



ED **HORVATH**

INTERPROVINCIAL RINGETTE TOURNAMENT

2021

Coaches Package



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Welcome

On behalf of the Medicine Hat Ringette Association (MHRA) we welcome all players, coaches, officials and families to our annual tournament. Each year as we continue to grow, it is hoped that you have an enjoyable and memorable weekend of Ringette in Medicine Hat. We also hope you enjoy the hospitality and amenities during your stay, and most importantly, meet new friends and have fun.

A representative from the MHRA will be present at each rink at all times. If you need information, or require help during the tournament please contact any one of them. The following phone numbers can be used to contact the tournament headquarters or a Tournament Committee member.

Jason Tindall - Scheduler/RIC - 403-502-2467

In the event we need to contact your team, please leave the Contact Sheet with name, cell phone number and hotel that you will be staying at with the rink manager at any of the rinks.

Quick Reminders

1. In the U10 division both teams are required to provide volunteers; one to be timekeeper and the other scorekeeper. In the U12, and higher divisions the team designated as VISITING shall supply Scorekeeper and Penalty Box volunteers. The HOME team will supply the Game Clock Operation and Shot Clock volunteers
2. For final games all minor official positions will be covered by volunteers of MHRA.
3. Souvenirs, raffle tables, loonie stick etc. will be set up at the Kinplex Arena and the Family Leisure Centre. There will also be 50/50 tickets sold on Rafflebox. Raffle table prizes will be drawn on Saturday evening at 6:00 pm.

We look forward to a great weekend of fun, competition, friendship and fair play.
Good Luck!



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Thank You

Sponsors

We would like to make a special note to the local businesses that have provided their support in providing sponsorship to help continue to keep our tournament fees low and reduce costs. Without the support of these great local businesses our tournament would not be possible!

StayInMedicineHat.com



Volunteers

The organizing committee for the Ed Horvath Interprovincial Ringette Tournament consists entirely of parents of athletes from the MHRA. All are volunteers who have dedicated many hours to hosting this tournament. Along with the tournament committee there are parent volunteers working the raffle tables, rink manager positions and more. We would like to extend a big thank you to all of them for volunteering and their dedication to the sport. We are so grateful to have such a great community of ringette families that all contribute their time to allow us to host our tournament and offer our kids a fun competitive weekend!



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Skate Sharpening/Equipment

During the tournament if your team needs equipment, supplies or skate sharpening here is a list of local businesses that can help!

- Skate Sharpening at the Kinplex Arena: StickFix Sat: 9am-5:30pm Sun: 8am-2pm. StickFix will be open until 9pm at their business, 1910 11 Ave NW.
- Skate Sharpening & Ringette Equipment: Source for Sports- 833 Kingsway Avenue SE. Fri: 10am-6pm, Sat: 9am-5pm, Sun: 10am-4pm
- Skate Sharpening (Friday Only): Aldo's Shoe Repair- 110 Carry Dr SE. Fri: 8:30am-5pm
- Skate Sharpening: Sports Check- located at 3214 Dunmore Rd SE. Fri: 10am-9pm, Sat: 10am-7pm, Sun: 11am-5pm

On Ice Pictures

One of the great experiences in the Ed Horvath tournament is your teams will be allowed to take photos on the ice after playoffs games. The MHRA realizes that the ability to take the photos right after a game means a lot to the players, families and coaches. Please however appreciate we do want to ensure fair and equal play is provided to all players and teams. Where ice time could be negatively affected by pictures we ask that teams respect each other and work together to balance the experience of all teams involved. Where a possible conflict may arise, the rink manager or tournament team may elect to ask teams to complete celebration off ice.

Souvenirs, 50/50, Raffles and More!

