

2024 FSRA U10 Diamond Ring Tournament Rules

November 29th to December 1st

Time clock and on ice Coaches (minor Officials) will be supplied by volunteers/coaches from each team.

Following League rules!

Tournament Rules:

1. The Ringette Canada 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 three (3) minute warm-up once the officials have entered the ice.
4. Teams are required to be prepared to start the game at the expiration of the countdown of three (3) minute clock. Teams who are not ready to start the game at this time by taking excessive pregame activity may be issued a two (2) minute delay of game penalty at the discretion of the referees.
5. Games running behind may be shortened at the discretion of the arena manager.
6. In the case of a conflict in uniform color, the *VISITING* team must change their uniforms.
7. There will be a two (2) minute break between halves and a flood between all games.
8. Home/visitor teams are designated in round robin games. With no overtime play.
9. All players, coaches and bench staff must be registered with their provincial association.
10. 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. They must all be registered on the electronic game sheet.
11. All teams must declare affiliates within the electronic game sheet. It is the responsibility of each team to ensure that player affiliation rules are being followed.
12. All U 10 Step 3 teams must declare goaltender(s) and affiliates within the electronic game sheet.
13. 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.
14. 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.

Protesting Grievance:

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.
2. 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.**

U 10 Step 1 & 2 :

1. A maximum of two coaches from each team will be allowed on the ice. Designated on ice coaches are required to wear skates and CSA approved protective gear. One coach will stay out of the area of play close to the boards, and the other coach will be close to the goalie to provide goalie assistance. Sticks for coaches are not permitted.
2. Games will be half ice, 3v3 plus goalies.
3. Two 23-minute periods (running time) will be played. With 90 second buzzer shift changes.
4. Time and scores will be posted on the score close with a maximum five (5) goal spread.
5. Three minutes will be given at period break to allow teams to do a cheer.
6. Teams must change ends for the second period.
7. No penalties will be called. Rather the penalty will be explained to the offending player by the referee to facilitate learning of the rules.
8. Goalies can wear goalie equipment and use a goalie stick. Goalies do not change; however a team may choose to change goalies at period break.

U 10 Step 3 :

1. Games will be played on full ice.
2. There will be two (2) eighteen minute stop time periods.
3. No shot clock will be used.
4. Teams must change ends for the second period.
5. Penalties **will** be called.
6. Goalies can wear goalie equipment and use a goalie stick. Goalies do not change; however a team may choose to change goalies at period break.

U 10 Step 3 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.