



Lacombe Ice Breaker Tournament

**January 26-28, 2024
U10,U12,Open C**

Round Robin Format

*excluding U10-1 & U10-2

Minimum number of games: 3

Contact: Tournament Committee Chairs

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TOURNAMENT RULES

1. The Ringette Canada Official Rules will apply.
2. All players must be registered with Ringette Alberta or Provincial Governing Body.
3. Point system: win – 2 points; tie - 1 point; loss – 0 points.
4. No U10-3 player is to be credited with more than three (3) goals in any one game
5. Game scores will be displayed on the time clock, posted in arenas, posted on TeamSnap Tournament and recorded for tie breaking procedures.
 - A MAXIMUM FIVE GOAL difference will be displayed on the time clock.
 - A MAXIMUM SEVEN GOAL difference will be posted and used for tie breaking procedures.
6. All equipment used must be in accordance with the Ringette Canada Rule Book.
7. Length of games: **U10-3, U12: two - 18 minute periods of stop time. Open C- two - 23 minute periods of stop time.** Except where delays in the schedule require running time.
8. **U10-1 and U10-2** teams will play half ice games. Dressing Rooms are shared with the opposing team. Games will be 3 vs.3 plus goalie. Length of games: **two - 24 minute periods of run time.** There will be a buzzer every 90 seconds for player change. There will be no scores displayed on the scoreboard. Every **U10-1 and U10-2** player will receive a participation medal.
9. There will be a two (2) minute warm-up and a two (2) minute break between halves for all divisions.
10. Teams must be ready to play ten minutes before the scheduled game time. Teams not on the ice within two minutes of the referee's whistle being blown to start the game will forfeit the game. Points will be duly awarded and the game will be played as an exhibition game.
11. All team staff and players must be stated on the game sheet.
12. Teams must declare goaltender(s), captains and alternate captains on the game sheet by indicating (G), (C), (AC). No more than 3 captains or alternate captains total are permitted to be marked on the game sheet.
13. 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.*
14. Score sheets are to be picked up at the host desk. Score sheets are to be completed and signed by the coach at least 15 minutes before the game and returned to the host desk. Car keys must be left in exchange for team dressing room key.
15. “Home team” will be indicated on the game sheet.
16. In case of conflict in uniform colors, the VISITING team must change their uniforms.
17. All uniform numbers will coincide with the game sheet. Each player shall have a number and there will be no duplication of numbers on any team.
18. Home team will start the game in the end in which they choose for their warm-up.
19. Shot Clock– U12 division will use the shot clock in accordance with Ringette Alberta Rules.

20. U10-1, U10-2, and U10-3 will use small nets. If no small nets are available, large nets will be used.
21. If a game has been delayed and there are 5 (five) minutes remaining in a time slot, the clock will be reset to 2 (two) minutes at first stoppage of play to prevent overlaps in scheduling.
22. Each team is entitled to ONE 30-second timeout per regulation game. There will be no additional timeouts permitted to warm up the substitute goalie.
23. In case of a tie after round robin play (team standings), and/or after tournament semi-final play, the suggested rules from Ringette Alberta will apply. (Attached “Team Standings Tie Breaking Procedure” & “Round Robin Tie Breaking Procedures for Games”).
24. There will be no one allowed to enter the Referee Dressing Rooms.
25. Playoffs – U10-3 – U12 - Open C- the top two teams play for the division final, and will be awarded medals (gold and silver).
26. In medal games the higher ranked team will be the home team.
27. Coaches and players of all teams must display good sportsmanship and fair play throughout the tournament.
28. Unacceptable behaviour (such as profanity or verbal abuse of officials) will result in an unsportsmanlike penalty. A second offence in the same game by the same player will result in misconduct.
29. 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).
30. If a misconduct penalty is assessed, the player will be ejected from the game. If a match penalty is assessed against a player, they will be suspended from the next game in the tournament.
 - a. A **MATCH Penalty** will automatically result in suspension from all subsequent tournament games and possible additional games after Ringette Alberta/Provincial Association review.
 - b. A **MISCONDUCT Penalty** will result in a one tournament game suspension for the player(s).
 - c. The Grievance Committee will assess the circumstances of the penalty and may impose further suspensions on the players.
31. Any team wishing to file a protest may do so by submitting their request in writing, along with \$250.00 **cash** to the tournament committee. Notification of a protest must be received within one hour of the incident occurring to enable sufficient time to deal with the protest.
32. A grievance committee will meet to deal with any protests received. (If the protest is successful the \$250.00 will be refunded). **No game protests involving referee judgement will be accepted. THE REFEREE’S DECISION SHALL BE FINAL.**
33. *Teams must be available to play their first game at 8am on Friday January 26.*

Round Robin Tie Breaking Procedure for Games

If a ROUND ROBIN game is tied at the end of regulation time, each team will be awarded one (1) point.

- 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 overtime period (the first team to score will be declared the winner). Possession of the ring will be decided by a coin toss.
- If no goals are scored, in the overtime period, the game will be decided by a shootout.
 - ❖ Coaches will have two minutes to identify their five shooters (U10-3 players with 3 points are eligible to participate in the shootout).
 - ❖ HOME team will shoot first
 - ❖ Alternate shooters until all five shooters from each team have gone. The team with the most goals will be declared the winner.
 - ❖ If still tied after all five shooters, shootout rounds will continue until a winner is declared (one player per team, a shooter that has not shot).

Note: Penalties assessed in regulation or overtime play shall carry-over to the next period. Each team is entitled to ONE additional 30-second timeout in overtime.

Team Standings Tie Breaking Procedure

Note: Regardless of game score, only a SEVEN goal difference will be credited in applying these rules.

POINT STRUCTURE - Teams receive two points for a win, one point for a tie, and zero points for a loss. At the completion of round robin play, teams will be ranked according to the total points in all games played.

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:

1. The winner of more games between each other during the round robin will be declared the highest position.
2. If still tied, 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 highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
3. If still tied, 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 against shall be next, etc.

4. If still tied, teams shall be ranked according to the difference between goals for and against in all games played in the round robin. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
5. If still tied, 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, and the team with the third least goals against shall be next, etc.
6. If still tied, teams shall be ranked by the least number of penalty minutes. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, the team with the third least penalty minutes shall be next, etc.
7. If still tied, teams shall be ranked according to the time required to score their first goal for all games played in the round robin. The team scoring the earliest goal shall be ranked highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked next, etc.
8. If still tied, the winner will be declared by a coin toss.

Note: Each step of the tie breaking rules shall apply to all teams involved in the tie. If there are more than two teams tied, revert back to Step 1 after one team's ranking has been determined.