

# Queen of the Ring Tournament – Leduc AB – October 4-6, 2024

Sanctioned by Ringette Alberta



## **TOURNAMENT OUTLINE**

1. All teams participating will be guaranteed a minimum of four (4) games.
2. U16 Division games will have 4x10 minute (stop time) periods.
3. There will be no overtime in round robin games.
4. Shot clocks will be used in all games with a 30 second time limit.
5. Tournament format has two pools of three teams, no team can be eliminated from medal contention in the round robin regardless of record. After the round robin, there will be crossover games.

## **Please note:**

- The Home Teams are required to provide 2 box volunteers (Time + Penalty) and the Visiting Team is required to provide 2 box volunteers (Shot + Score)
- Should your team not be able to provide the required volunteers, please contact the Tournament Director (email: [tamaraprice@shaw.ca](mailto:tamaraprice@shaw.ca) or [joedrover@hotmail.com](mailto:joedrover@hotmail.com)) as soon as possible to make alternate arrangements.
- Please remember that everyone is a VOLUNTEER - please be kind.

## **TOURNAMENT RULES**

1. The Official Rules of Ringette Canada will apply.
2. Games will NOT start early. The 3-Minute warm-up time will begin at published Start Time. Teams will be permitted to access the ice up to 5 minutes prior to their scheduled start time for an extended warm up.
3. HOME team will wear their Dark Color Jerseys and Visitors will wear their Lights. In the case of conflict in uniform color, the VISITING team must change their uniforms.
4. For the U16 division, there will be a one (1) minute break after quarter 1 & 3.

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5. All divisions will have a two (2) minute break at half time.
6. In Crossover and Final Games, the home team will be assigned arbitrarily by pool or game number.
7. RAMP GameSheet App is being used at the tournament for electronic gamesheets. Coach or Team Staff must verify the roster on the app and sign, at least fifteen minutes before game time.
8. Teams must declare goaltender(s), captains and alternate captains on the RAMP GameSheet App. There are a maximum of 3 captains or assistant captains. Injured players that will be on the bench should still be activated on the roster.
9. Teams MUST declare affiliate players on the GameSheet App by indicating (AP). It is the responsibility of the team to ensure that [Ringette Alberta Affiliation Policy](#) is followed.
10. Any team which accumulates MORE THAN 30 penalty minutes in one game shall see the head coach (or acting head coach) suspended for their next tournament game.
11. A MATCH penalty will automatically result in suspension from all subsequent tournament games.
12. Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures, with a MAXIMUM SEVEN GOAL difference.

### **Protests & Grievances**

Any team wishing to file a protest may do so by submitting their request in writing, along with \$200 cash, to the Tournament Committee. Report to the Tournament Control Table to contact a committee member. Notification of a protest must be received within thirty (30) minutes of the completion time, as noted on the game sheet, of the game in which the incident occurred, to enable sufficient time to deal with the protest. A grievance committee, made up of at minimum one Tournament Director and Officials Supervisor, will meet to deal with any protests received. When necessary, the committee may meet by telephone. 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.**

### **Team Standings Tie Breaking Procedure**

***NOTE: regardless of game score, only a SEVEN goal difference will be credited in these rules.***

#### **Point Structure:**

Teams receive **two (2) points for a win, one (1) point for a tie, and zero (0) 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 game(s) between each other during the round robin will be declared the highest position.
2. 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.
3. 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.
4. 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.

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5. 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.
6. If still tied; the team receiving the lowest number of penalty minutes in the games between tied teams will be declared the winner.
7. If still tied; the team receiving the lowest number of penalty minutes in all games will be declared the winner.
8. If still tied, the fastest goal scored from the start of a game in all games between the tied teams in the round robin will be declared the highest position.
9. If still tied; a coin toss will be used to break the tie.

**Note:** Each step of the tie breaking rules shall apply to all teams involved in the tie.

If there are more than two (2) teams tied, revert back to step 1 after the highest team's ranking has been determined, or, in the event the highest ranking team cannot be determined, until the lowest ranking team can be determined, at which point the lowest ranked team is eliminated and the process reverts back to step 1.

### Tournament Tie Breaking Procedure

1. If a **round robin** game is tied at the end of regulation time, each team will be awarded **one (1) point**.
2. If a game is tied at the end of the second half of a Crossover Game(s), 5<sup>th</sup> place, Bronze medal, or Gold medal game, the teams will immediately play a five (5) minute stop-time SUDDEN VICTORY period, 5 vs 5. Possession of the ring will be determined by a coin toss.
3. Any penalties assessed during regulation will carry over into overtime until the penalty has been fully served.
4. If no goals are scored in the overtime period, the game will be decided by a shootout.
5. Coaches will have one (1) minute to identify their three (3) shooters
6. Visitor team will shoot first
7. Teams will alternate shooters until 3 shooters from each team have shot.
8. If the game is still tied at the end of the first round of three shooters from each team, the shooters will continue, one from each team, in a **SUDDEN VICTORY single round shooter** format, provided that each team has shot an equal number of times.
9. After the initial 3 shooters have had a chance and the game is still tied, the coach can select any player to shoot next even selecting the same player multiple times. Players serving penalties at the end of overtime are eligible to shoot in the shootout provided they have not been assessed a match penalty in the game.

### Time-Outs:

1. Each team is entitled to ONE 30-second timeout per regulation game, and one additional timeout in overtime.