

2024 FSRA Diamond Ring Tournament Rules

December 6th to December 8th, 2024

Please note:

Scorekeepers, Time Clock, Shot Clock operators and Penalty Box workers will be supplied by volunteers from each team. Each team will supply volunteers for all round robin and semi-final games. Box workers will be supplied for all the Medal Games by Fort Saskatchewan Ringette.

The **Home Team** is responsible for *Time Clock*, *Penalty Box* and *RAMP Game Sheet*. The **Visiting Team** is responsible for the *Shot Clock* and *Penalty Box*. Once you are in the box, if you wish to switch assigned jobs feel free to do so, but please indicate the responsible person on the RAMP Game Sheet.

***Please note that a 2 min delay of game penalty will be assessed to any team that does not have volunteers in the box at the start of the game.*

All teams will adhere to a zero-tolerance policy for abuse towards on-ice or off-ice officials, this includes all team staff, fans and players. Failure to do so will result in being asked to leave the arena by anyone on the **Tournament Committee**.

Tournament Rules:

1. The BGL Official Rules shall apply with the exceptions listed below.
2. Teams must be ready to go on the ice ten (10) minutes before game time.
3. Teams can enter the ice surface immediately after the rink attendant has left the ice surface and closed the rink boards as long as at least one of their team's bench staff is present. The clock will be set for a 2-minute warm-up once the officials have entered the ice. Teams are required to be prepared to start the game at the expiration of the countdown of 2 minute clock. Teams who are not ready to start the game at this time by taking excessive pregame activity may be issued a 2 minute delay of game penalty at the discretion of the referees.
4. In the case of a conflict in uniform color, the **VISITING** team must change their uniforms.
5. There will be a two (2) minute break between halves and a flood between all games.
6. Home/visitor teams are designated in round robin games. In the playoff and medal round games, the *higher place team* shall be **HOME**.
7. All players, coaches and bench staff must be registered with their provincial association.
8. Teams must declare goaltender(s), captains and alternate captains within the electronic game sheet.
9. Teams must declare affiliated players within the electronic game sheet. When using an affiliate(s) the name(s) of the player(s) and their jersey number must also be within the electronic game sheet.
10. Teams are required to remove the names of players who are not participating in a game from the electronic game sheet to ensure proper verification.
11. A maximum of five (5) bench staff will be allowed for each team. One bench staff must be an adult female according to Ringette Canada policy.
12. 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.)
13. The Tournament Committee requests that a team official inspect their dressing room upon completion of their game to ensure that the room has been left in a reasonable condition. Please contact a rink attendant or committee member if you find that a dressing room is not fit to be occupied.

1. *Protesting Grievance:*

1.1 Any team wishing to file a grievance may do so by submitting their request in writing, along with a \$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.

1.2 The Protest and Grievance Committee will consist of the Tournament Referee Supervisor, the Tournament Directors, 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:*

2.1 All team must be available to start tournament play any time after 6:00 a.m on **Friday, December 6th, 2024**

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

2.3 All team staff and players must be listed on the electronic game sheet.

3. *Game Length:*

3.1 U12 to U14: 18 minutes stop time

3.2 U16 to 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 the 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 Electronic Score Sheets are to be completed at least 30 minutes prior to the game. Completed scoresheets will be verified immediately following the game.

5.4 Teams must declare goaltender(s), captains and alternate captains within the electronic game sheet.

5.5 Teams are to ensure the names of players who are not participating in the game are properly struck out from within the electronic game sheet to ensure proper verification. When using an affiliate(s), the name(s) of the player and their jersey number must be appropriately shown within the electronic game sheet. 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 Visiting team will be denoted on the official game report for the purposes of the opening center zone free 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 the 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.

NOTE: regardless of game score, only a SEVEN (7) goal difference will be credited in applying these rules.

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.

Section A – Tie breaking rules to be applied when tied teams have played an equal number of games against each other in Round Robin play.

1. In cases where the tied teams have played an equal number of games against each other, the winner of more game(s) between each other during the round robin will be declared the highest position.

Scenario 1 – Team A defeated Team B in round robin. Team A awarded higher ranking.

Scenario 2 – Team A defeated both Team B and Team C in round robin, Team A awarded higher position regardless of outcome of Team B vs Team C.

Scenario 3 – Team A and Team B both defeated Team C in round robin, Team C is excluded and the remaining two teams revert to Scenario 1 or Section A – 2.

