

COACH AND MANAGER PACKAGE

March 24-26, 2023
Edge Arena



2022-23 U12C REGIONALS

On behalf of the Chinook Ringette League, Northwest Calgary Ringette Association and Cochrane Ringette Association, we would like to welcome you to the U12C Regionals Ringette Tournament!

We would like to extend a huge thank-you to all our players, team staff, fans and volunteers for their dedication to our amazing sport and helping to ensure U12C Regionals are the best yet! We look forward to some great competition, team bonding, and more fun than you can handle!

Best of luck to all teams, Tournament Directors



A BIG THANK YOU TO ALL OUR REFEREES!



IMPORTANT INFORMATION

LOCATION

Edge School Arena - 3305 Township Rd 250, Calgary, AB T3Z 1L4

CHECK-IN

A team staff member is required to check-in at least ten (10) minutes prior to your game start time to complete gamesheets. All teams are to provide their own gamesheet labels for all games. Team materials and any Regionals Hoodies that were ordered will be handed to you when you sign in at your first game.

TEAM VOLUNTEER REQUIREMENTS (MINOR OFFICIALS)

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

The Visiting Team, as listed on the game sheet and schedule, is required to provide a score keeper and a penalty box attendant.

MEDAL GAMES OFFICIALS

All teams are to provide a penalty box attendant. The Host Associations will do its best to provide a time-keeper, shot clock operator, and scorekeeper for all medal games. Please have team volunteers on standby should this not be attainable.

SKATE SHARPENING

The closest will be at Winsport Arenas at Breakaway Sports Repair.

Located at 88 Canada Olympic Rd SW, Calgary

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.

WHEN INJURY OCCURS

Take control and assess the situation. **Remember: Do not move the injured athlete.** If the athlete cannot start a movement herself, do not move the body part for them. Tell bystanders to leave the athlete alone. Leave the athlete's equipment in place. 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.

If an ambulance is not needed, decide on how to remove the injured athlete from the ice surface.

First Aid Kits: Arena Staff, Team Staff, or at Team Check In Desk.

ADDRESSES FOR HOSPITALS (*Non-emergency transport only)

Foothills Hospital in NW Calgary

Ph: 403-944-1110 · 1403 29 Street NW, Calgary, Alberta, T2N 2T9

Rockyview General Hospital in SW Calgary

Ph: 403-943-3000 · 7007 14 ST. SW, Calgary Alberta, T2Z 1P9

Cochrane Urgent Care Clinic

Open 8am - 10pm. Ph: 403-851-6000 · 60 Grande Blvd. Cochrane AB T4C 0S4

2023 U12C REGIONALS TOURNAMENT RULES

1. All teams, major and minor officials, and fans will show good sportsmanship.
2. The Official Rules of Ringette Alberta and Ringette Canada will apply, except as modified below to suit the 2023 U12A Regionals Tournament.
3. All players must be registered with Ringette Alberta or Ringette Canada.
4. All coaches must be properly certified in the division they are coaching and registered with their applicable provincial association on their official Team Roster Form, to the team in which they are coaching.
5. Only registered and appropriately certified Ringette Officials may be used.
6. All players must be registered with their applicable provincial association as a team player or affiliate player on the team they are representing. Teams who play with an ineligible player or coach will have the result(s) of the affected game(s) canceled. The affected game(s) will award a win to the team in rule compliance by a game-score of 5-0, unless determined otherwise by the Tournament Directors.
7. Player Affiliation Rules: Affiliate players must be registered on provincial registrations as per the Ringette Alberta Operating Policies and Procedures
8. Affiliates:
 - a. The maximum number of players listed on a game sheet:
 - b. When using no affiliates: 18 players
 - c. When using affiliate(s) as skater(s) only: 12 players
 - d. When using affiliate skater(s) + affiliate goalie: 13 players
 - e. When only using an affiliate goalie: 18 players
 - f. Game sheets will be checked for the proper use of affiliate players.
9. Teams are required to strike the names of players who are not participating in a game from the game sheet to ensure proper verification. When using affiliates, the name(s) of the player(s) and their jersey number(s) must be written in the appropriate space on the game sheet (at the bottom of the team roster). All affiliate players must be marked AP.
10. Teams must declare goaltenders(s), captain(s) and alternate captain(s) on the game sheet by indicating G, C and AC. Teams must also declare affiliate player(s) on the game sheet by indicating AP.
11. It is the responsibility of each team to ensure that Ringette Alberta affiliated player rules are followed.
12. Teams will all play four (4) preliminary games to determine seeding. Teams finishing 1st or 2nd in their pools will advance to the Semi Final games. Medals will be awarded for gold, silver and bronze.
13. All teams must be available to start tournament play by 7:00am on Friday March 10, 2023. Teams will play at least two preliminary games Friday, and one or two preliminary games on Saturday. Consolation and medal games will be on Sunday March 12, 2023 to be completed by 5:30pm.

