

# 2019 FSRA Diamond Ring Tournament Rules

November 29<sup>th</sup> to December 1<sup>st</sup>, 2019

## Tournament Rules:

The Ringette Canada Official Rules shall apply with the exceptions listed below.

### **1. *Protesting Grievance:***

1.1 Any team wishing to file a grievance may do so by submitting their request in writing, along with \$200 cash bond, to the Tournament Director. Notification of a protest must be received within 30 minutes of the games end time in which the incident occurred to enable sufficient time to deal with the protest. Contact the Arena Representative at the Location of the game, in order to reach the Tournament Director.

1.1.1 The Protest and Grievance Committee will consist of the Tournament Referee Supervisor, the Tournament Director, and one of 3 pre-selected FSRA Executive Members. Protests must be submitted to the Arena Representative, who will assemble the Protest and Grievance Committee. If the protest is upheld the \$200 will be refunded. No game protests involving referee judgment will be accepted. **THE REFEREE'S DECISION SHALL BE FINAL.**

### **2. *Team Benches:***

All teams must be available to start tournament play any time after 7:00 a.m. on **Friday, November 29<sup>th</sup>, 2019**

2.1 Only registered team staff and players may be present on the bench.

2.2 All team staff and players must be named on the game sheet.

2.3 Home teams will provide 2 people for Score Keeping and 30 - second clock operation, should it be required for their level, and the visiting team will provide two parents for Time Keeper and Penalty Box for all games EXCEPT final games. Check with the Arena Director when picking up the game sheet. The Tournament Organizers will provide minor officials for all FINAL games.

### **3. *Game Length:***

U10-1: 2 - 24 minutes running time (coaches on ice if wanted) with called line changes every 3 minutes. All play at step 1 will be half ice 3 v 3, plus a goalie.

U10-2/3 - U16: 18 minutes stop time

U19: 23 minutes stop time

### **4. *Game Time Management:***

4.1 **Teams must be ready to go on the ice ten (10) minutes before scheduled game time.** Teams not ready within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. Both teams may forfeit the game. The game may be played as an exhibition game at the discretion of the arena director.

4.2 Each game will be preceded by a three-minute warm-up beginning once the Ice Cleaning Machine has left the ice and gate has been secured. There will be a two-minute break between periods.

4.3 Home teams must start the game in the end in which they choose for their warm-up.

4.4 If a round robin game is still underway when the scheduled finish time is reached, the game clock will be set down to two minutes at the next stoppage in play, and the game completed using stop time.

### **5. Official Game Report:**

5.1 In the case of conflict in uniform color, the VISITING team must change their uniforms.

5.2 The official game report is picked up from the arena director.

5.3 The official game report is to be completed by each team, signed by one member of the team staff, and returned to the arena director at least fifteen (15) minutes before the scheduled game start time.

5.4 Teams must declare goaltender(s), captains and alternate captains on the game sheet by indicating (G), (C), (AC).

5.5 Teams are to strike the names of players who are not participating in the game from the game sheet to ensure proper verification. When using an affiliate(s), the name(s) of the player and their jersey number must be written in the appropriate space on the game sheet (at the bottom of the team roster under "AFFILIATES"). The maximum number of players listed on a game sheet:

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

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

5.6 The home team will be denoted on the official game report for the purposes of the opening pass. In medal games, the higher ranked team will be the home team. In the medal games for 8 team divisions where two first place teams could potentially play each other, a coin toss by the tournament committee will determine home team.

5.7 For each playoff game, each team will submit a list of three (3) shooters for the shoot-out to the on-ice official or official supervisor, during the two-minute break following overtime play.

### **6. Team Standings:**

6.1 Point Structure - Round Robin

6.1.1 Teams receive two (2) points for each win, one (1) point for each tie, and zero (0) points for each loss.

6.1.2 At the completion of round robin play, teams will be ranked by point totals.

6.2 Tie Breaking Formula

When two or more teams have an equal number of points, the teams will be ranked according to the Tie Breaking Formula described in rules below, by the Arena Director. The Arena Director will check the results of the calculation with the staff of the eliminated team(s) before posting the results.

### **Tie Breaking Rules:**

6.2.1 When two or more teams are tied for one of the above-mentioned positions, then the following tie breaking rules shall be used to determine the team(s) that will advance to the championship game.

6.2.2 In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the "Official Score".

6.2.3 The following rules in 6.2.4 below shall be followed in sequence until the tie is broken (i.e. One team is eliminated from the tie). Once one (1) team is eliminated from the tie, the procedure reverts back to (6.2.4.i).

6.2.4 This procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and that team shall be dropped from the tie breaking procedure (e.g. The top two teams remain tied). In these cases, the procedure shall also revert back to (6.2.4.i) in order to break the tie between those teams, which remain tied.

- i. The winner of more game(s) between each other during the round robin will be declared the highest position.
- ii. 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.
- iii. 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.
- iv. 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.
- v. If still tied, the tied team with the least total goals against in all games during the round robin will be declared the highest position.
- vi. If still tied, a coin toss will be used to break the tie.

### ***7. Tournaments and Playoff Structure:***

7.1 There are 2 U10S1 Divisions; these Divisions are Friendship Divisions, and will include three games. Four teams in Division U10S3 and U19B; Six teams in Divisions U10S2 and U12C. Each team can expect to play a minimum of three games. Two teams with the highest point scores advance to final round. Maximum number of games a team could receive is four (including final game). Should teams tie in total points refer to the "tie breaking section" of the Tournament Rules.

### ***8. Playoff Game Tie***

8.1 When a playoff game is tied at the end of regulation play, a two-minute break will be taken, followed by one five-minute, sudden victory overtime period.

8.1.1 Ring possession for the start of the overtime period will be determined by coin toss.

The team winning the toss will get possession of the ring for the free pass and the other team will get choice of ends for the overtime period

8.2 If a tie still exists at the end of the overtime period, a three (3)-player shoot-out will decide the game winner.

8.2.1 Using the submitted shoot list (see 5.7 above), shooters will alternate, beginning with the designated home team.

8.2.2 The team that scores the greatest number of goals will be declared the winner.

8.2.3 If a tie still exists after the initial shoot-out, a single shoot-out, alternating format will begin with the designated home team.

8.2.4 The coach will select players for each round, but cannot re-use players until all players have been used at least once. Designated goalies and injured players are exempt.

### **9. Penalties**

9.1 Good sportsmanship will be stressed throughout the tournament.

9.2 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).

9.3 A MATCH penalty will automatically result in suspension from all subsequent tournament games. (No grievances will be accepted)

### **10. U10 Modifications**

10.1 No U10 player can be credited more than 3 goals in any tournament game. Goals in excess of this shall not be recorded on the game sheet.