



2023 BNWR IceBreaker Tournament Rules

IceBreaker is a Ringette BC (RBC) Sanctioned Tournament - All RBC rules apply.

1. Teams must be ready to start 10 minutes before the game time and be ready to start playing within 5 minutes of the game start time. In the event of unforeseen circumstances that affect a team's ability to start their game within 5 minutes of the scheduled start or adjusted starting time, the on-ice officials shall declare a default. The Tournament Directors will make a decision to reschedule or not based only on exceptional circumstances as outlined in Section 2.5 (a) of the RBC Policy Manual.
2. There shall be no more than five (5) team staff allowed on the bench at any one time. At least one female head or assistant coach must be on the bench (must be 18 years of age or older if only female on the bench or is the Head Coach). Please note that having a female manager on the bench and no female coach is NOT sufficient. Bench staff are required to be certified in RBC's Prevention in Motion program or equivalent certification program.
3. All games will be one hour in duration and will be given a 3 minute warm up and a 1 minute half time.
4. All divisions will play two 18 minute periods. BCRA rules stipulate that ice times should be at least 1.0 hour in length; finals in the U14,U16, U19, 18+/ Open and Masters divisions will have 1.25 hour ice times where possible. Please check your ice times prior to the game. If time is running over, the referees and tournament directors hold the right to cut the clock. Game completion round robin and cross-over games: in the last five minutes of ice time, the game time shall be reduced to 2 minutes of stop time. Minor officials should note on the bottom of the score sheet the game time when the clock was reduced.
5. Teams entering the tournament must compete in all scheduled games or will be disqualified from further tournament play (exceptional circumstances exempt). Defaulted games will result in a 0-7 Forfeiture.
6. Every division except for FUN 3 (Novice) and Masters will play with a shot clock.
7. In the spirit of fair play, the 3 goal per player rule will be in effect for all non-tiered divisions. Fun 3 (U10) and U12.
8. For all Round Robin Games and Semi-Final Games:
 - Home team shall supply an experienced Shot Clock and Scorekeeper
 - Visiting team shall supply an experienced Time Clock Operator
 - Scorekeeper is responsible for picking up the game sheet 10 minutes before the game and returning the completed sheet from/to the Tournament Table.
9. Teams must wear their designated colours, as outlined in Appendix B of the RBC Policy Manual. In the event of a conflict, as determined by the on-ice officials, the Away team must change jerseys.

10. Ties will stand in round robin play. Wins will be awarded two points, ties will be awarded one point and losses will be awarded no points. All points will be calculated for final standings in which the first place and second place teams in points in the round robin will play a final game for medals. The team with the most points will be home while the 2nd will be the visitor.
11. Score sheets must be signed/initialed by at least one team staff member participating behind the bench no less than 15 minutes before a game time and may be picked up after the game at the tournament table.
12. For U14-Masters: Captains, Assistants and Goalies must be marked on your game sheets prior to the game. For U12 and FUN3 (U10) goalies must be marked but captains are optional.
13. **In U14, U16, U19, +18 and Masters divisions no more than a 7 goal spread shall be posted on the scoreboards or used in tie breaking calculations.** Tie Breaking rules are available in the tournament office and on the BNWR website.
14. **In FUN 3 and U12 divisions, no more than a 5 goal spread shall be posted on the scoreboards or score displays.**
15. If a team wants to make a grievance, it must be made no later than 2 hours after the incident and must be made with a \$100 deposit.
16. No Changes may be made to your roster at the tournament without RBC approval. (It's okay if an athlete or team staff does not attend as long as minimum requirements for athletes and teamstaff are met)
17. Players may only play on one team during the tournament and may not be called up to assist for another team/ division.
18. Some teams have been granted permission to exceed the 18 player rule per team and as such may have as many as 22 people on their roster registered to play at the tournament. Regardless of the number of players on a team, no more than 18 players can be dressed for each game and listed on the roster for each game. Once the roster has been submitted at the beginning of the game, it cannot be changed over the course of the game.
19. In the semi or final games, in the event of a tie, the teams will play a third overtime period - sudden victory – a 5 minute period for all divisions. A coin toss called by the teams' captains will decide the first ring. If there is still no winner there shall be a best of 3 shoot-out. If still tied the teams shall pick 3 more skaters and so forth. Teams must use all rostered players before using the same shooter again. Time outs will carry over in overtime.
20. Good sportsmanship will be stressed throughout the tournament. Ringette Canada and LMRL rules apply as this is a RBC sanctioned event. Any player assessed a total of ten minutes of penalty time during a game, including overtime, shall be ejected from the game. The ejected player's remaining penalty minutes will be served by a teammate. Any team accumulating more than 30 penalty minutes in any one game, shall see the head or acting coach, suspended for the next tournament game (no grievance accepted). A match penalty will automatically result in the suspension from all subsequent tournament games. All match penalties are reviewed by RBC and athletes may be assessed additional suspension time. The athlete or teamstaff who received the match penalty may not participate in RBC events (practices, team events, games, leagues or tournaments, training camps) until RBC has declared the