14. Game sheets are to be completed and signed by the coaches at least fifteen (15) minutes prior to game time at the registration table. The last team to sign in will take the score sheet to the box. All score sheets must be turned into the registration desk at the end of the game. Each team may take one copy for their records (Pink - Home, Canary - Visitor).
15. We require each team to provide two or three minor officials for each game. The HOME team will provide a trained shot clock operator, timekeeper, & penalty box worker. The AWAY team must provide a scorekeeper and penalty box worker.
16. The home team will wear dark and the away team will wear light. In case of conflict in uniform color the AWAY team will change their uniform.
17. Teams must be ready to ice their team ten (10) minutes before game time. Teams not ready for play within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. However, the game may be played as an exhibition game.
18. Ringette Canada Rule 6.5: If a team withdraws from the ice or refuses to start play and; then starts play within one minute of being directed to do so by an on- ice official, that team will be given a delay of game penalty and play will resume. If that team refuses to start play within the minute, the game will be forfeited by that team. If that team refuses to start play for the second time in the same game, the game will be forfeited by that team.
19. Time-Outs: Each team is entitled to ONE (1) 30-second timeout per regulation game. Each team is entitled to ONE additional 30-second timeout in overtime.
20. 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.
21. Games will have two referees, with the exception of emergencies beyond our control.
22. Game Format:
 - Two (2) 18 minute stop-time halves
 - Each game will have a two (2) minute halftime.
 - The ice will be flooded between games.

23. Game Point Structure:

- Win : 20 points
 - Tie: 10 points
 - Forfeit: 0 points
 - Loss by one (1) goal: 6 points
 - Loss by two (2) goals: 5 points
 - Loss by three (3) goals: 4 points
 - Loss by four (4) goals: 3 points
 - Loss by five (5) or more goals: 2 points
24. At the completion of the preliminary games, teams will be ranked according to the total points in all preliminary games.

25. Game scores will be displayed on the time clock, posted in the arena lobby and recorded for tie breaking procedures.
26. A maximum seven-goal differential will be applied when posting game scores.
27. In medal games, the higher placed team shall be HOME.
28. Penalties assessed in regulation time shall carry over to the overtime period.
29. A match penalty will automatically result in suspension from all subsequent tournament games. Any participant receiving a misconduct penalty will be required to attend a discipline hearing before returning to competition.
30. Any team taking more than thirty (30) minutes in penalties in a game will have their head coach or acting coach of that game suspended for the next game.
31. The referee must notify the team coaches if an unruly fan must be removed from the stands. The coaches will determine which team the fan belongs to and have them removed from the arena area. The play will NOT continue until the fan is removed. If the fan refuses to leave, the coach from the team involved will be advised that they are to forfeit the game.

32. BREAKING OF TIE SCORES IN TOURNAMENT GAMES:

- a. If a preliminary game is tied at the end of regulation time, each team will be awarded ten (10) points.
- b. If a game is tied at the end of the second half of a medal game, the teams will immediately play a five (5) minute stop time SUDDEN VICTORY period (the first team to score will be declared the winner).
 - i. Ring possession to start will be determined by coin toss, with the home team captain calling the toss.
 - ii. Teams do not change ends.
- c. If after one period of overtime the game is still tied, the game will be decided by a shootout.
 - i. Coaches shall submit a prepared list of 5 shooters to the officials.
 - ii. Teams alternate shots on goal, visiting team first.
 - iii. Each team must go in order of their list.
 - iv. After each team has had 3 shooters shoot, the team that is ahead will be declared the winner.
- d. If still tied, the teams will alternate shooters in a sudden victory shootout (i.e. If team A scores and team B does not, team A will win), one shooter at a time following the submitted list.
- e. After all 5 pre-determined players have shot, alternate the rest of the roster until the first 5 shooters can shoot again.
- f. The final game score will not reflect the number of goals that occurred during the shootout. The winning team will have their score from the regulation time score increased by 1. For example, if the score is 4-4 at the end of regulation time, the score after the shoot-out should be recorded as 5-4 regardless of how many goals were scored during the shoot-out.

33. BREAKING OF TIES IN TEAM STANDINGS:

These rules will be used to establish 1st and 2nd place within their respective pools. Once 1st and 2nd place have been established (in each pool) these rules will be used to determine the rankings of the remaining teams, and assign 5th through 11th place.

