



# **Technical Package**

## 2023 Ringette BC Provincial Championships

This Technical Package applies to all divisions and all calibers from U14 to 18+

# Ringette BC Provincial Championships Technical Package

This Technical Package, approved on January 17, 2019, and updated on February 6, 2023, supersedes all other versions of Ringette BC Policies, Guidelines and Manuals for Provincial Championships.

The purpose of the Ringette BC Technical Package is to govern play at the BC Provincial Ringette Championships for the Club and Zone divisions. The Technical Package applies only to the Provincial Championships Tournaments.

Provincial Championships are a True Sport event and all teams, coaches, spectators, volunteers, and any other personnel are expected to demonstrate the True Sport Principles throughout the event and adhere to the Ringette BC Codes of Conduct.

The Ringette BC Provincial Championships run in accordance with rules and regulations as set out by Ringette Canada and all applicable Ringette BC Policies, unless otherwise noted in this Technical Package. This package provides details to assist teams interested in and competing in the Ringette BC Provincial Championships. The package summarizes sections of Ringette BC Policy and, while every effort has been made to ensure that the information in this package is up to date in all aspects, the current version of the Ringette BC Policy Manual takes precedent over what is in this pack

## 1. TEAM COMMITMENTS

1.1. The official start of each Provincial Championships is when the Coaches meeting is called to order. The tournament ends after the last medals are awarded after the last scheduled game.

1.2. Registration fees:

- a) The Registration fee for Provincial Championships for all divisions U14 – 18+ is \$900.00.
- b) The Commitment to Attend fee of \$1000 for WCRCs is in addition to the Provincial Championships Registration Fee.
- c) All entry fees, [Commitment to Attend forms](#) and [Team Registration](#) will be submitted to the Ringette BC Office pursuant to Ringette BC Policy. Ringette BC is responsible for providing the Host with the entry fees collected as per the Memorandum of Understanding.

1.3. Accommodations

- a) The Host Committee will arrange for a Host Hotel and additional hotels as needed. It is strongly recommended that teams stay in Host Hotels as a means of supporting businesses that are supporting Ringette. However, teams will not be required to stay in the hotels that the host has reserved.

## 2. DIVISIONS AND LEVELS OF PLAY – ZONE AND CLUB PROVINCIAL CHAMPIONSHIPS

2.1. All registered players, coaches, and volunteers who are in Good Standing with their Club Association and League, and have registered prior to the roster deadline, are eligible to participate in the Ringette BC Provincial Championships.

2.2. Each year, the number of teams in each division and caliber will be determined based on commitment and ice availability.

a. Number of teams required to host a division:

- Provincial Championships require a minimum of three (3) teams in a single division to submit commitments to attend to host that division. If there are less than three (3) teams

the division will not be hosted, except under the scenario in sub-section 2.2.3. All Zone and Club Divisions from U14 to 18+ divisions will be open format for the Provincial Ringette Championships. Any teams that commit to attend the Provincial Championships will be given the opportunity to participate.

- b. Where a division is comprised of more than five (5) teams, Ringette BC will conduct a random draw for spots and seeding.
- c. When only two (2) teams in a division commit to attend the Ringette BC Provincial Championships, and the teams have also committed to attend the Western Canadian Championships, those two teams will compete in a best of three series to determine the top seed for WCRC's.

### **3. LENGTH OF PERIODS IN THE GAMES**

- 3.1. All U14 division games shall have two 18-minute stop-time periods.
- 3.2. U16, U19 and 18+ games shall have two 20-minute stop-time periods.
- 3.3. Ties will stand in round robin play.
- 3.4. All semi-final games and final games must have a declared winner. Games will go into overtime. Ringette Canada overtime rules will apply at Ringette BC Provincial Championships. Each overtime period will be the same length as a regular period for that age division. Teams will receive an additional timeout in the overtime period. Shoot-outs are not used in the Ringette BC Provincial Championships.
- 3.5. Mini Games will be utilized in any circumstance where a team would be eliminated from advancing using the tie breaking rules indicated in Section 5.

