

2024 BOB CAMPBELL CLASSIC TOURNAMENT RULES

1. All teams, major and minor officials, and fans will show good sportsmanship throughout the tournament.
2. The Official Rules of Ringette Alberta and Ringette Canada will apply, except as modified below to suit the 2024 Bob Campbell Classic 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.

The maximum number of players listed on an electronic game sheet:

- When using no affiliates: 18 players
- When using affiliate(s) as skater(s) only: 12 players
- When using affiliate skater(s) + affiliate goalie: 13 players
- When only using an affiliate goalie: 18 players

Electronic Game sheets will be used for all games and may be checked for the proper use of affiliate players. Teams are required to enter their affiliates 24 hours prior to the first tournament game through RAMP Teams/Game sheets. When using affiliates, the name(s) of the player(s) and their jersey number(s) must be correct to what is on the app and on the ice. All affiliate players must be marked AP on team rosters. Teams must also declare goaltenders(s), captain(s) and alternate captain(s) on RAMP Game sheets App.

* It is the responsibility of each team to ensure that Ringette Alberta affiliated player rules are followed.

10. Teams in U10 Steps 1, 2 and 3, U12, U14, U16, U19 and Open A, B, C divisions will all play three (3) games in a round robin format. There will be no finals for the U10 Step 1 & 2 divisions.

All Teams in U10 Step 3 and U12-U19 including Open A, B, C will advance to medal games. Medals will be awarded for gold, silver, and bronze.

11. All teams U10- U16 must be available to start tournament play by 7:00am on Friday December 8, 2023. U10- U16 teams will play at least one round robin game Friday, and one or two round robin games on Saturday. U10 Step 3 - U16 will play a medal game on Sunday December 15, 2024 to be completed by 5:30pm. U19 teams must be available to start tournament play by 2:00pm on Friday, December 13, 2024. U19 and Open A,B,C teams will play at least one round robin game Friday, one or two round robin games on Saturday, a possible round robin game on Sunday, and a medal game on Sunday, December 15, 2024 to be completed by 7:30pm.

12. Electronic Game sheets are to be completed and signed by the coaches at least fifteen (15) minutes prior to game time using RAMP Game sheets app. Inputting of the game sheet will be done as per season league game rules.

13. We require each team to provide two or three minor officials for each game. In all games for divisions using the shot clocks (U12 and up) the HOME team must provide a trained shot clock operator, electronic Game sheets experienced timekeeper, and penalty box. The AWAY team must provide a scorekeeper and penalty box. Finals will also follow the above requirements.

14. The penalty for not playing a game is forfeiture of points.

15. In case of conflict in uniform color the AWAY team will change their uniform.

16. 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.

17. 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.

18. 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.

19. 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.

20. U10 Step 1 & 2 games will have only one referee. One (1) coach is invited to join on ice if desired at the U10 Step 1 & 2 divisions only. Skates and helmets are mandatory for on-ice coaches. U10 Step 3 - U19 games will have two referees, with the exception of emergencies beyond our control.

21. Game Format:

U10 Step 1 & 2: Two (2) 24 min run-time halves; half ice structure. Buzzers for line change every 90 sec.

U10 Step 3: Two (2) 18 min stop-time halves.

U12 & U14: Two (2) 18 min stop-time halves.

U16 & U19: Two (2) 23 min stop-time halves * Each game will have a two (2) minute halftime.

The ice will be flooded between games.

22. Point Structure (U10 Step 3-U19):

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

At the completion of round robin play, teams will be ranked according to the total points in all round robin games.

23. U10 Step 3-U19 game scores will be displayed on the tournament website.

24. A maximum seven-goal differential will be applied when posting game scores.

25. NO U10 PLAYER IS TO BE CREDITED WITH MORE THAN 3 GOALS IN ANY ONE TOURNAMENT GAME. GOALS SCORED IN EXCESS OF THIS BY ANY PLAYER SHALL NOT BE RECORDED ON THE GAME SHEET, SHALL NOT BE POSTED ON THE SCORE CLOCK AND SHALL NOT BE COUNTED IN THE FINAL SCORE AT THE END OF THE OF THE GAME.

26. In medal games, the higher placed team shall be HOME.

27. BREAKING OF TIES IN TOURNAMENT GAME: If a round robin game is tied at the end of regulation time, each team will be awarded ten (10) points. 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). Ring possession to start will be determined by coin toss, with the home team captain calling the toss. Teams do not change ends. If after one period of overtime the game is still tied, the game will be decided by a shootout.

- A. Coaches shall submit a prepared list of 5 shooters to the officials.
- B. Teams alternate shots on goal, visiting team first.
- C. Each team must go in order of their list.
- D. After each team has had 3 shooters shoot, the team that is ahead will be declared the winner.
- E. 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.
- F. After all 5 pre-determined players have shot, alternate the rest of the roster until the first 5 shooters can shoot again. 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. ie, 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.

Penalties assessed in regulation time shall carry over to the overtime period.

28. BREAKING OF TIES IN TEAM STANDINGS: *NOTE: regardless of game score, only a SEVEN goal differential will be credited in applying these rules. When two or more teams have an equal number of points after round robin 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).

- A. The winner of more game(s) between each other during the round robin will be declared the highest position.
- B. If still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.
- C. If still tied, the team having the least total goals against in games between the tied teams during the round robin will be declared the highest position.
- D. If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
- E. If still tied, the tied teams with the least total goals against in all games during the round robin will be declared the highest position.
- F. 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 round robin play.

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 all games played in the round robin.

H. If teams are still tied, the team with the fewest total penalty minutes will be declared the highest position.

I. 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 will be ranked the highest.

J. If still tied, a coin toss will be used to break the tie.

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. Protest deposits will be accepted via certified cheque or cash along with 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 (formed by Cochrane Ringette association members) will then handle any protests received. If the protest is upheld based on the decision of the committee 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 AND WILL RESULT IN A POSSIBLE EJECTION FROM THE TOURNAMENT (By participating in this tournament you are disclaiming your full understanding and compliance for the above rule/statement)

*CANCELLATION POLICY: Teams withdrawing prior to November 1, 2024 will receive a full refund. Teams withdrawing on or after November 1, 2024 will not be eligible for a refund unless another team of the same playing division is sourced and confirmed. Teams not accepted will receive a full refund upon notification.

* 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 First Aid Kits: Arena Staff, Team Staff, Team Check In Desk DIAL 911 (If warranted)

Arena Addresses:

Spray Lakes Sawmill Family Sports Center – 800 Griffen Rd. E

Cochrane Arena – 609 4th Ave N

When Injury Occurs:

1. Take control and assess the situation.
2. Remember the basic first aid rule: Do not move the injured athlete. If the athlete cannot start a movement herself, do not move the body part for them.
3. Tell bystanders to leave the athlete alone.
4. Leave the athlete's equipment in place.
5. 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.
6. If an ambulance is not needed, decide on how to remove the injured athlete from the ice surface.

Addresses for Hospitals (*Non-emergency transport only)

Cochrane Urgent Care Clinic Open 8am-10pm - 403-851-6000, 60 Grande Blvd. Cochrane AB T4C 0S4

Foothills Hospital in NW Calgary, (403)-944-1110 1403, 29 Street NW, Calgary, AB, T2N 2T9

Rockyview General Hospital in SW Calgary, (403)-943-3000, 7007 14 ST. SW, Calgary AB, T2Z 1P9