

# Coach & Manager Package



## Annual Ring of Fire Tournament



November 10<sup>th</sup> to 12<sup>th</sup>, 2023





## **Welcome!**

On behalf of the Airdrie Ringette Association executive and our Tournament committee, I would like to welcome you to our community and wish everyone the best of luck in our annual Ring of Fire Tournament. I would also like to say "Thanks!" to the families and friends who have come out to support the players.

I also want to extend a heart-felt thank you to all our sponsors for making this event so successful. Their generous contribution helped make our vision a reality by helping to offset the cost of holding the Tournament. In addition, our tournament committee and our volunteers have worked for many months to offer us these week-end's activities. Without these volunteers and their strong sense of community spirit, hosting this event would not be possible.

During this tournament, we all look forward to seeing a great display of skill, competition, and teamwork in the true spirit of fun and good sportsmanship.

We have plenty to offer over our tournament weekend, including many exciting prizes. Don't hesitate to ask any of our volunteers, for directions or advice on where to eat, get skates sharpened or where to go shopping, they will be happy to help. The Tournament Committee is also here to assist you. Feel free to stop by the Tournament Office at Genesis Place Airdrie Autobody Room should you have any concerns or questions.

We look forward to three days of good competition, developing relationships and a fun filled weekend and we hope to see you again next year!

Best of Luck and Good Skill to All Teams!

Laura Poile  
Tournament Director



## **Ring of Fire Tournament Committee**

Amanda Flaman  
Clara Leblond  
Dawn Papp  
Jennifer Flemming  
Jessica Heck  
Kelie Risdon  
Kerry Sturby  
Kim Parfitt  
Laura Poile  
Lisa Wesner  
Rod Seiben  
Shelia Murphy  
Tara Bissell  
Tricia Stojke

The Airdrie Tournament Committee would like to thank all the players, parents, and many volunteers whose hard work and dedication have made this another successful Ring of Fire Tournament.