### **4. GAME PLAY**

- 4.1. Games will start no earlier than 7:00 AM and no later than 9:00 PM.
- 4.2. No team will play more than three full length games in one day.
- 4.3. To start a game, teams must have no less than 7 and no more than 18 players on the bench. Teams must have 5 players available to play during the game or will forfeit the game. Should players be unable to continue in the Championships due to injury and the remaining number of players is below seven but more than five, players will be allowed to complete the event, unless otherwise required to under Ringette Canada's rules.
- 4.4. Pre-game warm-up shall be three (3) minutes long, starting from the start time of the game as determined by the schedule or the Officials assigned to the game. The time clock will not start until the on-ice officials have entered the field of play.
- 4.5. Between period breaks and overtime periods shall be one (1) minute long. Breaks between each game on the schedule shall be a minimum of 15 minutes. Breaks between each game (end of one game to the start of the next) for any given team will be a minimum of 120 minutes.
- 4.6. Teams must be ready to start round robin games ten (10) minutes prior to scheduled start time. Officials will notify both teams should the game start early. Semi final and final games will not start early.
- 4.7. Mercy Rule: When a team is winning by 10 goals, the remainder of the game is run time. The losing team has the option to continue the game with stop time. The team leading by 10 goals is

not permitted to pull its goalie in the last two minutes of the game, except for a delayed calling of a penalty. During run time, minor penalties will be 3 minutes and major penalties will be 5 minutes. Once run time has commenced, stop time will not be reinstated, regardless of the goal difference.

- 4.8. Tournament formats, for all divisions, will be determined each season depending on team commitments and ice availability.
- 4.9. All teams will play a minimum of four games unless tournament format does not permit a four-game minimum i.e., best of three series.
- 4.10. In all formats, ties in standings will be determined using the tie-breaking rules.
- 4.11. Should teams still be tied, mini games will take place.

## **5. OVERTIME**

- 5.1. All semi-final and final games must have a declared winner. If a game is tied at the end of regulation time, overtime will commence.
- 5.2. Ringette Canada rules for overtime period
  - a) A coin toss will determine which team is awarded possession of the ring, and which end each time will defend to begin the first overtime period.
  - b) The home team will call the coin toss. The winner of the coin toss will be awarded possession of the ring, the other team will indicate which end they choose to defend.
  - c) If subsequent overtime periods are required, possession of the ring at the start of the period will alternate between teams, as well as the team's defensive end.
  - d) There will be a one (1) minute break between overtime periods.
  - e) The game will end when a goal is scored.
  - f) Each team is entitled to an additional time out for each full length overtime period.
  - g) If a team does not use their time out in regulation time, that time out carries forward into overtime.
  - h) No more than one time out shall be permitted during the same stoppage in play.
  - i) Any penalties still running at the end of regulation time will carry over to overtime.
  - j) For the purposes of participant ejection penalties, games enter overtime are a continuation of the same game. The participant remains ejected.
  - k) If the overtime period concludes and no winner has been declared, a second full period over time begins.

## **6. MINI GAMES<sup>1</sup>**

- 6.1. The purpose of a mini game is to create the fairest tie break to all teams. This procedure will include all teams invoiced in a tie breaker after round robin.
- 6.2. Mini games will not begin earlier than one (1) hour and twenty (20) minutes after the completion of the tied teams' last round robin game. It is the responsibility of all teams involved to attend the Mini Game meeting immediately following this game.
- 6.3. Teams involved in mini games will be seeded by the ranking of Tied Teams Procedures during the tie breaking meeting immediately following the last round robin games of the teams involved in the tie.
- 6.4. It is the responsibility of the tied teams involved to be ready to play at the scheduled time. Failure

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<sup>1</sup> Mini games will not be used in the 2022/2023 Club Provincial Championships

to do so will result in forfeiture of the mini game(s) by the offending team(s). Any team forfeiting a mini game will be eliminated from medal round play.

- 6.5. A team required to play in a minigame will be given a minimum of ten (10) minutes rest before starting the medal round game or another mini game.
- 6.6. Each mini game will consist of one (1) ten (10) minute period, fully played, stop time. If the score of a mini game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared. Free pass aware and choice of ends for each overtime period will be as outlined under the normal tie-breaking procedures.