- Souvenir Booth - Ed Horvath souvenir hoodies and t-shirts will be sold in the Kinplex Social Room. Limited sizes available!
- Sports photography- will be available at the Kinplex Arena for the duration of the tournament. They will provide team pictures and on-ice action shots for purchase.
- Raffle Table - will be at both Kinplex and FLC. Prizes will be drawn Saturday at 6:00pm.
- 50/50 - will be online at Rafflebox.ca/raffle/MHRA





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Tournament Rules

1. Rules from the official Ringette Canada rule book and Ringette Alberta Rules and Operating Procedures shall apply if not covered below.
2. All participants must be registered with Ringette Alberta, Ringette Canada or their respective provincial Ringette association.
3. There will not be more than 5 non-players (coaches, managers, trainers) allowed on the bench at one time. Bench staff must be certified as per Ringette Alberta.
4. 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.
5. Teams will declare goalies, captains and alternate captains on the game sheet by indicating (G), (C), or (AC). Affiliate players will be declared by (AP). Ringette Alberta affiliated player rules must be followed.
6. No admission will be charged at the arenas.
7. Players, coaches and parents are all reminded that fair play, gamesmanship and fun must be a priority at this tournament.
8. Referees' decisions will be final.
9. Overage Players
 - a. must be approved through Ringette Alberta prior to the tournament in accordance with Section C, subsection III (H) of the Ringette Alberta Rules and Operating Procedures.
 - b. teams are responsible to provide reasonable notice in writing to the MHRA tournament committee of any overage player prior to playing of any overage players.
 - c. must play with the team on a regular basis and must not play on any other team.
 - d. must be no more than one year overage.
 - e. only one overage on the ice at one time, unless the goalie is an overage, then you may have 2 overage on the ice at one time.
 - f. must be identified prior to commencement of play and on each game sheet.
 - g. the maximum number of goals allowed to be scored and counted by an overage player is 2 in any game.
10. The tournament will be set up in a round robin format, depending on the number of teams entering. Any deviation will be posted on the draw sheet.
11. Teams receive two points for a win and one point for a tie in round robin play.
12. Ties in points standings are decided by performance against the team tied with. Further ties will be decided as outlined in Appendix I.



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13. Play will be 2 eighteen (18) minute stop-time periods for U12 & U14.
14. Play will be 2 twenty three (23) minute stop-time periods for the U16, U19 and Open B & C division.
15. U10 Step 1 will be friendly and will use **Small Nets**.
16. Game sheets will be prepared based on roster submitted with applications. Roster changes must be reported to the arena's tournament coordinator, well in advance of the game.
17. Teams must be ready to go on the ice ten (10) minutes before game time. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. The game will be played as an exhibition only. The score, credited to the team that has been given the win, will be recorded as 1-0.
18. At the discretion of the Tournament Committee, running time may be reverted to at any time if the games are running behind to an extent that the Tournament may be jeopardized. The timely start of each game as well as efficient use of game time by all teams will ensure this discretion is minimized.
19. The shot clock shall be used for U12 – Open divisions. The Home team shall supply a shot clock operator and all shot clocks will be supplied by the tournament committee.
20. In the event of uniform colour conflict, the VISITING team must change their uniforms. If the visiting team does not have a second colour, the Home team may be required to change its uniform, at the direction and discretion of the Tournament Official.
21. In medal games the format of the schedule will determine the HOME team.
22. No game protests will be accepted. The decision of the referee and/or the Tournament Coordinators shall be final. One of the single most drivers of success and leadership to support in creating a safe, healthy and respectful environment for all participants is supporting officials, coaches and players alike.
23. For all round robin, including cross-over, games: The team designated as VISITING shall supply Scorekeeper (Game Sheet) and Penalty Box volunteers. The HOME team will supply the Game Clock Operation and Shot Clock. Failure to provide any of the above may result in game forfeiture. Refusal to play with said volunteers may also result in game forfeiture.
24. For all final games: MHRA will supply all volunteers for shot clock, penalty box, etc..



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Tournament Rules

Appendix I

In the event that after round robin play teams are tied for a position which entitles a team to participate in either of the championship game(s), gold medal and bronze medal (where applicable) or semi-final games, the following rules will apply:

- When two or more teams have an equal number of points after the completion of the round robin games, the highest of the tied teams will be determined in the following order and considering the “Official Score” of the games.
 - In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the “Official Score”.
 - These 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 (1).
 - 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 (1) in order to break the tie between those teams which remain tied.
- (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 **ALL** games during the round robin will be declared the highest position. (to a maximum of 7 goal spread)
 - (3) If still tied, a coin toss will be used to break the tie.

Appendix 2 – Shoot- out Procedure

Three players for each team alternate shots. The winner is declared to be the team with the most goals for 3 players. The shootout will end if it becomes impossible for one team to score sufficient goals to tie the other team.

