

FOOTHILLS FREEZE

TOURNAMENT RULES 2026 - U10S3, U12, U14, U16

1. **Coaches/managers are responsible for the actions of their player’s parents and/or guests.** Be kind to all players, have patience with our referees and know that ANY ABUSE (yelling, swearing, gestures or threats) towards the referees, players, volunteers, or staff either during a game or throughout the arena WILL NOT BE TOLERATED. This type of behavior will result in an immediate expulsion from the arena, and possibly the tournament.
2. Final decisions on situations not clearly defined in either of the above will be ruled on by the tournament committee. Decisions made by the tournament committee will be final. No appeals will be considered.
3. Each team will be responsible for supplying adult volunteers for all games as follows:

Home –1 scorekeeper, 1 timekeeper, 1 gate attendant
Visitor – 1 gate attendant and 1 shot clock operator (U12 and up)

4. It is the responsibility of the home team to declare to the opposing team prior to the game their team colors. In the event of a conflict, the visiting team must change colors.
5. To keep on schedule, teams must be ready to go on ice as soon as the Zamboni is off ice. Teams not on the ice within two (2) minutes of the referee whistle being blown to start the game will forfeit. The game may be played as an exhibition game.
6. Teams will be allocated a three-minute warm up prior to the game. There will be a two-minute break between halves.
7. Teams must declare goaltender(s), captains, and alternate captains on the game sheet by indicating (G), (C), (AC).
8. Players must be registered with Ringette Alberta and rostered to the team they are playing with. Affiliates must be identified to the tournament director prior to the tournament start date and must be affiliated with the team in accordance with Ringette Alberta regulations.
9. Teams MUST declare affiliated players on game sheets by indicating (AP) on the game sheets for which those players are used. It is the responsibility of the team to ensure that Ringette Alberta affiliated player rules are followed.
10. Good sportsmanship and fair play will be stressed throughout the tournament.
11. 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)
12. A MATCH penalty will automatically result in suspension from all subsequent tournament games.
13. At the U10 levels, a maximum of three (3) goals per game by one player will be allowed. Additional goals will not be counted.
14. Game times will be two periods of equal length consisting of:
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|---------------------------|----------------------------------|
| U10 Step 1 & 2 | 24 minutes each run time |
| U10-3 U12 U14 | 18 minutes each stop time |
15. Each **U16 game** shall consist of four quarters, each lasting 11 minutes. Intermissions will be structured as follows: a 1 minute break between the 1st and 2nd quarters, a 2 minute break

between the 2nd and 3rd quarters, and a 1 minute break between the 3rd and 4th quarters.

16. If a round robin game is still underway when scheduled finish time is reached, then game clock is set down to two (2) minutes at next stoppage in play and the game is completed using stop time.
17. Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures, with a MAXIMUM SEVEN GOAL difference. U10 will post a 3-goal difference on the time clock.
18. Any team wishing to file a protest may do so by submitting their request in writing, along with \$200 in cash, to the Tournament Committee.
- o Notification of a protest must be received within thirty (30) minutes of the incident occurring to enable sufficient time to deal with the protest.
 - o A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$200 will be refunded.)
 - o No game protest involving referee judgment will be accepted. THE REFEREE’S DECISION WILL BE FINAL.
19. The 1st and 2nd teams from round robin play in each division (except U10 Step 1 and U10 Step 2) advance to the gold medal final games. The 3rd and 4th teams will play in the bronze medal games.
20. Standings and Tie Breaking
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|-------------------------------------|-----------|
| Round-robin standings POINT SYSTEM: | |
| WIN: | 20 points |
| TIE: | 10 points |
| LOSS BY 1 GOAL: | 6 points |
| LOSS BY 2 GOALS: | 5 points |
| LOSS BY 3 GOALS: | 4 points |
| LOSS BY 4 GOALS: | 3 points |
| LOSS BY 5 or more GOALS: | 2 points |
| FORFEIT: | 0 points |
21. In the case of a tie for points at the end of the round robin, a team will be chosen to advance to the Finals utilizing the following criteria, in order, until the tie is broken:
- 1. Fewest goals against in all round robin games
 - 2. Most goals for in all round robin games
 - 3. Fewest penalty minutes in all round robin games
 - 4. A coin toss

22. FINAL GAMES

“Home Team” will be the team with the most points in round robin play, or if tied, decided by a coin toss.

If a game is tied at the end of a **final 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. Possession of the ring will be determined by a toss of a coin. Penalties remaining from regulation play will carry over to the overtime period. Each team is entitled to ONE additional 30 second time-out in overtime play.

If no goals are scored in the overtime period, there will be a 5 player **SHOOT OUT**. Coaches will have 2 minutes to identify their shooters. Home team will shoot first. If the score is still tied after all 5 players from each team have taken alternating shots, shooters will rotate through the full roster, shot for shot, until one team scores and the other one doesn’t.

Medal ceremony will take place immediately after the game. Players are to line up on their blue line.