

## 1. Governing Rules &amp; Sportsmanship

- a) The Official Rules of Ringette Canada will apply.
- b) Good sportsmanship will be stressed throughout the tournament.
- c) Abusive/offensive language is not to be used on the ice, bench area or in the public halls and lobbies of the arena.
- d) **THE REFEREE'S DECISION SHALL BE FINAL.**

## 2. Game Timing &amp; Format

- a) Active Start & U10 Step 1 – Friendship Series Format
  - i. Active Start and U10 Step 1 divisions will play a friendship series format.
  - ii. No standings, rankings, or tie-breaking procedures apply to these divisions.
  - iii. All participants in Active Start and U10 Step 1 will receive participation medals.
  - iv. These divisions follow the modified rules outlined in Section 4.
  - v. No penalties are assessed in Active Start or U10 Step 1. Officials will stop play, explain the infraction, and restart with a free pass. No penalty minutes are recorded.
- b) All Teams must be prepared to take the ice at least ten (10) minutes before the scheduled start time. Even if both teams are ready early, games will begin at their designated time.
- c) If a team is not on the ice within two (2) minutes after the referee's starting whistle, they will forfeit the game. In such cases, the game will still be played, but only as an exhibition.
- d) There will be a three (3) minute on ice warm up at the start of the game.
- e) **Active Start & U10 Step 1:** Length of Halves shall be 23 minutes, run time. 90 second buzzer shifts and a 3 minute cheer break at the half.
- f) **U10 Step 2 and Step 3:** Two 18-minute stop-time periods, 3-minute cheer break at the half and no shot clock. U10 Step 2 uses a **no-penalty instructional format**. Officials will stop play, explain the infraction, and restart with a free pass. No penalty minutes are recorded, and no players serve time.
- g) **U10 Step 3 follows standard Ringette Canada rules**, including penalties.
- h) **Open B, Open C 1, Open C 2:** Two 18 minute stop time halves with a minimum 1 minute break between halves.
- i) Teams must switch ends for the second half/period.
- j) Games running behind may be shortened at the arena manager or on-ice officials's discretion.
- k) With 5 minutes left in the ice slot, the clock may be reduced to 2 minutes.
- l) Warmups may be shortened to regain schedule.
- m) Medal games are never shortened.
- n) Higher-placed team is HOME in medal games.
- o) Maximum goal differential recorded: Active Start & U10: 5 goals; Open: 7 goals
- p) If the goal differential in Open drops below 7, the game returns to stop-time.

## 3. Officials &amp; GameSheet Procedures

a) **Active Start and U10 Step 1 Division:**

- i. Home teams will supply the gamesheet off-ice official. Scores do not go on the timeclock as these are half-ice games. They are only recorded in the gamesheet app (maximum 5 goals spread).
- ii. Visiting Teams provide the timekeeper. Clocks are 23 min run-time, and the buzzer is set to sound every 90s for line change. On a full sheet of ice, there will be 2 visiting teams

and only one timekeeper will be needed for the sheet-teams can decide who will run it.

- iii. No penalty box attendants are required, as no penalties are assessed.

b) **U10 Step 2 Division:**

- i. Home Teams must supply one (1) off ice-official for games except for final Gold Medal games: Electronic Game sheet (Ramp Gamesheet app).
- ii. Visiting Teams must supply one (1) off ice-official for games: Timekeeper,
- iii. No penalty box attendants are required for U10 Step 2. No penalties are assessed and no penalty box is used.
- iv. For gold medal U10 Step 3 games, Edmonton Ringette will provide minor officials.
- v. No penalty box attendants are required for U10 Step 2 medal games.

c) **U10 Step 3 Division:**

- i. Home Teams must supply two (2) off ice-officials for games except for final Gold Medal games: Electronic Game sheet (Ramp Gamesheet app), and Penalty Box attendant.
- ii. Visiting Teams must supply two (2) off ice-officials for games: Timekeeper, and Penalty Box.
- iii. For gold medal games, Edmonton Ringette will provide minor officials, but each team must provide a penalty box attendant

d) **Open divisions (Open B, Open C-1, Open C-2):**

- i. Edmonton Ringette will provide two (2) off ice officials (1 Timekeeper/Gamesheet operator and 1 Shot Clock operator for all Open games, including round robin and medal games.
- ii. Players are responsible for entering and exiting the penalty box on their own.
- iii. No penalty box attendants are required for Open divisions.
- e) Game sheet Codes are located at the Host Table of the arena.
- f) RAMP GameSheet App is being used at the tournament for electronic gamesheets.
- g) Coach or Team Staff must verify the roster on the app and sign, at least fifteen minutes before game time.
- h) Teams must declare goaltender(s), captains and alternate captains on the RAMP GameSheet App. There are a maximum of 3 captains or assistant captains.
- i) Injured players that will be on the bench should still be activated on the roster.
- j) For Alberta teams, Junior Coaches must be added to the GameSheet App if they will be on the bench.

## 4. Uniforms &amp; Equipment

- a) In the case of conflict in uniform color, the VISITING team must change their uniforms.
- b) No loud noisemakers, airhorns, or drums are permitted in City of Edmonton arenas. Spectators who violate this policy may be directed to stop by rink attendants, or tournament staff.

