

Tournament Rules

1. The rules set forth in the Office Rules of Ringette as published by Ringette Canada will apply, unless modified by these Tournament Rules.
2. No additional players can be added to a team's roster after November 17th, 2022. Players can only participate on one roster with the exception of goalies. The tournament committee will review exceptions on an individual basis.
3. All games will be played at the Cavendish Farms Arena in Montague and Three Rivers Sportsplex in Georgetown.
4. Game sheets are to be verified and signed by one bench staff member twenty (20) minutes before the start of each game. At least one of the team staff on the bench must be a female 18 years of age or older. The team will be provided with their dressing room key after score sheet verification, or as it becomes available.
5. At the time of verifying the game sheet for the first time:
 1. The team will provide the Tournament Office with a cell phone number of a team representative that can be used on a 24-hour basis throughout the tournament;
 2. The team releases the organizers and sponsors of the 2022 Montague Ringette Tournament from any liability caused by injury or accident which may be incurred by the team or its members or its bench staff, while participating in the tournament;
 3. The team agrees to be responsible for any damage to dressing rooms and other arena facilities; agrees to report any damage to a tournament official before using the assigned dressing room; agrees they will leave the dressing room locked and in a clean and tidy condition – and not allow any other team into the dressing room;
 4. The team acknowledges that the tournament organizers are not responsible for any loss or theft of any items left in the dressing rooms; and
 5. The team acknowledges that the tournament rules have been read and understood.

6. Teams must be ready to go on the ice ten (10) minutes before the scheduled game time. Please check the schedule carefully. Teams will have two (2) minutes to warm up prior to starting the game. Warm up will commence when the first team enters onto the ice surface. Teams will not be permitted on the ice until after the Zamboni doors have closed.
7. Teams will use the bench marked as HOME and VISITOR, as indicated on the schedule. In the event of a conflict of sweater colors, as determined by the referees, and one team has two sets of sweaters while the opponents have only one, the team having two sets shall make the sweater change, regardless of their Home or Visitor status.
8. In the event of a team arriving late for a game, a five (5) minute grace period at the start of the game will apply. If the team arriving late is not able to ice the required number of players at the end of the grace period, but does have them available to commence the game, the game will commence when the required number of players are available, but the team will start the game with a "Delay of Game" penalty. Failure to have the required number of players present after the grace period will result in a default of the game. In the event of a default, a score of 4-0 will be awarded. If both teams fail to ice a team, no points in the standing will be awarded and a 4-4 score will be posted. A defaulting team may appeal to the Tournament Appeals Committee who will determine how the outcome of the game is to be posted, or if any changes are to be made to how the outcome of the game has been posted.
9. All goals will be entered on the game sheet, but the maximum difference of goals to be shown on the scoreboard and in determining standings will be seven (7) goals more than the lower team's total. This will be the official score.
10. Standings at the end of preliminary games will be determined by awarding two points for a win, one point for a tie and zero points for a loss. For the purpose of the breaking of ties in the standings, the formula as set out in the Office Rules of Ringette as published by Ringette Canada for "Breaking of Ties in Standings" will be used.
11. Each team will play a minimum of three games. Playoff games are based on the number of teams in the age division and the availability of ice for tournament.

12. All games in the Tournament will consist of two fifteen (15) minute stop time periods. No overtime will be played in preliminary games. In the event of a seven goal spread during the playing of the second period (e.g. 9-2), the game will continue using running time during the period of time in which the seven goal spread continues. If the goal spread drops below seven (e.g. 9-2 becomes 9-3), the game reverts to stop time, and so forth. During running time, penalties remain the same length, but do not start until play commences with the whistle from the referee.
13. In the event of a tie during playoff and final games, sudden victory overtime will commence with one five (5) minute period. A coin toss will determine first possession of the ring in overtime. In the event the game is still tied at the end of the overtime period, a shoot-out will be used to determine the winner. The shoot-out will consist of five players from each team having an opportunity to shoot. The team with the most goals after these five players will be declared the winner. If after the five shooters, the score remains tied, the shoot-out will continue until one team has more goals after an equal number of shots, with each team required to utilize their entire roster (goalkeepers excepted) before starting over.
14. Home team for championship games will be outlined in the schedule.
15. If a match penalty or two misconduct penalties are assessed against a player, s/ he will be suspended from any further participation in the tournament. Suspended players must be listed on the game sheet and identified as “suspended,” but will not be permitted on the bench during any subsequent game.
16. No game protest will be accepted. All on-ice decisions and applications of the playing rules will be final. Player eligibility grievances and defaults will be determined by the Tournament Appeals Committee, whose ruling will be final. As this is a “house league” tournament, all teams may be required to produce a copy of their Ringette Canada team Registration Form, if necessary, in order to prove players eligibility.
17. The tournament committee reserves the right to adjust game duration as deemed necessary to remain within the overall tournament times.

