

20th Annual Charlottetown Thunder Ringette Tournament
January 11-14, 2024
Tournament Rules

1. The rules set forth in *Ringette Canada Official Rules and Case Book* will apply, unless modified by these Tournament Rules.
2. No additional players can be added to a team's roster after December 21, 2023. The tournament committee will review exceptions on an individual basis.
3. All games will be played at the CARI Complex, Cody Banks Arena, and Simmons Sport Centre, in Charlottetown, Prince Edward Island.
4. Game sheets are to be verified and signed by one bench staff member before the start of each game. In most cases the players' names will be on stickers on the game sheets. All copies of the game sheet are to be verified, and signed. At least one of the team staff on the bench must be a female 18 years of age or older. The team will be provided with their dressing room key after score sheet verification, or as it becomes available. This verification will take place in the Tournament Office located in CARI at the end of the upper corridor between the Arenas, at the Cody Banks Arena upstairs office (near the canteen), at the Simmons Sport Centre Abbie's Room. Game sheets for the Under 8 Division will be required to be completed, although no scores will be entered onto the sheets.
5. At the time of verifying the game sheet for the first time, in the Tournament Office located at the CARI Complex, Cody Banks Arena, Simmons Sport Centre :

The team will provide the Tournament Office with a cell phone number of a team representative that can be used on a 24-hour basis throughout the tournament;

The team releases the organizers and sponsors of the 2024 Charlottetown Ringette Tournament from any liability caused by injury or accident which may be incurred by the team or its members or its bench staff, while participating in the tournament;

The team agrees to be responsible for any damage to dressing rooms and other arena facilities; agrees to report any damage to a tournament official before using the

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assigned dressing room; agrees they will leave the dressing room locked and in a clean and tidy condition – and not allow any other team into the dressing room;

The team acknowledges that the tournament organizers are not responsible for any loss or theft of any items left in dressing rooms, and;

The team acknowledges that the tournament rules have been read and understood.

6. Teams must be ready to go on the ice ten (10) minutes before the scheduled game time. Please check the schedule carefully. Teams will have two (2) minutes to warm up prior to starting the game. Warm up will commence when the first team enters onto the ice surface. Teams will not be permitted on the ice until the Zamboni doors have closed.
7. **In the U12, U14, U16U19 and 18+ divisions, the HOME team will provide an experienced shot clock operator during the Round Robin Games. For all playoff games - the Tournament committee will make the best effort to supply a neutral shot clock operator, however, if an appointed shot clock operator is not available the HOME team MUST be prepared to provide.**
8. The general rule for conflicting Jersey's (same color as determined by the referees) is that the visitors must change colors. In the event of a conflict of sweater colours and one team has two sets of sweaters while the opponents have only one, the team having two sets shall make the sweater change, regardless of their Home or Visitor status.
9. In the event of a team arriving late for a game, a five (5) minute grace period will be given. If after the 5 minutes grace period, the team arriving late is able to ice the required number of players (6) to start the game, the game will begin but the offending team will

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be assessed a “Delay of Game” penalty. Failure to have the required number of players present before the end of the game will result in a default of the game. In the event of a default, a score of 7-0 will be awarded. If both teams fail to ice a team, no points in the standing will be awarded and a 0-0 score will be posted. A defaulting team may appeal to the Tournament Appeals Committee who will determine how the outcome of the game is to be posted, or if any changes are to be made to how the outcome of the game has been posted.

10. All goals will be entered on the game sheet (with the exception of the U8 Division), but the maximum difference of goals to be shown on the scoreboard and in determining standings will be seven (7) goals more than the lower team’s total. This will be the Official Score.
11. Standings at the end of preliminary games will be determined by awarding two points for a win, one point for a tie and zero points for a loss. For the purpose of the breaking of ties in the standings, the formula as set out in *Ringette Canada Official Rules and Case Book* “Breaking of Ties in Standings” will be used.
12. Each team will play a minimum of three games. Playoff games are based on the number of teams in the age division and the availability of ice for the Tournament. See # 25.
13. All games in the Tournament will consist of two fifteen (15) minute stop time periods except U8 division. No overtime will be played in round robin games. In the event of a seven goal spread during the playing of the second period (e.g. 9-2), the game will continue using running time during the period of time in which the seven goal spread continues. If the goal spread drops below seven (e.g. 9-2 becomes 9-3), the game reverts to stop time, and so forth. During running time, penalties remain the same length, but should not start until play commences with the whistle from the referee.