Scenario 4 – If Team A, Team B and Team C all have equal records against each other in round robin play then tie breaking format proceeds to Section A-2.

2. If still tied, in cases where the tied teams have played an equal number of games against each other, teams shall be ranked according to the difference between goals for and against in games between the tied teams in round robin play. The team with the highest positive difference shall be ranked the highest; the team with the second highest positive difference shall be ranked next, the team with the third. If two teams are tied with the highest positive difference, the third and any lower team shall be excluded and Scenario 1 would then apply.

3. If still tied, in cases where the tied teams have played an equal number of games against each other, teams shall be ranked according to the least goals against in games between the tied teams in round robin play. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals shall be the next etc. If two teams are tied with the least goals against, the third and higher team shall be excluded and Scenario 1 would then apply.

4. If still tied, in cases where the tied teams have played an equal number of games against each other, teams shall be ranked according to the least total penalty minutes in games played between the tied teams in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be declared the next, the team with the third least penalty minutes shall be the next, etc. If two teams are tied for the least total penalty minutes, the third or higher team shall be excluded and Scenario 1 would then apply.

5. If still tied, in cases where the tied teams have played an equal number of games against each other, teams shall be ranked according to the time required to score their first goal in games played between the tied teams in the round robin. The team scoring the earliest goal shall be ranked the highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked the next, etc.

6. If still tied, in cases where the tied teams have played an equal number of games against each other, teams shall be ranked according to the goals for and against in all games played in the round robin. The team with the highest positive difference shall be ranked the highest, the team with the second highest positive difference shall be ranked next, the team with the third highest shall be next, etc.

7. If still tied, in cases where the tied teams have played an equal number of games against each other teams shall be ranked according to the least goals against in all games played in the round robin. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals shall be next, etc.

8. If still tied, in cases where the tied teams have played an equal number of games against each other, teams shall be ranked by coin toss.

Section B – Tie breaking rules to be applied when tied teams have NOT played an equal number of games against each other in Round Robin play.

1. In cases where tied teams have not played an equal number of games against each other in round robin play, the winner of more game(s) between each other during the round robin will be declared the highest position.

Scenario 1 (two tied teams) – Team A defeated Team B in round robin, Team A awarded higher ranking.

Scenario 2 (three tied teams) – Team A defeated both Team B and Team C in round robin and Team B and Team C did not play in Round Robin, Team A awarded higher position.

Scenario # (three tied teams) – Team A and Team B both defeated Team C in round robin and Team A and Team B did not play each other in Round Robin, Team C is excluded and the position of Team A and Team B will be determined by Section B – 2.

2. In cases where the tied teams have not played an equal number of games against each other in round robin play, teams shall be ranked according to the difference between goals for and against in games with a common opponent(s) in round robin play. The team with the highest positive difference shall be ranked the highest, the team with the second highest positive difference shall be ranked next, the team with the third etc. If two teams are tied with the highest positive difference, the third and any lower team shall be excluded and Scenario 1 would then apply.

3. If still tied, in cases where the tied teams have not played an equal number of games against each other in round robin play, teams shall be ranked according to the least goals against in games with a common opponent(s) in round robin play. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next etc. If two teams are tied with the least goals against, the third and higher team shall be excluded and Scenario 1 would then apply.

4. If still tied, in cases where the tie teams have not played an equal number of games against each other, teams shall be ranked according to the least total penalty minutes in games with a common opponent(s) in round robin play. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be declared the next, the team with the third least penalty minutes shall be next, etc.

5. If still tied, in cases where the tied teams have not played an equal number of games against each other, teams shall be ranked according to the time required to score their first goal in games with a common opponent(s) in the round robin. The teams scoring the earliest goal shall be ranked the highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked the next, etc.

6. If still tied, in cases where the tied teams have not played an equal number of games against each other, teams shall be ranked according to the goals for and against in all games played in the round robin. The team with the highest positive difference shall be ranked the highest, the team with the second highest positive difference shall be ranked next, the team with the third, etc.

7. If still tied, in cases where the tied teams have not played an equal number of games against each other teams shall be ranked according to the least goals against in all games played in the round robin. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be the next etc.

8. If still tied, in cases where the tied teams have not played an equal number of games against each other, teams shall be ranked by coin toss.

7. Tournaments and Playoff Structure:

7.1 Four teams in Divisions U12C, U12B, 14B and U16B; Each team can expect to play a minimum of three games. Two teams with the highest point scores advance to the final round. Maximum number of games a team could receive is four (including the 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 scored 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 reuse 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)