**A BIG “THANK YOU” TO ALL OUR REFEREES!**



## Thank You Sponsors!

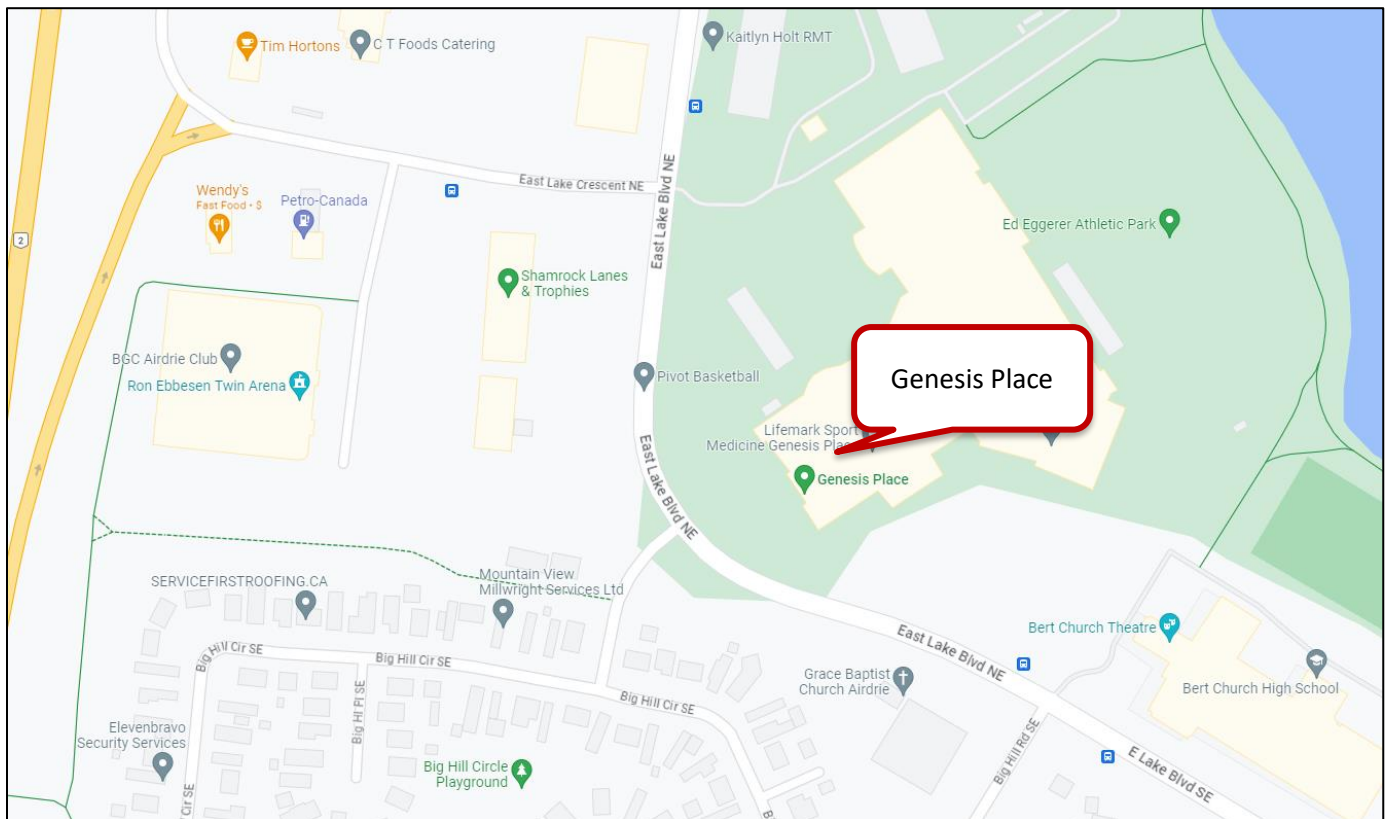




## Arena Location

**Genesis Place 800 East Lake Blvd. NE**

In addition to the ice surfaces, Genesis Place offers a swimming pool, gymnasium, soccer fields, a track, and a food court.





### **Team Welcome Gift**

Please remember to check in at the tournament registration table/office at the arena where your first game is held. The tournament volunteers will provide you with your team's welcome keepsake to hand out to the players on your team.

### **MVP Award**

The MVP award will be provided to all teams with the game sheet. The recipient is selected by the team's coach and presented by the opposing coach based on effort, team play, sportsmanship, and skill. The award will be presented on ice following the game.

### **Team Volunteer Requirements (Minor Officials)**

**The Home Team**, as listed on the game sheet, is required to provide a scorekeeper, timekeeper operator and a penalty box attendant.

**The Visiting Team**, as listed on the game sheet, is required to provide shot clock operator and a penalty box attendant.

Link to RAMP GameSheets Application Guide

<https://cloud.rampinteractive.com/blackgoldleague/files/RAMP%20GameSheet%20App%20Guide%5B5946%5D.pdf>

Youtube link to setting up and using GameSheets

[https://www.youtube.com/watch?v=pFrg\\_HYuNFI](https://www.youtube.com/watch?v=pFrg_HYuNFI)

Help will be available to those not familiar with GameSheets. Please ask a volunteer or ask at registration.

### **Banner Games Officials**

Airdrie Ringette Association in lieu of medals will be providing banners & a cash prize. 1<sup>st</sup> place \$200, 2<sup>nd</sup> place \$125, and 3<sup>rd</sup> place \$50. ARA's best intentions are to fill minor official duties (timekeepers, scorekeepers & shot clock operators) for the final games but please be prepared to fill these spots should we not be able to get volunteers. You are required to provide people for the penalty box.



### **Raffle Baskets**

Raffle Basket tickets will be sold Friday, November 10th through to Saturday, November 11<sup>th</sup> at 10:00pm at Genesis Place. Draws to take place Sunday morning at 10:00am.