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Games in the Under 8 Division

All teams will play by regular ringette rules with the following exceptions:

Game clock will be set to 36 minutes for each game;

Play will be halted every two minutes for a line change – the buzzer will sound and the clock will stop until lines have been changed;

Referee will initiate play by placing the ring on either blue line dots or in the free play circles in the end zones with players outside the free play line similar to goalie rings;

All games will ½ ice games;

Play is 4 on 4 with an additional player in the net, it is recommended that the player in net change each shift and only a goal stick be used (ex: goalie pads should not be used). This will not apply if a team does have a full time goalie;

Dividers should be placed across centre ice red line when available;

Each centre ice net will be roughly 5 feet from the centre (from the dividers) to allow players to go behind their respective net;

The “thin red” free play line will act as the blue line, ring to be passed across;

A goal crease will be painted on each centre ice goal;

On a goalie ring, the defending team must clear the zone (all players on the team without the ring must be beyond the free play line);

One referee will be used (per half) to call carrying the ring across the line and crease violations;

Coaches can be on the ice to keep play moving, assist players and ice setup (dividers, crease etc) but must wear a helmet;

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Teams will be required to share benches and most likely be required to share dressing rooms;

No goals will be recorded and no penalties will be served;

Any four in the zone will not be called.

15. **In the event of a tie during playoff and final games, sudden victory overtime will immediately commence with one (5) minute period. A coin toss will determine first possession of the ring in overtime. Teams WILL NOT be required to switch ends. In the event the game is still tied at the end of the overtime period, a shoot-out will be used to determine the winner.** The team winning the overtime coin toss will have the choice of shooting first or second. The shoot-out will consist of three players from each team. The team with the most goals after these three attempts will be declared the winner. If after three attempts the score remains tied, the shoot-out will continue until one team has more goals after an equal number of shots, with each team required to utilize their entire roster (goalkeepers excepted) before starting over. **Please note that each team can have 1 timeout in the overtime period.**

16. Home team for championship games will be as outlined in the schedule.

17. If a match penalty (**unless match issued under rule 18.1.f checking from behind...will carry an automatic 1 game suspension for 1st offence, if there is a 2nd offence then that player will be suspended for remainder of tournament**) or two misconduct penalties are assessed against a player, s/he will be suspended from any further participation in the tournament. Suspended players must be listed on the game sheet and identified as "suspended," but will not be permitted on the bench during any subsequent game.

18. No game protest will be accepted. All on-ice decisions and applications of the playing rules will be final. Player eligibility grievances and defaults will be determined by the Tournament

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Appeals Committee, whose ruling will be final. As this is a “house league” tournament, all teams may be required to produce a copy of their Ringette Canada Team Registration Form, if necessary, in order to prove player eligibility.

19. The tournament committee reserves the right to adjust game duration as deemed necessary to remain within the overall tournament times.
20. No more than two (2) male players from one team may be on the ice during playing time of a game. Violation of this rule will result in an “illegal Substitution” penalty. A second violation in the same game will result in forfeiture of the game by the offending team.
21. **Goaltender substitution/replacement. Where required to seek an alternate goaltender due to injury or any other situation, the team affected should make contact with the Tournament Chair to determine an appropriate replacement. In most cases teams will be required to use the following process: 1) Goaltender from their own association from a lower age group; 2) Goaltender from their own association from the same age group; 3) Goaltender from any association from the same age group.**
22. **Coaches and managers are on notice that they are responsible for providing their own first aid services at all sites during the Tournament.**
23. Dressing rooms are assigned as per the schedule and posted at the top of the stairs to the dressing rooms at the CARL and in the lobby of the Cody Banks and Simmons arenas. Dressing rooms are to be left clean and tidy, and locked when vacated by the team following their game. No players for a succeeding game should be allowed into a dressing room. If any team has a complaint regarding a dressing room when they unlock and enter it, no person should be permitted into that room until a

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Tournament Official has had the opportunity to view the situation. Complaints regarding a dressing room should be immediately referred to the Tournament Office. Dressing room keys will be returned to the Tournament Office following the game and completed game sheets will be provided at that time. Car keys or other suitable collateral will be required to obtain dressing room keys.

24. Parents and other spectators are strictly prohibited from being on the ice at any time. The official rink photographer, or such other person as may be designated by the tournament committee, will be permitted on the ice for championship game medal presentations. Team staff are expected to refrain from crossing the ice to reach the team benches. If this is not possible due to arena configuration, staff should use the closest gate and walk along the boards to arrive at their bench.

25. SCHEDULE AND PLAYOFF FORMAT

The breaking of ties for standings in all divisions will follow the format as outlined in the *Ringette Canada Official Rules and Case Book*. The procedure will be followed in sequence until a tie is broken, i.e. one team is eliminated from the tie, and then it reverts back to the first step and so forth. In most cases this procedure will declare the highest team, but in some cases it may declare the lowest team and that team shall be dropped and then start over. In ALL cases the maximum difference between goals for and goals against in each game is seven (7) goals.

