

West Coast Classic Ringette Tournament 2025

Tournament Rules

This is a Ringette BC Sanctioned event

1. Teams must be ready to go on the ice ten (10) minutes before game time. Teams not iced within two (2) minutes of referee's whistle being blown to start the game will forfeit the game. This is required to ensure the tournament stays on schedule. However, the game will be played as an exhibition.
2. Scoresheets are to be picked up at the tournament desk at the arena by the scorekeeper. They are to be completed and signed by all bench staff at least fifteen (15) minutes before game time. No additions can be made to rosters (players or bench staff) without an approved BCRA Team Adjustment Form that has been submitted online.
3. A maximum of 18 skaters may be dressed and on the roster for any game.
4. All home teams must provide a scorekeeper and timekeeper. Visiting teams must provide a shot clock operator. The Tournament Committee will provide a scorekeeper, timekeeper and shot clock for all **FINAL** games only for U14 and above.
5. In case of conflict in uniform colour, the **VISITING** team must change their uniforms. Referees will decide if there is a conflict in uniform colour.
6. All pre-game warm ups will be three (3) minutes.
7. All round-robin play is stop time unless the 1 hour time limit is reached. All divisions will be allocated two (2) 18 minute periods. There will be a two (2) minute break between halves.
8. Due to the large number of games and requirement to stay on schedule, all round-robin games have a set time limit of one (1) hour. The referees reserve the right to knock down the clock if time is running out prior to the 1 hour limit. When there is 5 minutes left in ice time, the clock may be put down to 3 minutes and the period finished utilizing stop time.
9. During semi-final and final games, game times shall not be reduced.
10. A Shot clock will be used in U12 to 18+ games.
11. A maximum of 3 goals per player per game will be allowed in the U10 and U12 division.
12. Game scores will be posted on the time clock, posted in arenas, and recorded for tie breaking procedures with a **MAXIMUM SEVEN GOAL DIFFERENCE** based on the losing teams score.
13. Teams will be credited with two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss during round robin play. Tie games will stand during round robin play. See tie breaking procedures in the event of a tie in standings between teams prior to semi-finals and finals.
14. In medal games, the higher place team shall be HOME.
15. Medals will be awarded to all U10 and U12 participants following their final game of the tournament.
16. No ties will occur in semi-final and final games. All ties will be decided by a 5 minute sudden victory overtime period. Ring possession to start will be determined by coin toss, with the home team calling the toss. Teams do not change ends.

If after one period of overtime the game is still tied, the game will be decided by a shootout. Coach makes a list of three shooters. Winner of the coin toss to start the overtime also starts the shootout. The teams will alternate shots until a winner is declared. The winner is the first team to reach a statistical win (i.e. team A has two goals after two shots, team B has no goals after two shots, Team B cannot statistically now win, so team A is declared winner before all shooters are finished). If the score is still tied after all six shooters are finished, the teams will alternate shooters in a "sudden victory" format. (i.e. if team A scores and team B does not score, Team A wins the game).

In the event of a sudden death shootout, the coach may only select and use as a shooter a player that has not participated in the shootout until all players (excluding goalies) have been utilized.

If a winner is still declared when all eligible players have participated in the shootout, the team may use any shooter they choose, but not continually.

17. Teams must declare goaltender(s), captain(s), and alternate captain(s) on the game sheet by indicating (G), (C), (AC).
18. Good sportsmanship will be stressed through the tournament. Any **TEAM** accumulating **MORE THAN 30** penalty minutes in any **ONE GAME**, shall see the head coach or acting coach for that game suspended for their next tournament game. (No grievances accepted). A **MATCH** penalty will automatically result in game suspension from all subsequent tournament games.
19. Any player or coach that is ejected from a game will get an automatic 1 game plus any further games as deemed appropriate by the rules committee.
20. Mercy Rule 1 – When a team is winning by 10 goals, the remainder of the game is running time. The losing team has the option to continue the game with stop time. The team leading by 10 goals is not permitted to pull its goalie in the last two minutes of the game, except for a delayed calling of a penalty. During run time, minor penalties will be 3 minutes and major penalties will be 5 minutes. Once run time has commenced, stop time will not be reinstated, regardless of the goal difference.
21. Mercy Rule 2 - If a team runs up the score by **more than a 10 goal difference** in any **ONE GAME**, they shall see the head coach or acting coach for that game suspended for their next tournament game. (No grievances accepted).
22. **THE REFEREE’S DECISION SHALL BE FINAL.**
23. Any team wishing to file a protest may do so by submitting their request in writing, along with \$100 cash to the Richmond Ringette Hospitality Desk. Notification of protest must be received within one hour of the incident occurring to enable sufficient time to deal with the protest. A grievance committee will meet to deal with any protests received (If the protest is upheld the \$100 will be refunded). No game protests involving referee judgment will be accepted.
24. Standings will be posted and available inside the Coliseum at the Ice Center as well as online. Please make sure your Coach or managers contact cell # is up to date so we can contact you throughout the tournament.