### **Silent Auction**

Silent Auction items will be available for bidding at Genesis Place Arena ending Saturday, November 11<sup>th</sup> at 10:00pm.

### **Loonie Stick**

Will be available at Genesis Place Arena. Draw to take place Sunday morning at 10:00am.

### **50/50 Draws**

50/50 tickets will be sold via Rafflebox. Sign in to <https://www.rafflebox.ca/raffle/airdrieringette-nov10-2023> or there will be QR codes around the arenas to purchase your 50/50 ticket. 50% will go the winner, 25% to the association and 25% to the Airdrie Food Bank.





# AIRDRIE RINGETTE ASSOCIATION



## Tournament Schedule

### Airdrie Ring of Fire Schedule November 10-12, 2023

U16A	Home	Away	Date	Time	Location
U16A-01	U16A - Airdrie	U16A - CGY NW Pyro	Friday Nov 10	9:15am - 10:30am	Genesis (RockyView)
U16A-02	U16A - Red Deer	U16A - Airdrie	Friday Nov 10	1:45pm - 3:00pm	Genesis (RockyView)
U16A-03	U16A - CGY NW Pyro	U16A - Red Deer	Friday Nov 10	6:00pm - 7:15pm	Genesis (Shane Homes)
U16A-04	U16A - CGY NW Pyro	U16A - Airdrie	Saturday Nov 11	12:00pm - 1:15pm	Genesis (Shane Homes)
U16A-05	U16A - Airdrie	U16A - Red Deer	Saturday Nov 11	4:45pm - 6:00pm	Genesis (RockyView)
U16A-06	U16A - Red Deer	U16A - CGY NW Pyro	Saturday Nov 11	8:45pm - 10:00pm	Genesis (Shane Homes)
U16A-07	U16A - Gold (RR#1)	U16A - Gold (RR#2)	Sunday Nov 12	12:45pm - 2:15pm	Genesis (Shane Homes)
U16B	Home	Away	Date	Time	Location
U16B-01	U16B - Airdrie	U16B - St. Albert	Friday Nov 10	9:30am - 10:45am	Genesis (Shane Homes)
U16B-02	U16B - Leduc	U16B - Regina Prairie Fire	Friday Nov 10	10:45am - 12:00pm	Genesis (RockyView)
U16B-03	U16B - Regina Prairie Fire	U16B - Airdrie	Friday Nov 10	3:15pm - 4:30pm	Genesis (RockyView)
U16B-04	U16B - St. Albert	U16B - Leduc	Friday Nov 10	4:45pm - 6:00pm	Genesis (RockyView)
U16B-05	U16B - Airdrie	U16B - Leduc	Saturday Nov 11	3:15pm - 4:30pm	Genesis (RockyView)
U16B-06	U16B - St. Albert	U16B - Regina Prairie Fire	Saturday Nov 11	7:45pm - 9:00pm	Genesis (RockyView)
U16B-07	U16B Bronze (RR#3)	U16B Bronze (RR#4)	Sunday Nov 12	10:45am - 12:15pm	Genesis (RockyView)
U16B-08	U16B - Gold (RR#1)	U16B - Gold (RR#2)	Sunday Nov 12	11:00am - 12:30pm	Genesis (Shane Homes)
U19A	Home	Away	Date	Time	Location
U19A-01	U19A - Beaumont Rush	U19A - CGY NW Wild	Friday Nov 10	4:30pm - 5:45pm	Genesis (Shane Homes)
U19A-02	U19A - Airdrie Voltage	U19A - St. Albert	Friday Nov 10	6:15pm - 7:30pm	Genesis (RockyView)
U19A-03	U19A - Airdrie Voltage	U19A - Beaumont Rush	Saturday Nov 11	1:45pm - 3:00pm	Genesis (RockyView)
U19A-04	U19A - St. Albert	U19A - CGY NW Wild	Saturday Nov 11	3:00pm - 4:15pm	Genesis (Shane Homes)
U19A-05	U19A - CGY NW Wild	U19A - Airdrie Voltage	Saturday Nov 11	7:15pm - 8:30pm	Genesis (Shane Homes)
U19A-06	U19A - Beaumont Rush	U19A - St. Albert	Saturday Nov 11	9:15pm - 10:30pm	Genesis (RockyView)
U19A-07	U19A Bronze (RR#3)	U19A Bronze (RR#4)	Sunday Nov 12	12:30pm - 2:00pm	Genesis (RockyView)
U19A-08	U19A - Gold (RR#1)	U19A - Gold (RR#2)	Sunday Nov 12	2:15pm - 3:45pm	Genesis (RockyView)
U19B	Home	Away	Date	Time	Location
U19B-01	U19B - Airdrie Yellow	U19B - Buffalo Plains	Friday Nov 10	11:00am - 12:15pm	Genesis (Shane Homes)
U19B-02	U19B - Airdrie Blue	U19B - Beaumont Rush	Friday Nov 10	12:15pm - 1:30pm	Genesis (RockyView)
U19B-03	U19B - Airdrie Blue	U19B - Airdrie Yellow	Saturday Nov 11	12:15pm - 1:30pm	Genesis (RockyView)
U19B-04	U19B - Beaumont Rush	U19B - Buffalo Plains	Saturday Nov 11	1:30pm - 2:45pm	Genesis (Shane Homes)
U19B-05	U19B - Buffalo Plains	U19B - Airdrie Blue	Saturday Nov 11	5:45pm - 7:00pm	Genesis (Shane Homes)
U19B-06	U19B - Airdrie Yellow	U19B - Beaumont Rush	Saturday Nov 11	6:15pm - 7:30pm	Genesis (RockyView)
U19B-07	U19B Bronze (RR#3)	U19B Bronze (RR#4)	Sunday Nov 12	9:00am - 10:30am	Genesis (RockyView)
U19B-08	U19B - Gold (RR#1)	U19B - Gold (RR#2)	Sunday Nov 12	9:15am - 10:45am	Genesis (Shane Homes)





