



RING OF FIRE RINGETTE TOURNAMENT RULES

February 9-11, 2024

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 7:00 a.m. on Friday, February 9, 2024.
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 and/or must verify teams via RAB game portal electronic game sheet.
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 and signed by the coach at least thirty (30) minutes prior to game time via the RAMP Game Sheet App. 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, a shot clock operator, and a penalty box attendant. The Visiting Team, as listed on the game sheet, is required to provide a scorekeeper and a penalty box attendant. ARA may provide a timekeeper, a shot clock operator and scorekeeper for finals.
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 U12 & U14 games.
12. Game scores will be displayed on the time clock, posted on RAB Game Portal and recoded 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

AS/U10S1/U10S2 Two TWENTY FOUR (24) minute periods, RUN time. Half Ice 3 on 3 format, AS will run as Cross Ice. Each team will provide a minimum of 1 on ice coach/official. Each team will also provide one timekeeper. Shifts will be 90 seconds and the ring will be given to the team with possession as a free pass or goalie ring at each buzzer

U10S3/U12/U14 Two eighteen (18) minute periods, stop time with shot clock play for U12/U14 Only. Three to four Round Robin games with top teams playing medal rounds. (Subject to change based on number of teams accepted)

Medal presentations will be on the ice.

ROUND ROBIN TEAM STANDING RULES (U10S3/U12/U14)

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 medal 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.



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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 Medal Games:

1. When a medal 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 games completion. Each grievance must be accompanied by an appeal fee of \$300.00 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