## **7. ELIGIBILITY OF TEAMS**

- 7.1. For the BC Provincial Ringette Championships, the following divisions and levels (as of December 31 of the current playing season) participating will be:
  - U14 (Zone, Club) – 13 years of age or under
  - U16 (Zone, Club) – 15 years of age or under
  - U19 (Zone, Club) – 18 years of age or under
  - 18+ – 18 years of age or over
- 7.2. 18+ division teams are eligible to carry a roster of up to 22 players but may only record 18 players on the Official Game Report for any one game.
- 7.3. Bench staff must sign the Official Game Report for each game, beside their printed name, at least 30 minutes prior to the start of each game. Compliance is monitored by the Rink Marshall.

## **8. ELIGIBILITY OF COMPETITORS**

### **8.1. Players' Eligibility:**

- a) All players must be registered in accordance with Ringette BC policy.
- b) Underage and overage designated players as well as Released players must have been approved by Ringette BC prior to the roster deadline.
- c) Athletes may only participate on one team at the Provincial Championships.

### **8.2. Process:**

- a. Ringette BC staff review all team rosters. Teams found to have ineligible players are notified forthwith.
- b. Allegations of ineligible player(s) are to be made to the Host Committee Chairperson in the form of a grievance. The Host Chairperson will follow the grievance procedure. If the player is found to be ineligible, the Host Committee Chairperson (or delegate) will forthwith, and at least 120 minutes before the start of the team's next game, inform the team's Head Coach, the player and the team's Club-Association President that the player is ineligible. If the determination of ineligibility is made during the play of a game that includes the ineligible player, that player is not removed from play to play the rest of the active game. The player is forbidden to play in any subsequent games in the tournament.
- c. Consequence - Any team in the Provincial Championships that knowingly or unknowingly competes with an ineligible player or Team Bench Staff will lose all points accumulated for games where ineligible persons' name appears on the Official Game Report and/or games in which the ineligible person participated.
- d. Teams that continue to compete with an ineligible person after that determination has been

made known are subject to fine determined by the Ringette BC Discipline Committee (see 8.1.1.2).

## 9. ROSTERS

- 9.1. Team rosters are due to the Ringette BC office on December 1<sup>st</sup> for the 2022-2023 ringette season of the current playing season.
- 9.2. The [Commitment to Attend Form](#) must be accompanied with the Registration fee, their official roster, and the complete the [Ringette BC Roster Form](#) including Team Bench Staff. The Commitment to Attend deadline is December 15 of the current playing season.
- 9.3. Team Bench Staff adjustment requests must be submitted on the [Team Staff Adjustment Form](#) at least 14 days in advance of the official start of the Championship. Failure to meet this deadline may result in inaccuracies in the Tournament program and will result in Team Staff having to complete the Official Game Record by handprint.
- 9.4. Team Rosters, including Team Bench Staff, will be checked for eligibility by Ringette BC. Rosters must be submitted electronically on the PROVINCIAL CHAMPIONSHIPS Team Registration Form by each team.
- 9.5. Team Roster must document these specialized positions with this designation:
  - a. Goalies designated with a “G” and jersey number.
  - b. Captains designated with a “C” or “AC” and jersey number to a maximum of three.
  - c. Injured players that are still rostered are to have “INJ” noted beside their name.
  - d. Amendments to the Team Registration Form must be sent in writing to the Host Committee by the Ringette BC Office.

## 10. TEAM STAFF

### 10.1. 18+ Division:

(Please also see the Technical Package for the Western Ringette Championships as the requirements for WCRC are different.)

- a. 18+ Division teams are required to have a minimum of one Team Bench Staff noted on their roster and in person during competition. The Team Bench Staff serve any penalties assessed against team.
- b. 18+ Division team staff may be:
  - A rostered player who has Coach Certification and has signed the Coach Code of Conduct; or
  - A rostered player who is a registered Manager through Ringette Canada; or
  - A person who is not a rostered player who is:
    - CI Certified if listed on the roster as the Head Coach of an 18+A team; or
    - CI Trained if listed on the roster as the Head Coach of an 18+B team; or
    - Manager Certified if listed on the roster as the Manager.