## RING OF FIRE RINGETTE TOURNAMENT RULES

November 10<sup>th</sup>-12<sup>th</sup>, 2023

As a Ringette Alberta Sanctioned event, the Airdrie Ring of Fire Tournament is proud to follow The Official Rules of Ringette Canada, except as modified below to suit this tournament.

1. Coaches are responsible for the actions of their player's parents and/or guests. Please have patience with our referees and know that ANY ABUSE (yelling, swearing or threats) towards the referees or staff, either during a game or throughout the arena *WILL NOT BE TOLERATED*. This type of behavior will result in an immediate expulsion from the arena, and possibly the tournament.
2. All teams must be available to start tournament play any time after 9:00 a.m. on Friday, November 10, 2023.
3. All players must be from one team and must be registered with their applicable provincial or zone body. Prior to playing their first game, all coaches/team representative(s) will be required to verify their roster by providing a copy of their Provincial Registration Form. Teams who do not provide their Provincial Registration Form will forfeit their game(s) until it is provided to the Tournament.
4. In case of conflict in uniform colors, the visiting team will be required to change uniforms.
5. Teams must be ready to go on the ice ten (10) minutes before game time. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. However, the game will be played as an exhibition game.
6. Game sheets are to be completed via RAMP GameSheets and signed by the coach at least fifteen (15) minutes prior to game time at the registration table. Goaltender(s), captains, and alternate captains must be declared on the game sheet by indicating (G), (C), and (AC). Teams are required to strike the names of players who are not participating in a game on the score sheet to ensure proper verification.