If it is still tied after 3 shooters from each team have shot, teams will continue one shooter at a time until a winner is determined. No shooter may shoot again until all players have shot. A winner is declared when one team scores and the other team does not in sudden victory format. If still tied after all players have shot, then they can continue again in the same order, until a winner is declared.



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Playing Times for Divisions

- U10 Step 1: 25 min run time (90 sec horn)
 - Small Nets for All U10 Games
- U12 – U14: 18 Minute Periods
- U16 - Open B: 23 Minute Periods

Medicine Hat Ringette Association Tournament Officials Abuse Policy

This policy is being implemented to eliminate referee abuse, both physical and verbal, and to discourage public dissent of a referee. For purposes of this policy, verbal abuse is defined as any negative public comment directed at a referee before, during or after a game. This would include dissent which is defined as behavior that challenges the authority of the referee. It is never acceptable to verbally abuse referees in any situation. There are appropriate avenues for coaches or spectators to share concerns about the quality of officiating. The Referee in Chief welcomes any constructive comments on referees.

Team Staff: Officials are to give any coach, trainer or manager on the bench that becomes abusive a warning first. If the negative behaviour continues the team staff member will be ejected from the game. There is no penalty to the team. Officials will note the time it occurred on the game sheet and continue forward. At the end of the game a written report should be provided to the Tournament Rink Manager.

Fan Problems: The referee must notify the team coaches that an unruly fan must be removed from the stands. The coaches will determine which team the fan belongs to and have them removed from the arena. The play will not continue until the fan is removed. If the fan refuses to leave, the Tournament Rink Manager will be informed and ask the fan a second time to leave. If the fan still does not comply the team they are there to support will be forced to forfeit the game.

Public dissent is not in keeping with the MHRA principles of positive coaching and good sportsmanship and therefore will not be tolerated. There will be no exceptions to this policy.



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Ringette Alberta Player Affiliation

A. Definition

Affiliation means that a player may be called up from their regular team in an association to play on a higher level team in the same association on an as needed basis.

B. Purpose

Allows an association to create a team at a level where there are not enough players for a viable team and allows a team to replace absent, sick, injured, or suspended players on a game by game basis.

C. Policy

1. Player affiliation may occur to one or more playing levels or playing divisions higher than the team that the player is one, in the same association, with the exception that "AA" players may only affiliate to another "AA" team. This does not restrict a 'AA' team from affiliating a player from an A, BB, B team. In cases where an association does not have another team within that age group or at the next lower age group to affiliate with, they may affiliate with a team within that age group or at the next lower age group from another association within their zone.
2. Players may not be double carded and affiliated at the same time (playing on three teams).
3. Team registration is to be in accordance with Ringette Alberta Policies and the following:
 - A minimum of 7 players must be registered before an affiliate player may be added to the team registration form.
 - A maximum of 11 affiliate players may be recorded on a registration sheet with any combination of regular players equal or greater than 7 and affiliate players less than 12 to make a maximum team registration of 18.
 - A minimum of 7 including affiliate players
 - A maximum of 5 affiliate players
4. A maximum of 12 players if the only affiliate player(s) dressed Players 'dressed' and listed on the game sheet shall be:
 - are skater(s)
 - A maximum of 13 players if you dress a combination of an affiliate skater(s) and an affiliate goaltender
 - A maximum of 18 if the only affiliate player 'dressed' is a goaltender
5. Further Explanation regarding AFFILIATE GOALTENDERS.

In situations when the core goalie is playing there are strict parameters as to when you may switch in the affiliate goaltender. The affiliate goaltender is only to be played in the event of illness or injury to the full time core goalie. The affiliate goaltender may be dressed as a backup on any (provided the team follows the maximum per game scenario) and may only play if the core goalie gets hurt or ill during the course of that game.



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Shot Clock Operation

Official Ringette Canada Rules

SHOT ON GOAL – when a team in possession of the ring (last contact or controls the ring) legally propels the ring toward the other team's goal and:

- the ring enters the net,
- the ring contacts a goal post or the cross bar,
- the ring contacts the goalkeeper or Acting Goalkeeper (AGK) within the goal crease,
- The ring contacts the goalkeeper outside the goal crease and that contact prevents the ring from entering the net.

