**2021 Tournament rules**

**TOURNAMENT FORMAT**

Active Start teams will play 2 games in friendship format.

U10 Step 1/2/3 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**

1. Rules: We will follow the official Ringette Alberta rules as this tournament is a sanctioned by Ringette Alberta.
2. Nets: All U10 games are played using small nets. U12 games will use large nets.
3. 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.
4. Players: All players must be registered with Ringette Alberta or their respective provincial association.
5. Start of Play: Teams must be available to start tournament play any time after 11:30am Friday November 26th, 2021.
6. Welcome package: please check in at your first ice time for your team’s welcome package.
7. Dressing rooms: will be posted on the screens in the lobby at the rink.
8. 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.
9. 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).
10. Minor Officials/Volunteers: Teams designated as HOME shall supply 1 Scorekeeper, 1 Shot Clock Operator (for U12) and 1 Penalty Box operator volunteer per game. Teams designated as VISITORS shall supply 1 Score Clock Operator and 1 Penalty Box volunteer per game. Note: only score clock operators will be required for AS games as game sheets and penalties will not be recorded.
11. Preparation: Please have your teams dressed and ready 10 minutes before each game to ensure that we stay on schedule. For teams playing half ice – it is recommended that players come dressed as much as possible to avoid crowding in change rooms. Please note that parents/coaches are to tie skates on benches and chairs located in the hallways.
12. 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**

1. 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.
2. Game time:
	1. Active Start - 2 - 18 min run time periods, played on cross ice. 3 minute buzzers will be used for changes.
	2. Step 1 and 2 - 2 – 18 min stop time periods, played on half ice.
	3. Step 3, U12B, and U12C – 2 – 18 min stop time period, played on full ice.
3. 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.
4. Overtime: No overtime will be played in the event of a tie, with the exception of U12 final playoff games.
5. 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.
6. 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.
7. 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.
8. Scorekeeping: All goals will be entered on the game sheet (except for Active Start that does not require game sheets). However, the maximum difference in goals to be displayed on the scoreboard is 5 for AS and U10 games, and 7 for U12 games.
9. 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.
10. Fair play and sportsmanship will be stressed throughout the tournament. There is a 3 goal max per player for AS and U10 games.
11. Grievances: No game protests will be accepted. The decision of the referee or tournament committee is considered final.

**TIE BREAKING PROCEDURES (playoff games only)**

1. 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:
	1. The winner of the most games between each other during round robin will take the highest position
	2. IF still tied, the difference between goals for and against the tied teams will determine their position.
	3. IF still tied, teams will be ranked on who had the least goals against the tied teams
	4. IF still tied, the difference between goals for and against ALL teams will determine their position.
	5. IF still tied, teams will be ranked on who had the leas goals against ALL teams
	6. IF still tied, teams will be ranked on who has the least penalty minutes.
	7. 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.

1. 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.
2. If no goals are scored after the 5 minute overtime, the game will proceed to a shootout.
	1. Coaches are to identify 5 shooters from each team
	2. Home team shoots first. Teams alternate shooters until all 10 are complete.
	3. The team with the most goals is the winner.
	4. 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**

1. 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, heart and hustles will be given to the opposing team off ice.
2. Game sheets:
	1. Make sure the scorekeeper, timekeeper and referees verify and sign the game sheet
	2. Each team takes their copy (winning team, losing team)
	3. Please return the top white league copy to the raffle table.

**COVID RULES**

1. Facility Requirements: Both Indus and Chestermere rinks have adopted the REP program. Therefore, please ensure that all attendees over the age of 18, and non-participants between the ages of 12-18 have either a.) proof of vaccination, b.) negative test within the last 72 hours, or c.) legitimate exemption status. The rink will have staff checking this information. All entry and exit are to be through the main doors in each rink. Please be respectful of all staff and rules. Abuse will NOT be tolerated.
2. Coach and Athlete Participants: Athletes under the age of 12 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.
3. Screening: 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, they may not participate in any ringette-related activities until symptoms resolve.
4. Positive Testing: Participants who test positive for COVID-19 are not permitted to attend games, training, or team activities for 10 days following the onset of symptoms.
5. Masks and Distancing: All spectators and minor officials must wear masks and socially distance while in the rink or volunteering in the scorekeeper’s box.
6. Cleansing: Every effort will be made to clean commonly used areas on a frequent basis. This includes bathrooms, tables, benches and seating areas.

\*Please see the facility websites for the official covid-19 regulations.