



2022-23 Ajax Pickering Ringette Tournament Rules

1. All participants throughout the tournament will stress good sportsmanship.
2. The Ringette Canada Official Rule Book shall be the Official playing rules except where otherwise specified in these rules. From U12B and up, Shot Clock Rules will apply.
3. Teams must be ready to go on the ice 10 minutes prior to the scheduled game time. Teams not iced within two minutes of the referee's whistle being blown to start the game will receive a delay of game penalty. Failure to ice a team within five minutes of notification may result in forfeiture of the game. The score of the game will be recorded as 7-0 for the non-forfeiting team. If forfeited, the game will be played as an exhibition game.
4. Shot clock and game clock will be operated by Minor Officials provided by Ajax Pickering Ringette Association.
5. A maximum of five team staff will be permitted on the bench for each team. In all age divisions except Open, the coach or assistant coach must be a female over the age of 16.
6. All games will consist of two 15 minute periods with the exception of U16AA, U19AA and 18+AA divisions which will consist of four 10 minute periods. There will be a 3 minute warm-up prior to the start of the game and a 1 minute break between periods. When the buzzer sounds for warm up to end, teams must proceed directly to their bench and prepare to ice their team for the start of the game. Teams failing to do so will be assessed a delay of game penalty.
7. No game protests involving referee's judgment will be accepted. THE REFEREE'S DECISION WILL BE FINAL.

8. During round robin play, teams will receive two points for a win, one point for a tie and zero points for a loss. The team with the most points in each pool or division will be declared the 1st Place team, the team with the second most points will be declared the 2nd Place team of their respective pool or division.
9. Regardless of the game score, only a seven goal difference will be used when applying the Tie Breaking Rules. In the event the goal spread of a game reaches seven or greater, the clock will be set on running time during the 2nd period only. The clock will revert to stop time if the goal spread is reduced to six or less.
10. During round robin play, if a game is tied at the end of regulation time, it will remain a tie. If a game is tied at the end of regulation time in a semi-final or final game, the teams will play regulation length sudden victory stop time periods until a winner is declared. Possession of the ring to start overtime period will be decided by a coin toss; the winner of the coin toss will receive possession of the ring to begin overtime play, the loser of the coin toss will get to choose which end to defend to begin overtime play. There will be a one minute break prior to the first sudden victory overtime period and subsequent sudden victory overtime periods.
11. Please see the Ringette Ontario Tie Breaking Rules for tournament tie-breaking formula.
12. Flooding of the ice between games may be skipped, solely at the discretion of the tournament convenor, if the schedule is behind.