NB. an offensive player who shoots wide of the opponent's net is not a shot on goal. Do not reset the shot clock.

The shot clock shall be started when play is started and stopped when play is stopped.

THE SHOT CLOCK IS RESET TO 30 SECONDS WHEN:

- The team in possession of the ring takes a shot on goal,
- Control of the ring changes from one team to the other.
 - Control of the ring is gained when:
 - A player places the stick into the ring, propels the ring with the stick, or intentionally bats or kicks the ring.
 - A goalkeeper, within the goal crease, prevents the ring from entering the net.
 - The ring comes to rest inside or contact the goal crease.

NB. a defensive player who blocks a shot or deflects a pass has not gained control. They must clearly gain control before the clock is reset.

- A delayed penalty is signaled. (this gives the non-offending team a full 30 seconds in time to pull the goalie and try to score a goal) If additional penalties are signaled – do not reset again,
- When there is less time remaining in the period than there is on the shot clock. Reset the shot clock and stop it from running down.



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Tournament Teams

U10

Medicine Hat Jr. Gators	U10-1-Medicine Hat
Calgary Ice Bears	U10-2-Calgary 1
Bow View Bunnies	U10-3-Calgary 2

U14

Medicine Hat Impact	U14B-1-Impact
Bow View Renegades	U14B-2-Renegades
Airdrie Sting	U14B-3-Sting
Regina Riot	U14B-4-Riot
Indus Lightning	U14B-5-Lightning

U19B

Medicine Hat Mavens	U19B-1-Mavens
Strathmore Ice	U19B-2-Ice
Bowview Edge	U19B-3-Edge
NW Calgary Tenacity	U19B-4-Tenacity

Open C

MH Force	OPC-1-Force
Calgary Comets	OPC-2-Comets
Calgary Bandits	OPC-3-Bandits
Lethbridge Rattlers	OPC-4-Rattlers

U12

Medicine Hat Surge	U12B-1-Surge
Bowview Killer Bees	U12B-2-Killer Bees
Airdrie Ring Devils	U12B-3-Ring Devils
South Calgary Ice Wolves	U12B-4-Ice Wolves
NW Calgary Venom	U12B-5-Venom

U16

Medicine Hat Goal Diggers	U16B-1-Goal Diggers
South Calgary Wild	U16B-2-Wild
Airdrie Hell Raisers	U16B-3-Hell Raisers
Regina United	U16B-4-United
Airdrie Sting Yellow	U16B-5-Yellow

U19A

Medicine Hat Gators	U19A-1-Gators
Regina Ript	U19A-2-Ript
NW Venom	U19A-3-Venom
Airdrie Chaos	U19A-4-Chaos
Bowview Iron Maidens	U19A-5-Iron Maidens

Open B

MH Smash	OPB-1-Smash
Calgary Blaze	OPB-2-Blaze
Lethbridge Pronghorns	OPB-3-Pronghorns