18. No more than two (2) male players from one team may be on the ice during playing time of a game. Violation of this rule will result in an “Illegal Substitution” penalty. A second violation in the same game will result in forfeiture of the game by the offending team.
19. Coaches and team staff is on notice that first aid may not be available on site at all times during the tournament.
20. Dressing rooms will be assigned.
21. Parents and other spectators are strictly prohibited from being on the ice at any time. Team staff is expected to refrain from crossing the ice to reach the team benches. If this is not possible due to arena configuration, staff should use the closest gate and walk along the boards to arrive at their bench.
22. The general rule for conflicting jersey’s (same color) is that the visitors must change colors. But if the visitors only have the option of 1 uniform and the home team has the option of an extra set of sweaters, then for all practical purposes, the home team will make the change in uniforms.

Multiple Penalties

Ringette Canada Official Rules

Section 20

20.1 A maximum of two (2) players per team can serve penalties simultaneously. Additional penalized players must proceed to the penalty bench and remain there until their penalties are served

20.2 When a team has two (2) players serving penalties and additional penalized players in the penalty bench:

- (a) The additional penalized players will serve their penalties only after a teammate’s penalties have expired.
- (b) The additional penalized players will serve their penalties in turn, in the order that their penalties were assessed.
- (c) Players who have finished serving their penalties must remain in the penalty bench until play is stopped.

Canadian Ringette Championships Tie Breaking Format

Breaking of Ties in Team Standing

1. These shall be followed in sequence until the tie is broke (i.e. one team is eliminated for the tie). Once one (1) team is eliminated from the tie the procedure reverts back (a).
2. 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 the tied teams, and that team shall be dropped from the tie breaking procedure (e.g. the higher the teams remain tied). In these cases, the procedure shall also revert back to (a) in order to break the tie between those teams which remain tied.
3. In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the “Official Score”.

When two (2) or more teams have an equal number of points after the completion of the round, the highest of the tied teams will be determined in the following order, considering the “Official Score” of the games.

1. The winner of more games 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 will be declared the highest position.
4. If still tied, the following formula will be used to determine the highest position; for the games between the tied teams, divide the total goals for plus the total goals against, by the goals against.

$$\text{i.e. } \frac{\text{Goals for} + \text{Goals Against}}{\text{Goals Against}}$$

The team with the HIGHEST resulting number will be declared the highest position.

5. 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.
6. If still tied, the teams, with the least total goals against in all games during the round robin will be declared the highest position.
7. If still tied, the same formula as in (d) will be applied to all games. The team with the HIGHEST resulting number will be declared the highest position.

All Teams with Four Games

For the team required to play the 4th game, this extra game will count only for their opponent, unless these two teams become involved in a tiebreaker that only includes the two teams. The extra game for the teams playing four games in the preliminary round, will be decided by a random draw of the four games. The game selected will not count. Games will be numbered 1 through 4 and one will be randomly drawn and removed from the teams standings.

THERE WILL BE NO FORFEITING OF ANY GAME PERMITTED.

The team releases the organizers and sponsors of the 2022 Montague Ringette Tournament from any liability caused by injury or accident which may be incurred by the team or its members or its bench staff, while participating in the tournament.

In the U12, U14 and U16/U19 divisions, the home team will provide a shot clock operator during the Round Robin Games