

Transcona Ringette Tournament Rules 2025

- If applicable, Transcona Ringette will follow Public Health Guidelines during tournament dates.
- If applicable, Covid Rules/Regulations for East End arena must be followed during tournament dates.
- All rules must be read and signed by a coach and sent back to the Tournament Director no later than **November 28th**.
- All fees must be paid on or before **November 28th**. No refunds will be given after **November 28th (unless division was cancelled)**.
- Team must be willing to play games at 5:00 pm if needed.
- The Official Rules of Ringette Canada will apply except for the Breaking of Ties in Games & Standings and as noted below. All participants must be registered with their Provincial Association.
- Unless approved by the Transcona Ringette Tournament Committee (TRT Committee) a team shall have a maximum of (18) eighteen players, and no less than (7) seven players. Teams may add temporary players to a maximum of **3** players to bring roster up to 10 skaters and one goalie and must be indicated on the game sheet as TP (temporary player). Temporary players must be from a team in the same division. **Any Temporary players must be approved by the TRT committee**, failure to do so may result in loss of the game. The TRT Committee has right to deny any temporary players.
- As **all U10** are winners, there will not be playoff games and medals will be handed out after last game (on ice if time allows it).
- U10– U19 Game length is two (2) 18-minute stop time periods with the exception of U16A/U19A, the length of games will be (2) 20-minute stop time periods. Running time may be used if behind schedule, at the discretion of the Tournament Committee or On Ice Officials U10 and U12 levels, a point spread of 10 goals or greater may result in a unsportsmanlike conduct penalty at the discretion of the on ice officials and /or minor officials.
- Home team is the **first team** noted on the schedule.
- Teams must be ready to go on the ice 15 minutes prior to game time. Penalty of 1 goal for every 3 minutes late. Tournament Committee may waive penalty if warranted.
- Home team to supply 2 game rings.
- In the case of conflict in jersey colour, the VISITING team is to change jerseys. If one team has 2 sets of jerseys and the other does not, the team with two sets changes.
- A seven (7) goal differential for/against shall be observed, including its use in any tie breaking formulas, which are applied.
- When a team is winning by seven (7) or more goals with less than five minutes to play, the balance of the game shall be played “running time”. Running time shall continue regardless of the number of additional goals scored.
- Point Structure – In round-robin play, teams receive five (5) points for a win, three (3) points for a tie, and zero (0) points for a loss. The team with the most points in each division will be declared the top team in that division. The second place team is the team having the second highest number of points. The top 2 teams will advance to the Gold Medal Final except for divisions having more than four teams, the top team in each subdivision will advance to the Gold Medal Final.
- Breaking of Ties in Games & Standings – see below
- Gold Medal Games – Overtime period will be **10 minutes**, stop time, sudden victory. Flip coin & winner chooses either ring possession or choice of end. If still tied – “Shoot Out”. - see below.
- Any roster additions, from Provincial Team Registration form, must be declared by the entering team and approved **in advance** of the start of the tournament by Tournament Committee. Failure to do so may result in a forfeiture of the games.
- Match penalty may result in suspension from tournament.
- No protests will be allowed.
- Score sheets are to be picked up at the control desk in the main lobby 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.
- The Tournament Committee reserves the right to change/alter/adjust the tournament schedule and any/all game times at any time.

Breaking of Ties in Gold Medal Games

1. All Gold Medal games will be played until a winner is declared.
 - a. If the score of a game is tied at the end of regulation time, there will be one **10-minute** overtime period, stop time, which will be sudden victory (i.e. the first team to score will be declared the winner).
 - b. If neither team scores during the overtime period, shoot out rules will apply.
 - c. Possession to start the overtime period will be decided by the tossing of a coin by an on-ice official. The team winning the toss can either choose ring possession or choice of end.
 - d. If the teams are tied after the overtime period, then the teams will proceed to a shoot-out to determine the winner. Please see the Shoot-Out Rules below.

Breaking of Ties in Standings

When two or more teams have an equal number of points after the completion of the round robin games, the highest of the tied teams will be determined in the following order.

- a) The winner of more game(s) **between each other during the round robin** will be declared the highest position.
- b) If still tied, the team having the **greatest positive difference between goals for and against in games between the tied teams in the round robin** will be declared the highest position.
- c) If still tied, the team having **the least total goals against games between the tied teams during the round robin** will be declared the highest position.
- d) If still tied, the team having the **greatest positive difference between goals for and against in all games during the round robin** will be declared the highest position.
- e) If still tied, the tied team with **the least total goals against in all games during the round robin** will be declared the highest position.
- f) If still tied, **a coin toss** will be used to break the tie.

Important Notes

1. This procedure shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts back to (a) above.
2. This procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and that team shall be dropped from the tie breaking procedure (i.e. the top two teams remain tied). In these cases, the procedure shall also revert back to (a) above in order to break the tie between those teams which remain tied.

Shoot out Rules for Gold Medal games

1. Each team selects 3 shooters **as soon as the OT is done. Give them to the referee to give to minor officials.**

If a player's penalty has not expired at the end of the OT that said player is ineligible to take part in the shootout until round 4 (fourth shooter if required) of the shootout.
2. **Home team decides** who (home or away) takes a penalty shot first, starting from center ice.
 - a. Shooter cannot enter crease with body or ring.
 - b. No rebounds are allowed.
 - c. Goalie starts in the crease and, may leave crease after the shooter crosses the blue line.
3. Teams alternate until both teams have taken 3 shots. The team with the most goals wins.
4. If still tied after the first 3 shooters, each team selects **1 NEW** shooter. If a team's shooter scores and the other team's shooter does not, then the tie is broken.
5. If still tied, continue selecting **1 NEW** shooter from each team until the tie is broken.

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I have read the rules of the Transcona Ringette Tournament 2025. I will follow the rules as outlined and am aware that failure to do so may result in forfeiture of the game. The game may be played as exhibition to be determined by the Transcona Ringette Tournament Committee however the score will show as the opposition winning with a score of 1-0.

Coach Name: _____
(please print)

Coach Signature: _____

Team Name: _____

Division: _____

Please sign and return to the Transcona Tournament Director on or before November 28th.

Thank you
Transcona Ringette Tournament Committee