7. Teams must declare affiliated players on game sheets by indicating (AP). It is the responsibility of the team to ensure Ringette Alberta affiliated player rules are followed. When using affiliates, the name(s) of the player(s) and their jersey number must be written in the appropriate space on the game sheet. Game sheets will be checked for proper use of affiliated players.
8. All affiliate and/or overage players will be restricted to three (3) goals per game at U12, U14, U16 & U19 level; At U10 all players will be restricted to three (3) goals per game.
9. Each team will be required to provide minor officials for each game. The Home Team, as listed on the game sheet, is required to provide a timekeeper, scorekeeper, and a penalty box attendant. The Visiting Team, as listed on the game sheet, is required to provide a shot clock operator and a penalty box attendant. ARA will provide a timekeeper, a shot clock operator and scorekeeper for medal games.
10. Time-Outs: Each team is entitled to ONE (1) 30-second timeout per regulation game. Each team is entitled to ONE (1) additional 30-second timeout in overtime.
11. There will be a two (2) minute break between halves and a flood will be scheduled between all games.
12. Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures with a maximum SEVEN (7) goal difference.
13. If only five (5) minutes remain in an assigned time slot, the clock will be reset to two (2) minutes at the first stoppage of play. **GAMES MUST FINISH ON TIME!**
14. A MATCH PENALTY will automatically result in suspension from all subsequent tournament games.
15. Any team accumulating more than thirty (30) penalty minutes in any one game shall see the head coach or acting head coach for the game suspended for their next tournament game. No grievances will be accepted.



16.No unacceptable behavior (profanity, temper-tantrums, or verbal abuse of officials etc.) will be tolerated. This behavior will result in (at minimum) an unsportsmanlike penalty. A second offence in the same game by the same player will result in (at minimum) misconduct.

17.All referee decisions are final. There will be no appeals or discussions of appeals.

### **GAME FORMAT**

**U16** Two twenty-three (23) minute periods, stop time with shot clock play. Four Round Robin games. Top four teams in division standings will participate in medal rounds. (Subject to change based on number of teams accepted)

**U19** Two twenty-three (23) minute periods, stop time with shot clock play. Four Round Robin games. Top four teams in division standings will participate in medal rounds. (Subject to change based on number of teams accepted)

Please be advised that due to health and safety risks, it is MANDATORY that athlete's gloves must always stay on while they are on the ice. This includes during the customary post game handshakes.

*Banner presentations will be on the ice.*



### **ROUND ROBIN TEAM STANDING RULES**

Teams will be awarded points as follows:

Two (2) points for a win;

One (1) point for a tie;

Zero (0) points for a Loss.

If a Round Robin game is tied at the end of regulation time, each team will be awarded one point. At the completion of the Round Robin play, teams will be ranked according to the total points in all games played. Note: Regardless of the game score, only a seven (7) goal difference will be credited in applying tie breaking rules.

In banner games the higher ranked team shall be declared the home team.

### **Tie Breaking Procedures in Round Robin Team Standings:**

When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:

1. The winner of more games between each other during the round robin will be declared the highest position.
2. If still tied, teams shall be ranked according to the difference between goals for and against in games between the tied teams in round robin play. The team with the highest positive difference shall be ranked the highest; the team with the second highest positive difference shall be ranked next; the team with the third highest positive difference shall be ranked next, etc.
3. If still tied, teams shall be ranked according to the least goals against in games between the tied teams in round robin play. The team with the least goals against shall be declared the highest position; the team with the second highest goals against shall be next and so forth.
4. If still tied, teams shall be ranked according to the difference between goals for and against in all games played in the round robin. The team with the highest positive difference shall be ranked the highest and so forth.



5. If still tied, teams shall be ranked according to the least goals against in all games played in the round robin.
6. If still tied, teams shall be ranked according to the least total penalty minutes for all games played in the round robin. The team with the least penalty minutes shall be declared the highest position.
7. If still tied, teams shall be ranked according to the time required to score their first goal for all games played in the round robin. The team scoring the earliest goal shall be ranked the highest.
8. If still tied, teams shall be ranked by a coin toss.

NOTE: Each step of the tie breaking rules shall apply to all teams involved.