suspension over.

21. Mercy rule – 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. If the losing team scores on themselves (ie Goalie throws ring in net) that goal is not counted in the 10 goal tally. This occurrence should be noted on the score sheet. (No grievances accepted).
22. **The IceBreaker Tournament welcomes player participants (athletes, coaches, officials, spectators and administrators) of every race, gender and ability. All coaches, players and spectators are expected to display good sportsmanship at all times as outlined in the code of conducts included in your tournament package and displayed at the tournament sign-in tables. Teamstaff are responsible for communicating the code of conduct rules to their spectators. Unsportsmanlike comments and actions will not be tolerated and may result in expulsion from the arena or tournament. This applies to all participants anytime they are at a tournament venue. Tournament and on-ice officials have the authority to ask any participant including spectators to leave the premises under the occupiers act of BC and facility contracts. Unsportsmanlike incidents will be reported to RBC for follow up. Police reports will be made in the event of: Any Kind of Violence or threat of violence and hate language related to those rights protected by the Canadian Charter of Rights and Freedoms.**
23. **Spirit of Fair Play: All on-ice calls are final (no grievances). Athletes shall play with the spirit of the game in mind and not to the ability of the official (intend to play by the rules and with integrity)**



2023 BNWR IceBreaker Tournament Tiebreaking Rules

- A. Tie games will stand in round robin play. Teams will receive two (2) points for a win, one (1) point for a tie, and zero points for a loss
- B. Breaking of ties in standings:

NOTE: In ii), v) and vii) the maximum difference (spread) between goals for and goals against that will be counted per game is SEVEN (7) goals.

- i. The maximum goals FOR that will be counted per game is seven (7) more than the goals

AGAINST.

- ii. If a team(s) has forfeited a game, that team(s) shall be given the lowest position(s) amongst the tied teams. The score of a forfeited game shall be 7-0.
- iii. The procedures will be followed in sequence until the tie is broken and the teams are ranked in sequence.
- iv. The procedures, in most cases, will declare the team(s) in individual rankings. However, in some cases teams may be tied within the rankings (i.e. in a four way tie for first in a round robin, the procedures could place a team clearly in first, two teams tied for second/third and one team in fourth). In these cases, the procedures shall revert back to i) in order to break the tie between teams, within ranking positions.
- v. When two (2) or more teams have an equal number of points after the completion of the round robin games, the ranking of the tied teams will be determined in the following order:

1. The teams will be ranked in order of the winner(s) of more games between each other during round robin play. The tied teams MUST have played each other or the procedure starts with v) unless one of the tied teams have beaten all other tied teams in which case that team is ranked highest and the procedure reverts back in order to break the tie within the remaining ranking positions.
2. If still tied, the teams will be ranked in order of the largest (positive) net difference between goals FOR minus goals AGAINST in the games between the tied teams.
3. If still tied, the team(s) will be ranked in order of the most goals FOR in games between the tied teams. The maximum goals FOR that will be counted per game is seven (7) more than the goals

AGAINST.

4. If still tied, the teams will be ranked using the following formula in games between the tied teams: goals for (+plus) goals against (/ divided by) goals against.
5. If still tied, the teams will be ranked in order of the largest (positive) net difference between goals FOR minus goals AGAINST in games against all teams.
6. If still tied, the teams will be ranked in order of the most goals FOR in games against all teams.
7. If still tied, the tied teams will be ranked in order of the least total goals AGAINST in games against all teams.
8. If still tied, the teams will be ranked in order by applying the formula in iv) to all games.
9. If still tied, the teams will be ranked in order of the fewest penalty minutes in games against all teams.