



2024 Red Deer Ringette



Coaches Package

Red Deer, Alberta
January 5-7, 2024





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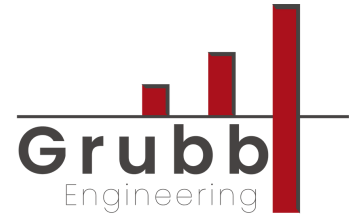
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Participating arenas:

- **Kinsmen Community Arenas (A and B) - 5 McIntosh Ave** - This is the main tournament headquarters. All raffles and silent auction items will be in the lobby of the Kinsmen Arena.
- **GH Dawe Community Centre (North & South arenas) - 6175 67 Street**
- **Collicutt Centre - 3031 30th Avenue**

Team Welcome Gift:

Check in at the arena where your first game is held to obtain your team welcome package, with a gift for every player on your team.

Team Volunteer Requirements:

The Home Team, as listed on the game sheet and schedule, is required to provide a minor official for E-Gamesheet, Timeclock and penalty box. Away team, as listed on the game sheet and schedule is required to provide a minor official for shot clock (U12 and up) and penalty box (Step 3 and up).

Red Deer Ringette will provide all minor officials for final medal games.

Round Robin Team Standings:

Teams will receive 2 points for a win, 1 point for a tie and no points for a loss. Upon the completion of round robin play, teams will be ranked according to total points in all games played.

U10 Step 1 & 2:

U10 Step 1 & 2 will not be ranked upon completion, as there are no finals. All games will be played half-ice. Games will be 3 vs 3 plus goalies. There will be a 5 minute warm up prior to game start to allow for ice set-up and a two minute break between halves. No score will be kept. Shifts will be 90 sec with a buzzer to indicate when to change. Coaches are allowed on the ice to direct play. Referee's will not be used.

Medal Presentations:

Silver and Gold medals will be provided on ice at the completion of the game. Due to safety regulations, all players **MUST** leave their helmets on while still on the ice. U10 Step 1 and 2 teams will receive their medals at their final game. U10 Step 1 & 2 please ensure you leave enough time during your ice session to hand out medals.

Tournament Rules:

As a Ringette Alberta Sanctioned event Friends on Ice is proud to follow all Ringette Alberta rules and guidelines. It is imperative that the tournament stays on schedule. The officials have been instructed to drop the clock to two minutes 'stop time' when there is less than 5 minutes of ice time left for round robin games only.

1. The Official Rules of Ringette Canada will apply
2. In the case of conflict in uniform color, the visiting team must change their uniforms
3. Home team shall be the first team listed on the schedule. In medal games, the higher place team will be home.
4. Any team accumulating more than thirty (30) penalty minutes in one game shall see the head coach/acting coach suspended for the next tournament game. *No grievances will be accepted.*
5. Misconducts carry a minimum one game suspension. The tournament grievance committee will rule on additional suspensions based on Ringette Alberta guidelines. A match penalty will automatically result in suspension from all subsequent tournament games.
6. Game scores will be posted on time clocks, posted in arenas and recorded for tie-breaking procedures with a maximum 7 goal difference.
7. 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 blowing the whistle to start the game will forfeit the game and play the game as exhibition.
8. Games will have a two minute break between halves.
9. The top two teams from round robin in each division will advance to the finals according to the Round Robin Team Standing Rules. The exception is U10 Step 1 & 2 which will not have finals.
10. At U10 Step 3, a maximum of three (3) goals per game by one player will be allowed. Any additional goals will not be counted or recorded.

11. Length of games will be as follows:

- U10 Step 1 & 2- Two 23 minute run time periods
- U10 Step 3, U12, U14B & U14C -Two 18 minute stop time periods
- U14AA, U16 & U19- Two 23 minute stop time periods
- U16AA- Four 11 minute stop time periods

12. All grievances will be handled by the tournament grievance committee

Grievance Procedure:

Protest must be submitted in writing by a team staff member accompanied by \$200 to the tournament committee. Notification of the protest must be within one hour of the incident occurring. If the protest is upheld the \$200 will be returned. No protests will be heard regarding the referee's judgement. THE REFEREE'S DECISION WILL BE FINAL.

Player Affiliation:

From the Ringette Alberta 5.0 - Player Affiliation Policy

5.4.3 Players "dressed" and listed on the game sheet shall be:

- A minimum of seven players
- A maximum of 5 affiliated players
- A maximum of 12 players if the only affiliated players participating in the game are skaters
- A maximum of 13 players if a combination of affiliated skater(s) and goalie.

Tournament Rules for Tie-Breaking:

Breaking of Ties in Team Standings

Note: Regardless of game score, only a SEVEN goal difference will be applied. 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, 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 and so forth.
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 as so forth
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 so forth.
6. If still tied, teams shall be ranked according to the least total penalty minutes for all games played in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next and so forth.
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 and so forth.
8. If still tied, teams shall be ranked by a coin toss.

Breaking of a Tie Score in Tournament Games:

- If a ROUND ROBIN game is tied at the end of regulation time, each team will be awarded (1) one point.
- If a game is tied at the end of the second half of a SEMI-FINAL or FINAL GAME, the teams will immediately play a five (5) minute stop-time SUDDEN VICTORY 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, a shootout will occur with 5 players.
- If still tied a shootout will occur with teams alternating until one team scores when the other does not.

NOTE: Penalties assessed in regulation or overtime play shall carry-over to the next period.

**Any questions or concerns can be directed to the
Tournament Coordinators:**

**Lisa Nord
403.597.2592**

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