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Master Schedule

#	Date	Location	Div	Start	End	Dur	Away	Home
1	Friday	FLC	U16B	08:00	09:15	1.25	U16B-1-Goal Diggers	U16B-4-United
2	Friday	HH	U16B	08:00	09:15	1.25	U16B-2-Wild	U16B-3-Hell Raisers
3	Friday	Kin 1	U12B	08:00	09:00	1	U12B-1-Surge	U12B-4-Ice Wolves
4	Friday	Kin 2	U10	08:15	09:15	1	U10-1-Medicine Hat	U10-2-Calgary 1
5	Friday	Kin 1	U12B	09:15	10:15	1	U12B-2-Killer Bees	U12B-3-Ring Devils
6	Friday	FLC	U19B	09:30	10:45	1.25	U19B-3-Edge	U19B-4-Tenacity
7	Friday	HH	U19B	09:30	10:45	1.25	U19B-2-Ice	U19B-1-Mavens
8	Friday	Kin 2	U14B	09:30	10:30	1	U14B-1-Impact	U14B-4-Riot
9	Friday	Kin 1	U14B	10:30	11:30	1	U14B-2-Renagades	U14B-3-Sting
10	Friday	Kin 2	U10	10:45	11:45	1	U10-2-Calgary 1	U10-3-Calgary 2
11	Friday	FLC	U19A	11:00	12:15	1.25	U19A-1-Gators	U19A-4-Chaos
12	Friday	HH	U19A	11:00	12:15	1.25	U19A-2-Ript	U19A-3-Venom
14	Friday	Kin 2	U12B	12:00	13:00	1	U12B-4-Ice Wolves	U12B-5-Venom
16	Friday	HH	OPB	12:30	13:45	1.25	OPB-1-Smash	OPB-2-Blaze
18	Friday	Kin 2	U10	13:15	14:15	1	U10-3-Calgary 2	U10-1-Medicine Hat
19	Friday	FLC	U16B	14:00	15:15	1.25	U16B-4-United	U16B-5-Yellow
20	Friday	HH	U16B	14:00	15:15	1.25	U16B-3-Hell Raisers	U16B-1-Goal Diggers
21	Friday	Kin 1	U14B	14:15	15:15	1	U14B-4-Riot	U14B-5-Lightning
23	Friday	FLC	OPC	15:30	16:45	1.25	OPC-3-Bandits	OPC-4-Rattlers
24	Friday	HH	OPC	15:30	16:45	1.25	OPC-2-Comets	OPC-1-Force
25	Friday	Kin 1	U12B	15:30	16:30	1	U12B-3-Ring Devils	U12B-1-Surge
26	Friday	Kin 2	U19A	15:15	16:45	1.5	U19A-4-Chaos	U19A-5-Iron Maidens
27	Friday	Kin 1	U14B	16:45	17:45	1	U14B-3-Sting	U14B-1-Impact
28	Friday	FLC	OPB	17:00	18:15	1.25	OPB-2-Blaze	OPB-3-Pronghorns
29	Friday	HH	U19A	17:00	18:15	1.25	U19A-3-Venom	U19A-1-Gators
31	Friday	Kin 1	U12B	18:00	19:00	1	U12B-2-Killer Bees	U12B-5-Venom
32	Friday	Kin 2	U14B	18:15	19:15	1	U14B-2-Renagades	U14B-5-Lightning
33	Friday	FLC	U19B	18:30	19:45	1.25	U19B-4-Tenacity	U19B-2-Ice
34	Friday	HH	U19B	18:30	19:45	1.25	U19B-1-Mavens	U19B-3-Edge
35	Friday	Kin 1	U16B	19:15	20:30	1.25	U16B-2-Wild	U16B-5-Yellow
37	Friday	FLC	OPC	20:00	21:15	1.25	OPC-1-Force	OPC-3-Bandits