## 5. Spectator Rules

- a) Each team will designate a Spectator Liaison for their team in the stands.
- b) Spectator Liaison is a person supplied by all teams during a game (exhibition, scheduled, tournament, or playdown / playoff) for the purpose of moderating/being responsible for their team's parents conduct during the game.
- c) This person is responsible for liaising with the officials and Tournament organisers if necessary.
- d) The Spectator Liaison can be any person associated with a player on the team, over the age of 18, and can be different

- each game.
- e) Their name must be on the electronic gamesheet under the official's section.
- f) The spectator liaison must sit in a visible area in the stands with the spectators.
- g) The spectator liaison must be an individual who is willing and able to control and monitor the behavior of the parents and team spectators throughout the game.
- h) Fans, spectators, and minor officials are the responsibility of the Team they are associated with.
- i) Fans, spectators, and minor officials are expected to demonstrate the same sportsmanship and ethical conduct as their Team.

## 6. Player Affiliation Rules

- a) For ALL Teams:
  - i. Electronic gamesheets are checked at the control room for proper use of affiliated players.
  - ii. Teams MUST declare affiliate players on the GameSheet App by indicating (AP).
  - iii. The Maximum number of players listed on the electronic gamesheet:
  - iv. **NOTE:** "players" includes goaltenders, skaters and affiliates.
  - v. When using no affiliates: 18 players
  - vi. When using affiliate(s) as skater(s) only: 12 players
  - vii. When using affiliate skater(s) plus an affiliate goalie: 13 players
  - viii. When only using an affiliate goalie: 18 players
- b) For OUT-OF-PROVINCE Teams:
  - i. The team using the affiliated player must have written permission from the coach of that player's regular team (without this permission the affiliated player will be deemed ineligible).

## 7. Discipline & Grievances

- a) Any TEAM accumulating MORE THAN 30 Penalty Minutes in any ONE GAME, shall see the head coach or acting coach from that game suspended for their next tournament game (No grievances will be accepted).
- b) A MATCH penalty will automatically result in suspension from all subsequent tournament games.
- c) Any team wishing to file a protest may do so by submitting their request in writing, along with \$250, to the Castledowns Arena Host Table.
- d) Notification of a protest must be received within one hour of the incident occurring to enable sufficient time to deal with the protest.
- e) A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$250 will be refunded).
- f) No game protests involving referee judgment will be accepted.

## 8. Zero-Tolerance Policy

- a) Any person who interferes with the game, or who verbally abuses an official, coach, or player, will be instructed to leave the playing area immediately and will not be permitted to return.
- b) The on-ice official shall notify the head coach to ensure the offending individual is removed.
- c) Play will not resume until the individual has fully exited the playing area.
- d) If the individual refuses to leave within a reasonable amount of time, the game will be terminated, and the team associated with that individual will forfeit the game.

## 9. Time-Outs

- a) Each team is entitled to: ONE 30-second timeout per regulation game and ONE additional 30-second timeout in overtime.

10. Round Robin Standings & Tie-Breaking

- a) Point Structure:
  - i. Teams receive two (2) points for a win, one (1) point for a tie, and no (0) points for a loss.
  - ii. At the completion of round robin play, teams will be ranked according to the total points in all games played.
  - iii. NOTE: There are no additional points awarded for shutouts.
  - iv. Web results are unofficial. In cases of disagreement between the website and host arena scoreboard, the scoreboard will display the official result.
- b) Breaking of Ties in Team Standings:
  - i. Only a 5-goal spread (U10) or 7-goal spread (Open) is counted. When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:
    - ii. Winner of more game(s) between each other during the round robin.
    - iii. Difference between goals for and against in games between the tied teams.
    - iv. Least goals against in games between the tied teams.
    - v. Difference between goals for and against in all round robin games.
    - vi. Least goals against in all round robin games.
    - vii. Highest ratio of goals for divided by the sum of goals for plus goals against in games between the tied teams.
    - viii. Highest ratio of goals for divided by the sum of goals for plus goals against in all round robin games.
    - ix. Least total penalty minutes in all round robin games.
    - x. Earliest goal scored in all round robin games.
    - xi. Coin toss.
    - xii. Each step of the tie breaking rules shall apply to all teams involved in the tie.
    - xiii. If three (3) or more teams are involved in the tie, the tie breaking procedure shall only revert to 1 if teams are still tied after the application of subsequent rules.
  - xiv. Wild Card Teams:
    - xv. Determined by using the round robin standings (and tie breaker rules if required) to find the highest place team who did not qualify as 1st or 2nd in their pool.

11. Tie Scores in Games

- a) Round Robin:
  - i. If tied at the end of regulation time, the game shall end in a tie, and each team will be awarded (1) one point.
- b) Elimination Games (Crossover, Quarter-Final, Semi-Final, Final):
  - i. Teams will play a four on four (4v4) (plus a goaltender) five (5) minute stop time SUDDEN VICTORY overtime period.
  - ii. Penalties assessed in regulation time shall carry over to the overtime period.
- c) Consolation Games:
  - i. Consolation games may end in a tie. No overtime will be played.

12. Shoot-Out Procedure

- a) If no goals are scored during the overtime period, the game will be decided by a shoot-out using the following procedure:
  - v. The home team will shoot first. Penalties do not carry over into the shoot-out.
  - vi. Coaches will have two (2) minutes to submit a list of three (3) shooters. All skaters on the bench are eligible.
  - vii. Teams will alternate shots. The winner is declared after the

first three (3) shooters of one team have more goals than the other. The shoot-out will end early if it becomes mathematically impossible for one team to tie or win.

- b) If still tied after three (3) shooters per team:
  - i. Teams will continue to alternate one shooter at a time in a sudden-victory format.
  - ii. No player may shoot a second time until all eligible players have taken a shot.
  - iii. A winner is declared as soon as one team scores and the other does not.