### 10.2. U14-U19 Divisions:

Team Staff Consists of Coaches, Managers and Trainers who are in good standing with Ringette BC, their League and their Club Association and who have achieved specific minimum credentials as set out in Ringette BC policy.

- a. Each team must have a Head Coach who is credentialed in accordance with Ringette BC Policies.
- b. Each team must have a minimum of one female coach over the age of 18 who may be the Head Coach or the Assistant Coach and who has the appropriate credentials for their respective position and division, as noted below in section 9.5.

10.3. Coach in Training:

- a. Each team may have a Coach in Training/Junior Coach on the team roster in addition to the five bench staff who are permitted on the bench during games.
- b. Coach in training/Junior coach must have proof of coaching credentials and must be noted on the scoresheet.

10.4. No more than **five** Team Bench Staff are permitted on the bench during a game excluding a Coach in Training (Trainer plus up to four Coaches plus one Coach in Training).

a. Managers and Trainers

- Managers are NOT permitted on the bench during games at Provincial Championships in the U14, U16 and U19 divisions.
- Team Trainers are limited to one (1) on the bench during games. Trainers must have current certification or employment in one or more of the following:
  - Medical Doctor/Student
  - Firefighter/First Responder
  - Registered Nurse
  - Ambulance Training
  - Athletic Therapy/Physiotherapy
  - Equivalency for any certified first aid course, seven (7) hours or more in duration which includes the following content:
    - i. Principles of First Aid and Safety
    - ii. Artificial Respiration
    - iii. Wounds and Bleeding
    - iv. Shock, Unconsciousness and Fainting
    - v. Fractures
    - vi. Head and Spinal Injuries
    - vii. Joint Injuries
    - viii. Medical Conditions (Diabetes, Asthma, etc.)

**Note:** *For equivalency, course content must be submitted to Ringette BC for approval*

b. Coach certification deadlines:

- All Team Bench Staff for Provincial Championship teams must be fully certified for the level of their team by February 15 of the current playing season. Team Bench Staff who do not meet this deadline can be replaced by a fully certified person by the team submitting a [Team Adjustment form](#) at least 14 calendar days prior to the official start of the Championship.
- All Coaches must have completed their CSI or CI course work by December 31<sup>st</sup> of the current playing season.
- All CI trained Coaches must have registered for their evaluation by January 1<sup>st</sup> of the current playing season.

- c. Participants may be registered as a Team Bench Staff on more than one team roster provided that these teams are in different divisions. Should a female coach also be participating in the event as a player on another team, and there is a scheduling conflict, the team will be permitted to play the game without a female coach on the bench.
- d. Injured players that are on the bench must be wearing a helmet with Ringette cage if they are in the U14 – U19 divisions.

10.5. Coaching Credentials: *each shows the minimum standard required.*

- a. All Ringette BC Bench Staff must have the following courses in addition to their NCCP Coaching levels:
  - Respect in Sport or Safe Sport (Coaching Association of Canada)
  - Concussion Awareness Training OR Making Headway in Sport
  - MED Module & Evaluation
  - Confirmation of Criminal Record Check
  - Signed Coaches Code of Conduct
- b. U14 Club Division
  - Head Coach: CSI Trained
  - Assistant Coaches: CSI Trained
  - Coach in Training/Junior Coach: CSI Trained
  - Manager Certification program with Ringette Canada
  - Trainer
- c. U16 Club Division
  - Head Coach: CI Trained
  - Assistant Coaches: CI Trained
  - Coach in Training/Junior Coach: CI Trained
  - Manager Certification program with Ringette Canada
  - Trainer
- d. U19 Club Division
  - Head Coach: CI Trained
  - Assistant Coaches: CI Trained
  - Coach in Training/Junior Coach: CI Trained
  - Manager Certification program with Ringette Canada
  - Trainer
- e. U14 Zone, U16 Zone, U19 Zone Divisions
  - Head Coach: CI Certified
  - Assistant Coach: CI Certified
  - Coach in Training/ Junior Coach: CI Trained, U14 Zone – CSI Trained
  - Manager Certification program with Ringette Canada
  - Trainer
- f. 18+ A Division
  - Head Coach: CI Certified
  - Assistant Coach: CI Certified
  - Manager Certification program with Ringette Canada
  - Trainer
- g. 18+ B, C Divisions