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38	Friday	HH	OPC	20:00	21:15	1.25	OPC-4-Rattlers	OPC-2-Comets
40	Friday	Kin 2	U19A	21:00	22:15	1.25	U19A-2-Ript	U19A-5-Iron Maidens
42	Friday	HH	OPB	21:30	22:45	1.25	OPB-3-Pronghorns	OPB-1-Smash
43	Saturday	FLC	U19A	07:00	08:15	1.25	U19A-3-Venom	U19A-4-Chaos
44	Saturday	Kin 1	U14B	07:00	08:00	1	U14B-3-Sting	U14B-4-Riot
45	Saturday	Kin 2	U10	07:15	08:15	1	U10-2-Calgary 1	U10-1-Medicine Hat
46	Saturday	Kin 1	U14B	08:15	09:15	1	U14B-1-Impact	U14B-2-Renagades
47	Saturday	FLC	U19A	08:30	09:45	1.25	U19A-1-Gators	U19A-2-Ript
48	Saturday	Kin 2	U12B	08:30	09:30	1	U12B-3-Ring Devils	U12B-4-Ice Wolves
49	Saturday	Kin 1	U12B	09:30	10:30	1	U12B-5-Venom	U12B-1-Surge
50	Saturday	Kin 2	U19B	09:45	11:00	1.25	U19B-4-Tenacity	U19B-1-Mavens
51	Saturday	FLC	U19B	10:00	11:15	1.25	U19B-2-Ice	U19B-3-Edge
52	Saturday	Kin 1	OPC	10:45	12:00	1.25	OPC-4-Rattlers	OPC-1-Force
53	Saturday	Kin 2	U10	11:15	12:15	1	U10-3-Calgary 2	U10-2-Calgary 1
54	Saturday	FLC	U16B	11:30	12:45	1.25	U16B-1-Goal Diggers	U16B-2-Wild
55	Saturday	Kin 1	U12B	12:15	13:15	1	U12B-4-Ice Wolves	U12B-2-Killer Bees
56	Saturday	Kin 2	U14B	12:30	13:30	1	U14B-4-Riot	U14B-2-Renagades
57	Saturday	FLC	OPB	13:00	14:15	1.25	OPB-2-Blaze	OPB-1-Smash
58	Saturday	Kin 1	U19A	13:30	14:45	1.25	U19A-5-Iron Maidens	U19A-3-Venom
59	Saturday	Kin 2	U16B	13:45	15:00	1.25	U16B-3-Hell Raisers	U16B-4-United
60	Saturday	HH	U14B	14:00	15:00	1	U14B-5-Lightning	U14B-1-Impact
61	Saturday	FLC	OPC	14:30	15:45	1.25	OPC-2-Comets	OPC-3-Bandits
62	Saturday	Kin 1	U12B	15:00	16:15	1.25	U12B-5-Venom	U12B-3-Ring Devils
63	Saturday	Kin 2	U10	15:15	16:30	1.25	U10-1-Medicine Hat	U10-3-Calgary 2
64	Saturday	FLC	U16B	16:00	17:15	1.25	U16B-5-Yellow	U16B-1-Goal Diggers
65	Saturday	Kin 1	U19B	16:30	17:45	1.25	U19B-Thrid	U19B-Fourth
66	Saturday	Kin 2	U19A	16:45	18:00	1.25	U19A-4-Chaos	U19A-2-Ript
67	Saturday	FLC	U12B	17:30	18:45	1.25	U12B-1-Surge	U12B-2-Killer Bees
68	Saturday	Kin 1	U14B	18:00	19:15	1.25	U14B-5-Lightning	U14B-3-Sting
69	Saturday	Kin 2	OPB	18:15	19:30	1.25	OPB-3-Pronghorns	OPB-2-Blaze
70	Saturday	FLC	U16B	19:00	20:15	1.25	U16B-4-United	U16B-2-Wild



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71	Saturday	Kin 1	U19A	19:30	20:45	1.25	U19A-5-Iron Maidens	U19A-1-Gators
72	Saturday	Kin 2	OPC	19:45	21:00	1.25	OPC-Thrid	OPC-Fourth
73	Saturday	FLC	U16B	20:30	21:45	1.25	U16B-5-Yellow	U16B-3-Hell Raisers
76	Saturday	FLC	OPB	22:00	23:15	1.25	OPB-1-Smash	OPB-3-Pronghorns
77	Sunday	Kin 1	U14B	08:15	09:45	1.5	U14B-Second	U14B-First
78	Sunday	Kin 2	U12B	08:30	10:00	1.5	U12B-Second	U12B-First
79	Sunday	Kin 1	U16B	10:00	11:30	1.5	U16B-Second	U16B-First
80	Sunday	Kin 2	U19B	10:15	11:45	1.5	U19B-Second	U19B-First
81	Sunday	Kin 1	U19A	11:45	12:15	1.5	U19A-Second	U19A-First
82	Sunday	Kin 2	OPC	12:00	13:30	1.5	OPC-Second	OPC-First
83	Sunday	Kin 1	OPB	12:30	14:00	1.5	OPB-Second	OPB-First

Covid Protocols:Restriction Exemption Program

All recreation facilities in Medicine Hat are participating in the Alberta Provincial Restriction Exemption Program. All Alberta spectators 12 years old and up will require a QR code proof of vaccination or a negative test within the last 72 hours to enter facilities, with valid, government-issued identification. Vaccination records from other provinces are also acceptable.

The Ed Horvath Interprovincial Ringette Tournament has arranged for the use of wristbands to decrease the entry line-ups at the rinks. Once proof of vaccination has been provided, spectators will receive a wristband to wear for the duration of the tournament.

Athletes participating in the tournament under the age of 18 are not required to provide proof of vaccination.

Mandatory masking requirements and physical distancing remain in place at all city facilities. Please remember to exit the rinks after athletes have finished playing and to avoid gathering in the lobby of recreation facilities.

Thank you and we appreciate your cooperation to continue allowing our kids to play!