Under 8 Division: 14 teams in 2 Pools of 5 and 1 Pool of 4 playing 3 games with no standings, playoffs or championship.

Under 10 Division: 11 teams in 2 pools, Pool A 5 Teams - 3 games played within their pool, 1 team to play 4 games, 1st game of tournament for the team playing 4 games will only count for their opponent, unless the two teams become involved in a

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tiebreaker that only includes the 2 teams, Pool B 6 Teams with 3 games round robin play within their pool.

The 1st and 2nd place finishers in each pool will advance to the playoff round. Games to be played - Pool A 1st place vs Pool B 2nd place, Pool B 1st Place vs Pool A 2nd place with winners advancing to the division Final

Under 12 Division: 7 teams in 1 pool, 3 games played within their pool, 1 team to play 4 games, 1st game of the tournament for the team playing 4 games will only count for their opponent, unless the two teams become involved in a tiebreaker that only includes the 2 teams.

The top 4 teams will advance to the playoff round. Games to be played - 1st Place vs 4th Place, 2nd Place vs 3rd Place with winners advancing to the division Final.

The 30 second shot clock will be used for all round robin and playoff games. For Pool play it is the HOME Team's responsibility to supply the shot clock operator.

Under 14 Division: 7 teams in 1 pool, 3 games played within their pool, 1 team to play 4 games, 1st game of the tournament for the team playing 4 games will only count for their opponent, unless the two teams become involved in a tiebreaker that only includes the 2 teams.

The top 4 teams will advance to the playoff round. Games to be played - 1st Place vs 4th Place, 2nd Place vs 3rd Place with winners advancing to the division Final.

The 30 second shot clock will be used for all round robin and playoff games. For Pool play it is the HOME Team's responsibility to supply the shot clock operator.

Under 16-19 Division: 13 teams in 2 pools of 4 (A,C), 1 pool of 5 (B). Pools A & C to play round robin within their pool for 3 games. Pool B each team to play 3 games within their pool, with 1 team to play 4 games. The 1st game of the tournament for the team

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playing 4 games will only count for their opponent, unless the two teams become involved in a tiebreaker that only includes the 2 teams.

The 3 pool winners and 1 Wild Card will advance to the playoff round. Games to be played - Seed # 1 vs Wild Card, Seed # 2 vs Seed # 3 with winners advancing to the division Final.

The 30 second shot clock will be used for all round robin and playoff games. For Pool play it is the HOME Team's responsibility to supply the shot clock operator.

18+ (OPEN) Division: 7 teams in 1 pool, 3 games played within their pool, 1 team to play 4 games, 1st game of the tournament for the team playing 4 games will only count for their opponent, unless the two teams become involved in a tiebreaker that only includes the 2 teams.

The top 4 teams will advance to the playoff round. Games to be played - 1st Place vs 4th Place, 2nd Place vs 3rd Place with winners advancing to the division Final.

The 30 second shot clock will be used for all round robin and playoff games. For Pool play it is the HOME Team's responsibility to supply the shot clock operator.

26. The **"WILD CARD"** team(s) **if required** will be determined using the following formula:

- Once the pool winners have been decided, the "wild card" team(s) will be the team with the most points earned in the round robin games.
- If two or more teams remain tied, the team having the greatest positive difference between goals for and goals against in the round robin games will be declared the "wild card" team(s).
- If still tied, the team having the fewest total goals against in round robin games will be declared the "wild card" team(s).

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- If still tied, the team with the most goals scored in round robin games will be declared the “wild card” team(s). Goals scored are defined as being only the goals that are reflected in the "Official Score" which can only be by a maximum 7 goal spread.
- If still tied, the team with the earliest time of their first goal in their first game will be declared the “wild card” team(s).
- If still tied, a coin toss will be used to break the tie.

27. Charlottetown Ringette Association is a member of Ringette PEI and abides by all policies & procedures of RPEI. Ringette PEI has updated several sections of its Policy & Procedures related to Automatic Suspensions for Game Incidents:

28. When a team leaves the ice or refuses to start play as per Ringette Canada Rules, all bench staff indicated on the game sheet will receive a minimum 5 game suspension. Said team will also be subjected to a \$250.00 minimum fine. All players and team staff will be suspended indefinitely until the fine is paid in full by team, association or provincial body.

29. When a team withdraws, fails to show or drops out of a tournament within 7 days of the tournament start, all team staff indicated on tournament registration form or game sheet will receive a minimum 5 game suspension. Said team will also forfeit the tournament fee and be subject to an additional fine equivalent to the value of the tournament registration.

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- 30. Ringette PEI will uphold all suspensions, sanctions or disciplinary actions in ringette across international, national and provincial governing bodies.**

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