For example:

According to rule 1, if the White team has a difference of 5 goals, the red team has a difference of 3 goals and the blue team has a difference of 2 goals, White team shall be ranked the highest, red team next and blue team shall be third among these tied teams.

If three or more teams are involved in a tie, the tie breaking procedure shall only revert to rule 1 if teams are still tied after the application of subsequent rules. For example, according to rule 2, the white team has a difference of 5 goals, The red team and the blue teams are still tied at a 3-goal difference. White team shall be ranked highest, revert to rule 1 to break the tie between the red and blue teams.

#### **Tie Breaking Procedures in Banner Games:**

1. When a banner game is tied at the end of regulation play, a 2-minute break will be taken, followed by a five-minute, sudden victory overtime period.
2. Teams will not change ends for the overtime period.
3. Ring possession for the start of the overtime period will be determined by coin toss.
4. If a tie still exists at the end of the overtime period, a five-player shoot-out will decide the game winner. Home team shall shoot first.



5. Using the submitted shoot list, shooters will alternate, beginning with the designated home team.
6. The team that scores the greatest number of goals will be declared the winner.
7. If a tie still exists after the initial five player shoot-out, a single shoot-out, alternating format will begin with the designated home team.
8. The coach will select players for each round but cannot reuse players until all players have taken their turn in the shootout. Goalies and injured players are exempt.
9. The first team that scores in a round when the other does not will be the winner.

NOTE: Penalties assessed in regulation or overtime play shall carry-over to the next period

#### **Grievance Procedure:**

Should a team have a grievance; protests will only be entertained from a registered team staff member. Grievances must be submitted in writing to the Tournament Committee within 30 minutes of the game's completion. Each grievance must be accompanied by an appeal fee of \$200.00 in cash deposit. This deposit will ONLY be refunded if the grievance is won. The grievance committee's decision is final, and no further appeals will be entertained.

For questions, please e-mail: [tourney@airdrieringette.ca](mailto:tourney@airdrieringette.ca)

#### **Team Protocol**

1. Shaking Hands - At the end of each game, teams (including coaches) should line up on their respective blue lines and then proceed to shake hands at center ice followed by shaking the referee's hands.
2. Receiving Banners - The coaches will call captains and assistants to receive the banner, return to the team formation for photo opportunity. Microphones will be provided, where available.





## Injury Response Plan

There is always the potential for injury in all physical activities. Therefore, it is important to have an emergency action plan. The key to the emergency action plan is getting professional care to the athlete as quickly as possible.

**DIAL 911** - Airdrie is a 911 community.

**First Aid Kits:** Arena Staff, Team Staff

**Telephones:** Main Lobby, Arena Office, Cell Phones

**Addresses:** **Genesis Place Arena**

800 East Lake Blvd NE

Airdrie, AB T4A 2K9

### When Injury Occurs

1. Take control and assess the situation.
2. Remember the basic first aid rule: Do not move the injured athlete. If the athlete cannot start a movement herself, do not move the body part for them.
3. Tell bystanders to leave the athlete alone.
4. Leave the athlete's equipment in place.
5. Evaluate the injury. Once you have assessed the severity of the injury, decide whether further assistance is required. **If an ambulance is required DIAL 911.**
6. If an ambulance is not needed, decide on how to remove the injured athlete from the ice surface.

### Addresses for Hospitals

(\*Non-emergency transport only)

**Airdrie Urgent Care Clinic Open 24HRS - 403-912-8500**

604 Main Street S, Airdrie, Alberta, T4B 3K7

**Peter Lougheed Hospital in Northeast Calgary - 403-943-4555**

3500 26 Avenue NE, Calgary, Alberta, T1Y 6J4

**Foothills Hospital in Northwest Calgary - 403-944-1110**

1403 29 Street NW, Calgary, Alberta, T2N 2T9

**Didsbury Hospital in Didsbury, 20 minutes North of Airdrie on QE2 - 403-335-9393**

1210 20 Ave, Didsbury, AB