- Head Coach: CI Trained
- Assistant Coach: CI Trained
- Manager Certification program with Ringette Canada
- Trainer

## 11. PLAYER PICK UP:

- 11.1. Teams are eligible to pick up players to replace injured players.
- 11.2. Teams wishing to replace injured athletes must submit a [Team Adjustment Form](#) to the Ringette BC office seven days prior to the start of competition.
- 11.3. Injured athletes may be replaced up to 48 hours prior to the start of competition with a medical note.
- 11.4. All Team Adjustments MUST be approved by Ringette BC.
- 11.5. Competitive division teams (U14 Zone, U16 Zone, U19 Zone & 18+A) can only pick up their registered affiliate players to replace any injured or ill athlete on their roster.
  - a. Affiliate players who have played 10 games are eligible for Provincial Championships as the 10-game rule excludes this event.
- 11.6. Club Division teams (U14 Club, U16 Club, U19 Club & 18+B) will adhere to the [Club Division Pick Up Policy](#).
- 11.7. Players can only play on one team during Provincial Championships.
- 11.8. Teams cannot add additional players in excess of their total roster, unless their regular roster size is less than 11.
- 11.9. To be eligible for player pick up:
  - a. The player must have been registered by the roster deadline of November 1<sup>st</sup> of the current playing season.
  - b. Be in good standing with their Club Association, League and Ringette BC.
  - c. Approval from the players' Head Coach to attend Provincial Championships.

## 12. UNIFORMS

- 12.1. Teams must wear their Ringette BC designated colour.
- 12.2. All uniforms must coincide with those on the Team Roster Form. Uniform numbers may be adjusted on the Official Game report if the officials deem a color conflict that results in a mandatory Jersey change for the team.
- 12.3. Should game Officials determine the jersey colors worn by the two teams are too similar to allow for expedient conduct of the game, the Officials will require a jersey change.
- 12.4. If a colour change is required, the team designated as visitor shall change jerseys.
- 12.5. The Host Committee will provide alternate jerseys to be utilized if the teams do not have alternates available.

## 13. OFFICIALS

- 13.1. Provincial Referee in Chief:
  - a. Is responsible for ensuring all matters related to Officials are addressed.

- b. Schedules Officiating assignments.
- c. Selects the Tournament Director of Officials who replaces the Provincial RIC in the event that the Provincial RIC is unable to attend in their official capacity

#### 13.2. Selection of Officials

- a. Officials are selected by an invitational process;
- b. To referee at Provincial Zone Championships, Officials must be a 3B or higher unless selected by the Provincial Referee in Chief with support of the Ringette BC Officiating Committee.
- c. To referee at Provincial Club Championships, Officials must be a 3C or higher or be a 2B with at least one level 3C evaluation.
- d. The selection of Officials is the responsibility of the Provincial Referee in Chief (or designate), the Officiating Committee and Provincial Evaluators.
- e. Names of the selected Officials must be provided to the Host Committee by February 1<sup>st</sup> of the current playing season.

#### 13.3. Number of Officials

- a. The number of Officials required for Provincial Championships will be determined by the Officiating Committee following the Commitment to Attend deadline. The Officiating Committee will recommend to the Provincial Referee in Chief for BC the number of Officials that will be sent from outside of the Host League.
- b. Officials will be scheduled for no less than three games and no more than five games in a single day of competition. Local officials will be expected to commit to this requirement. Officials who cannot commit to a minimum of three games during competition may not be selected to officiate.
- c. Officials and Supervisors must declare any potential conflicts as part of the application process.
- d. Supervisors
  - A minimum of one full-time supervisor must be appointed for the duration of the tournament;
  - The Officiating Committee shall determine the number of additional supervisors to be utilized during the tournament.