***NOTE: regardless of game score, only a SEVEN goal differential will be credited in applying these rules:**

- a. When two or more teams have an equal number of points after preliminary games have been completed, the teams will be ranked according to the following rules. These shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie).
 - b. The winner of more game(s) between each other during the preliminary games will be declared the highest position.
 - c. If still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the preliminary will be declared the highest position.
 - d. If still tied, the team having the least total goals against in games between the tied teams during the preliminary games will be declared the highest position.
 - e. If still tied, the team having the greatest positive difference between goals for and against in all games during the preliminary games will be declared the highest position.
 - f. If still tied, the tied teams with the least total goals against in all games during the preliminary games will be declared the highest position.
 - g. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for games between the tied teams in preliminary games play.
 - h. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for all games played in the preliminary games.
 - i. If teams are still tied, the team with the fewest total penalty minutes will be declared the highest position.
 - j. If still tied, teams shall be ranked according to the time required to score their first goal for all games played in the preliminary games. The team scoring the earliest goal will be ranked the highest.
 - k. If still tied, a coin toss will be used to break the tie.
34. Protests will be accepted with a certified cheque or cash of \$200 and a letter outlining the reason for the protest. The cash and letter must be turned into the registration table within 90 minutes of the game's completion. A Grievance Committee will need to deal with any protests received. If the protest is upheld, the \$200 will be refunded. No protests will be accepted based on a referee's decision. **THE REFEREES' DECISIONS ARE FINAL!**

ABUSE DIRECTED AT AN OFFICIAL IS UNACCEPTABLE IN ANY SITUATION

U12C REGIONALS SCHEDULE

RED POOL		BLUE POOL	
CO1 Devils	FRA1	AIR1 Avalanche	BV2 Bosses
NW2 Cobras	NW1 Venom	IND1 Lightning	LTH1 Rattlers
SC2 RingRobbers		SC1 Blackout	

GAME	ARENA	TIME	HOME	AWAY
FRIDAY, MARCH 24				
C-1	Alumni	9:45am	NW2 Cobras	NW1 Venom
C-2	Memorial	10:45am	SC1 Blackout	BV2 The Bosses
C-3	Alumni	11:00am	CO1 Devils	SC2 RingRobbers
C-4	Memorial	12:00pm	AIR1 Avalanche	IND1 Lightning
C-5	Alumni	2:45pm	SC2 RingRobbers	NW2 Cobras
C-6	Alumni	4:00pm	NW1 Venom	FRA1
C-7	Memorial	5:00pm	IND1 Lightning	SC1 Blackout
C-8	Memorial	6:15pm	BV2 The Bosses	LTH1 Rattlers
C-9	Memorial	7:30pm	NW1 Venom	CO1 Devils
C-10	Alumni	7:45pm	FRA1	NW2 Cobras
SATURDAY, MARCH 25				
C-11	Memorial	7:00am	LTH1 Rattlers	IND1 Lightning
C-12	Alumni	7:15am	FRA1	SC2 RingRobbers
C-13	Memorial	8:15am	SC1 Blackout	AIR1 Avalanche
C-14	Alumni	8:30am	NW2 Cobras	CO1 Devils
C-15	Alumni	12:15pm	CO1 Devils	FRA1
C-16	Memorial	1:15pm	AIR1 Avalanche	LTH1 Rattlers
C-17	Alumni	1:30pm	SC2 RingRobbers	NW1 Venom
C-18	Memorial	2:30pm	IND1 Lightning	BV2 The Bosses
C-19	Memorial	6:15pm	LTH1 Rattlers	SC1 Blackout
C-20	Alumni	6:30pm	BV2 The Bosses	AIR1 Avalanche
SUNDAY, MARCH 26				
C-21	Memorial	8:15am	1st in BLUE	2nd in RED
C-22	Alumni	8:30am	2nd in BLUE	1st in RED
C-23	Memorial	9:30am	10th	9th
C-24	Alumni	11:15am	7th	8th
C-25	Alumni	12:30pm	5th	6th
BRONZE FINAL				
C-26	Alumni	1:45pm	Loser of Game C21	Loser of Game C22
GOLD FINAL				
C-27	Memorial	2:30pm	Winner of Game C21	Winner of Game C22

U12C GAME BRACKET POINTS

RED POOL	COC1 Devils	FRA Bullets	NW2 Cobras	NW1 Venom	SC2 RingRobbers	TOTAL POINTS
COC1 Devils						
FRA1 Bullets						
NW2 Cobras						
NW1 Venom						
SC2 RingRobbers						

BLUE POOL	AIR1 Avalanche	BV2 The Bosses	IND1 Lightning	LTH1 Rattlers	SC1 Blackout	TOTAL POINTS
AIR1 Avalanche						
BV2 Bosses						
IND1 Lightning						
LTH1 Rattlers						
SC1 Blackout						