

2024 Mid-Canada AA Ringette Tournament

TOURNAMENT RULES & REGULATIONS

1. The Official Rules of Ringette Canada will apply except for the Breaking of Ties in Games & Standings and detailed herein. For Goalie development, the tournament will allow affiliate goaltenders listed on the team roster to play in any tournament game – to be approved by the tournament committee.
2. All participants must be registered with their Provincial Association.
3. Any roster modifications need to be submitted to Mid Canada Tournament Committee and will be reviewed on a case by case basis.
4. A team may use up to three (3) temporary players (TP) in a single game to allow the team to ice up to 10 skaters and a goaltender; OR to bring their total number up to their registered roster size, whichever is less. Players must come from one age division or skill level lower and cannot be on the roster of another team registered in the tournament. Special requests must be approved in advance by the Tournament Committee.
5. Score sheets are to be signed by bench staff at the control desk of the arena at least fifteen (15) minutes before game time.
6. **A MATCH or MISCONDUCT** penalty will automatically result in suspension from the next tournament game and may result in a review by the Mid Canada Committee.
7. Injured players without equipment, are allowed on the bench if team staff feels further injury is unlikely. At U19 and younger age groups, whether injured or not, all players must wear their helmet. The total number of players on the bench may not exceed 18.
8. **Protests** must be presented by the Head Coach to the Mid Canada Committee in writing within **45 minutes** following the game. Decision of tournament committee will be final and binding for all teams. Protests to be accompanied with a \$100 fee, which will be returned if protest upheld. Judgement calls of officials are not grounds for protest.
9. Teams should be ready to go on the ice up to ten (**10 minutes**) prior to game time. No game will be delayed because of faulty equipment. A two (2) minute delay of game penalty will be assessed if a team is not ready to go at game time. After another two (2) minute delay, another penalty will be assessed. After a ten (10) minute delay, the game will be forfeited. The game will be awarded to the opposition and the score will be recorded as 1-0.
10. The tournament committee reserve the right to change/alter/adjust the tournament schedule and any/all game times at any time (i.e shot clock malfunction, injuries, ice delays etc).
11. There will be ZERO tolerance for harassment/abuse of officials. It's the right of the on-ice official to ask a spectator(s) to leave due to their behaviour. Should the spectator choose not to leave, the on-ice official will approach both teams to identify the individual(s). The team staff will then become responsible for removing the spectator(s). The timekeepers will put two (2) minutes on the clock and if the individual has not left, that team will forfeit the game. If it is not possible to identify the spectator(s) it is the right of the on-ice officials to remove any and all spectators from the stands for the remainder of the game. The timekeepers will put two (2) minutes on the clock

and if the spectator(s) do not leave, the game will end and the score at that point in the game will be taken as the final score.



OUTLINE OF GAMES

1. Period length for the tournament is as follows:
 - A) U16AA & U19AA/Open Elite combined loop will be four (4) – 10-minute stop time periods.
 - B) U14AA/U16A combined loop will be two (2) – 20-minute stop time periods.
 - C) U14A & U19A will be two (2) – 18-minute stop time periods.
2. Teams will be allotted three (3) minutes prior to the start of each game for warm-up. Teams must be ready to start playing immediately after the 3-minute warmup. There will be a one (1) minute break between quarters.
3. Teams must declare goaltender(s), captains or alternate captains on game sheet by indicating (G), (C), or (A).
4. Home team is first team listed on the draw. VISITING team will change jerseys in case of color conflict. The decision to change jerseys is the responsibility of the on-ice officials. If one team has 2 sets of jerseys and the other team does not, the team with two sets will then change.
5. **A seven (7) goal differential for/against shall be observed, including its use in any tie breaking formulas which are applied. It is Ringette Manitoba Policy for tournaments to encourage coaches to make best efforts to avoid excessive leads (greater than seven (7)).**
6. When a team is winning by 7 or more goals with less than five (5) minutes to play, the balance of the game shall be played “running time”. Running time shall continue regardless of the number of additional goals scored. The only stoppage of time will be for time outs and injuries.
7. Point Structure – Round Robin Play
 - i. Teams receive five (5) points for a win.
 - ii. Teams receive three (3) points for a tie.
 - iii. Teams receive zero (0) points for a loss.
8. The team with the most points in each division will be declared the top team in that division. The second-place team is the team having the second highest number of points and so on.
9. Running time may be used if behind schedule.
10. NO OVERTIME in round robin games.
11. **Ties in Standings** - See “Breaking of Ties in Standings” below.
12. **Ties in Medal Games** – See “Breaking of Ties in Medal Games” below.
13. **Shoot out rules listed below.**



BREAKING OF TIES IN STANDINGS

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:

- A. The winner of the game(s) played **between each other during the round robin** will be declared the highest position.
- B. 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.
- C. 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.
- D. 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.
- E. 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.
- F. If still tied, the team with least total penalty minutes in all round robin games will be declared the highest position.
- G. If still tied, **a coin toss** will be used to break the tie.

Important Notes:

- This procedure shall be followed in sequence until the tie is broken (i.e one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts back to "A" above.
- 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 (i.e. the top two teams remain tied). In these cases, the procedure shall also revert back to “A” above in order to break the tie between those teams which remain tied.

BREAKING OF TIES IN MEDAL GAMES

1. All Medal Games will be played until a winner is declared.
 - If the score is tied at the end of regulation time, there will be one (1) - five (5) minute overtime-period, stop time which will be sudden victory (i.e – the first team to score in the stop time overtime period will be declared the winner).
 - Possession of the free pass to start the overtime period is decided by the tossing of a coin by the on ice official. The team winning the toss will get the free pass. The other team will get the choice of ends.
 - If the teams are tied after the overtime period, then the teams will proceed to a shoot-out to determine the winner. Please see the shoot out rules below.



SHOOT OUT RULES

1. Each team selects 3 shooters, indicating on the game sheet shooter #1, 2 & 3.
2. Players already ejected from the game or who are serving a misconduct penalty cannot participate in the shootout.
3. Visiting team takes a penalty shot, starting from center ice.
 - a. Shooter cannot enter crease with body or ring.
 - b. No rebounds are allowed.
 - c. Goalie starts in crease and, may leave crease after the shooter crosses the blue line.
4. Home team shoots next and teams alternate until both teams have taken 3 shots. The team with the most goals wins.
5. If still tied after the first 3 shooters, each team selects **1 NEW** shooter. If a team's shooter scores and the other team's shooter does not, then the tie is broken.
6. If still tied, continue selecting **1 NEW** shooter from each team until the tie is broken.

7. No skater may take a second shootout attempt until all uninjured skaters on tehri team have taken one.