#### 13.4. Minor Officials

- a. Minor Officials are Shot Clock Operators, Time Clock Operators and Score Keepers;
- b. Unless otherwise indicated, minor officials will be provided by the teams for all round-robin games;
- c. For all semifinal and final games, minor officials will be scheduled and provided by the Host.

#### 13.5. Expenses

- a. Officials and Supervisors are paid for participation in the tournament;
- b. All officials who referee more than three games will be provided breakfast, lunch, dinner for the day, either via honorarium or onsite meals;
- c. Travel costs for referees invited from outside the Host League including hotel, mileage or

flight and meals. These costs will be covered by the Host. The Host is expected to budget for the cost of travel for Officials coming from outside their League.

## 14. SUSPENSIONS AND PENALTIES

### 14.1. When a Match Penalty has been assessed:

- a. The On-Ice Officials will inform the Provincial RIC forthwith after the Match Penalty has been assessed.
- b. The On-Ice Officials will immediately, after the end of the game and prior to starting any subsequent game, complete the “Match, Major, Ejection form” and note on the back of the Official Game Report to see “attached form”. On the Match form, a detailed synopsis of the circumstances of the Match Penalty will be provided and the report will be given to the Provincial RIC or the Supervisor of Officials forthwith.
- c. The Provincial RIC shall forthwith give the Official Game Report (with synopsis) to a member of the Provincial Championship Host Committee.
- d. As soon as possible upon receipt of the Official Game Report, and at least one hour prior to the next game scheduled to be played by the player involved in the Match Penalty, the Protest, Grievance and Discipline Panel shall meet to determine the full extent of the sanction to be applied to the Match Penalty assessed.

In their deliberations, the Protest, Grievance and Discipline Panel may interview any or all of the following: the On-Ice Official(s); the Player(s)/Team Bench Staff involved; the Officiating Supervisor at that game (if applicable); and any others whose input the Protest, Grievance and Discipline Panel feels would be of value. The panel will ask the player to self-disclose their prior suspensions.

The Protest, Grievance and Discipline Panel’s decision will be immediately communicated to a member of the Team Bench Staff by the Director of Officials for Competition.

If a member of the Protest, Grievance and Discipline Panel is the player assessed the match penalty, then that individual will be removed from the decision-making process of the Committee regarding the Match Penalty.

### 14.2. Suspensions

Players assessed penalties for the following may be subject to the minimum suspension listed below. The Protest, Grievance and Discipline Panel may impose further sanctions upon review of the report from the game Officials.

Player/Team Bench Staff assessed a Match Penalty for:

<b>Action:</b>	<b>Suspension (# of games)</b>
Hair Pulling, Face Masking, Head Butting	3
Spearing, Butt Ending, Stick swinging, or Kicking or attempt to injure	4
Fighting (instigating)	4
Fighting (participating)	2
Abuse of an official (verbal)	2
Physical (minimal – 3, moderate – 5, excessive – 7)	

Refusal to start play or if a team is withdrawn from a game in progress, in accordance with Ringette Canada Rule 7.5., the team forfeits that game. In addition, Ringette BC may apply an additional mandatory suspension of remaining games for that team in the Championship Tournament served by the Coach or Player Coach (18+ Divisions only).

Coaches serving suspensions are prohibited from all coaching activities including their coach duties with any other team in the Provincial Championship.

Any team that accumulates 30 minutes or more penalties in a single game during the PROVINCIAL CHAMPIONSHIPS will have their Head Coach or Player Coach (18+ Division Only) suspended for the next game.

#### 14.3. Suspended Players or Team Staff

- a. Any Team Bench Staff member participating in Provincial Championship who is under suspension by their League, Ringette BC or Ringette Canada, or is suspended during the PROVINCIAL CHAMPIONSHIPS, shall not be permitted to:
  - Direct any member of the team during any game;
  - Carry out official duties on behalf of the team;
  - Be in the dressing room or bench area before, during or after any game;
  - Be situated anywhere in the arena in a position to direct any member of the team for the duration of the suspension.
- b. Any player in the Provincial Championship who is under suspension by their League, Ringette BC, Ringette Canada or during the Provincial Championship shall not be permitted in the field of play for the games during the suspensions (bench or ice surface). Player will be noted on the game sheet with the suspension game number.
- c. Any Team Bench Staff or player who violates the terms of his/her suspension, as outlined, will be subject to further sanctions.
- d. Should the suspended individual be participating in more than one (1) role in the Provincial Championship (e.g. as a player and a team staff member), the suspension applies to all roles held by the individual during the Provincial Championship until the completion of the suspension. Only games played or coached in the role where the suspension was received will count toward the suspension.
- e. Refer to Ringette BC policy for more information regarding administration of suspensions.

