gold/silver). Point system: win = 2 points, tie = 1 point, loss = 0 points.

Pre-Game

Rules: We will follow the official Ringette Alberta rules as this tournament is sanctioned by Ringette Alberta.

Nets: All U10 games are played using small nets. U12 games will use large nets.

Bench Staff: must be certified as per Ringette Alberta guidelines and include one female over 18 years old. No more than 5 non-players (coaches, managers, trainers) will be allowed on the bench at one time. Bench staff must be certified as per Ringette Alberta.

Players: All players must be registered with Ringette Alberta or their respective provincial association.

Start of Play: Teams must be available to start tournament play any time after 11:00am Friday November 26th, 2021.

Welcome package: please check in at your first ice time for your team's welcome package.

Dressing rooms: will be posted on the screens in the lobby at the rink.

Game Sheets: Pick up the game sheets AND Heart and Hustle award 15 minutes before each game in the lobby. One bench staff member from each team must verify and sign the game sheet. Please double check your rosters. Teams must declare goaltenders (G), affiliated players (AP), and if applicable, any captains (C) and alternate captains (AC) on the game sheet. It is the responsibility of the team to ensure Ringette Alberta affiliated player rules are followed. Active Start will not use game sheets.

Affiliations: Teams using affiliates are required to strike the names of players who are not participating in a game from the game sheet to ensure proper verification. Affiliates are to be listed on game sheets with (AP) for affiliate player or (AG) for affiliate goalie. Teams must ensure that Ringette Alberta Affiliation Policy is followed (see policy 5.4.3 from the Ringette Alberta website for details).

- If affiliating as skaters only, a maximum of 12 players are allowed.
- If affiliating skaters plus an affiliate goalie, a maximum of 13 players are allowed.
- No more than 5 affiliate players are allowed in any one game.

Minor Officials/Volunteers:

Active Start - Teams designated as HOME shall supply 1 Clock Operator (buzzer and run clock only).

U10 Steps 1 & 2 - Teams designated as HOME shall supply 1 Clock Operator (buzzer and run clock only). Teams designated as VISITORS shall supply 1 Scorekeeper.

U12 B & C - Teams designated as HOME shall supply 1 Clock Operator and 1 Shot Clock Operator per game. Teams designated as VISITORS shall supply 1 Scorekeeper and 1 Penalty Box Operator per game. The tournament will provide volunteers for the final medal games.

Dressing Rooms: It is recommended that players come dressed as much as possible, and space out as much as possible to avoid crowding in change rooms. Parents/coaches are to tie skates on benches and chairs located in the hallways. Please try to arrive and leave dressing rooms in 15 minutes before and after games to provide space for the next team.

Jerseys: Teams are indicated in the schedule as HOME vs AWAY. The general rule for conflicting Jersey colours is that the visitors must change colour. In the event of a conflict and one team has two jersey sets while the opponents have only one, the team having two sets shall make the change regardless of their Home/Visitor status.

Game Time

Warm-up and Breaks: Teams will have 2 minutes to warm up prior to the starting of the game. Teams will not be permitted on the ice until the Zamboni doors are closed. There will be a 2-minute break between periods.

Game time:

Active Start - **2 - 18 min run time periods, played on cross ice. 90 second buzzers** will be used for changes.

Step 1 and 2 - **2 – 24 min run time periods, played on half ice. 90 second buzzers** will be used for changes.

U12B and U12C – **2 – 18 min stop time periods, played on full ice.**

Drop Time: if only 5 minutes remain in an assigned time slot, the clock will be reset to 2 minutes at the first stoppage of play.

Overtime: No overtime will be played in the event of a tie, except for U12 final playoff games.

Coaches: Coaches will be allowed to be on the ice for Active Start and Step 1 / 2 games in lieu of referees. Coaches must all wear CSA approved helmets and skates and cannot have a stick while on the ice.

Penalties: 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 the next tournament game. No grievances will be accepted. A match penalty will automatically result in a suspension from all subsequent tournament games.

Late Policy: Teams are to be ready to play 10 minutes before the start of the game. Teams not on the ice within 2 minutes of the referee's whistle to start the game will forfeit the game. Points will be duly awarded, and the game will be played as an exhibition game.

Scorekeeping: All goals will be entered on the game sheet (except for Active Start). However, the maximum difference in goals to be displayed on the scoreboard is 7 for U12 games.

Timeouts: Each team is entitled to one 30-second timeout per regulation. Each team is entitled to one additional 30-second timeout in overtime during playoff games only.

Fair play and sportsmanship will be stressed throughout the tournament. There is a 3-goal max per player for AS and U10 games.

Grievances: No game protests will be accepted. The decision of the referee or tournament committee is considered final.

Tie Breaking Procedures (U12 only)

After the completion of round robin play, teams are ranked according to the total points in all games played. When two or more teams have the same number of points after the round robin, teams will be ranked as such:

The winner of the most games between each other during round robin will take the highest position

IF still tied, the difference between goals for and against the tied teams will determine their position.

IF still tied, teams will be ranked on who had the least goals against the tied teams

IF still tied, the difference between goals for and against ALL teams will determine their position.

IF still tied, teams will be ranked on who had the least goals against ALL teams

IF still tied, teams will be ranked on who has the least penalty minutes.

IF still tied, the positioning will be determined on a coin toss.

The team with the higher ranking will be the HOME team in the playoff game.

These rules will apply to all teams involved in the tie. If there are more than two teams tied, the steps will continue for each combination until each team's ranking is determined.

If a playoff game ends in a tie, the teams will play a 5-minute stop time sudden victory overtime period (first team to score wins). Possession of the ring will be decided on a coin toss. Each team is allowed one additional 30 second timeout during this OT period.

If no goals are scored after the 5-minute overtime, the game will proceed to a shootout.

Coaches are to identify 5 shooters from each team

Home team shoots first. Teams alternate shooters until all 10 are complete.

The team with the most goals is the winner.

If still tied after the shootout, each team will submit another shooter for the next round. Each additional 1 on 1 round will continue until a winner is declared. Each additional shooter must be a new player and not one that has already participated in the previous shootout round.

Post-Game

Heart and Hustle Awards: After the game, players are to line up on their blue line. Coaching staff will pick one player from the opposing team and present the Heart and Hustle award. If there is less than 2 minutes left in game play, awards will be given off ice.

Game sheets: Make sure the scorekeeper, timekeeper and referees verify and sign the game sheet. Each team takes their copy (winning team, losing team). Please return the top white league copy to the check-in table in the lobby.