### 15. BREAKING TIES IN THE STANDING

#### 15.1. Number of goals that count in the standings.

- a. The Maximum difference (spread) between goals for and goals against that will be counted per game is seven (7) goals. Applies to a), e) and g).
- b. The maximum goals for that will be counted per game is seven (7) more than the goals against.
- c. If a team forfeits 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.

#### 15.2. To break ties in standings:

The procedures will be followed in sequence until the tie is broken, and the teams are ranked in sequence. The procedures, in most cases, will declare the team(s) in individual rankings. However, in some cases teams may be tied within the rankings (ie. 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 Step i) in order to break the tie between teams, within ranking positions.

### 15.3. Procedure

When two (2) or more teams have an equal number of points after the completion of round robin games, the ranking of the tied teams will be determined in the following order:

- a. 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 e) 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.
- b. 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.
- c. If still tied, the team(s) will be ranked in order of the most Goals FOR in games between the tied teams.
- d. The maximum Goals FOR that will be counted per game is seven (7) more than the Goals AGAINST.
- e. If still tied, the teams will be ranked using the following formula in games between the tied teams:

$$\text{Goals For} + \text{Goals Against} / \text{Goals Against}$$

- f. 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.
- g. If still tied, the tied teams will be ranked in order of the least total Goals AGAINST in games against all teams.
- h. If still tied, the teams will be ranked in order by applying the formula in f) to all games.

## 16. ADDITIONAL EVENTS: OPENING AND CLOSING CEREMONIES AND SKILLS COMPETITION

Any additional events held as part of the Ringette BC Provincial Championships, including but not exclusive to Opening Ceremonies and Closing Ceremonies or Skills Competitions, are the decision of the Host Committee. Should the Host choose to have Opening Ceremonies as part of their Championship, they can do so.

## 17. WESTERN CANADIAN RINGETTE CHAMPIONSHIPS AND CANADIAN RINGETTE CHAMPIONSHIPS

The Provincial Champions at the U14 Zone, U16 Zone, U19 Zone, and 18+A levels are expected to attend the Western Canadian Ringette Championships (WCRC).

## 18. TRUE SPORT FAIR PLAY AWARD

- 18.1. One vote per team, to be voted on by the players after each game. Score sheets will not be released until votes are received.
- 18.2. Teams are not eligible to win the True Sport Fair Play Award unless they have submitted their own votes for each game
- 18.3. Guidelines for Fair Play: Teams and coaches that demonstrate True Sport Principles throughout the event.

- a. **Go For It!** – Rise to the challenge – always strive for excellence. Discover how good you are.
  - b. **Play Fair.** Play honestly – obey both the letter and spirit of the rules. Winning is only meaningful when competition is fair.
  - c. **Respect Others.** Show respect for everyone involved in creating your sporting experience both on and off the ice. Win with dignity and lose with grace.
  - d. **Keep it Fun.** Find the joy of sport. Keep a positive attitude both on and off the ice.
  - e. **Stay Healthy.** Place physical and mental health above all other considerations – avoid unsafe activities. Respect your body and keep in shape.
  - f. **Include Everyone.** Share sport with others. Ensure everybody has a place to play.
  - g. **Give Back.** Find ways to show your appreciation for the community that supports your sport and helps make it possible.
- 18.4. Fair play ballots are collected by the team personnel when they initial the Official Game record before the start of the games. Team personnel may collect their copy of the Official Game record from the Tournament office and turn in their Fair Play ballot then.
- 18.5. In the event team receives more than 30 minutes in penalties, their Coach is ejected, or a player receives a Match or Misconduct penalty, the team will no longer be eligible to receive the Fair Play Award.