



TECHNICAL PACKAGE 2025



Approved February 1, 2024

This Technical Package, approved by the four Western Provinces (Manitoba, Saskatchewan, Alberta and British Columbia), supersedes all other versions of WCRC Technical Manuals.

The purpose of the WCRC Technical Package is to govern play at the Western Canadian Ringette Championships (WCRC). The Technical Package applies only to the WCRC Tournament.

The Western Canadian Ringette Championships run in accordance with rules and regulations as set out by Ringette Canada unless otherwise noted in this Technical Package and is a [True Sport event](#).

1. Team Commitments

1.1 Fees

- a. The entry fee for WCRC is \$1800.00 per team and must be paid to the Host Committee by the Provincial Sport Organizations, by January 31st of the current playing season.
- b. Upon arrival, team staff will register their teams with the host organization and pay for their photos and banquet tickets.

1.2 Accommodations

- a. The Host Committee will arrange for a host hotel and additional hotels as needed. Teams will be required to stay in the hotels that the host has reserved as a means of supporting businesses that are supporting Ringette.
- b. Failure to stay in the host hotel will result in ineligibility of a team as described in WCRC Policy: Section 10.
- c. Teams in the Open A Division are not required to stay in hotels, however, if they do choose to use a hotel, it must be one of the Host hotels.

1.3 Awards Banquet/Closing Ceremonies

- a. U14, U16 and U19 teams are required to purchase a minimum of 20 banquet tickets per team. Price will be set each year and determined by the Host Committee.
- b. Open teams are required to purchase banquet tickets for every team participant in attendance at the WCRC, including team staff.
- c. Failure to comply with this policy will result in a fine. The amount of the fine will be 5 times the price of the banquet ticket not purchased.

1.4 Team Photos

- a. U14, U16 and U19 teams are required to purchase a team photo for every participant on the roster, including team staff. This is the minimum order, but more can be ordered.
- b. Team photos will be options for Open teams, however individuals on a team may not order a photo, photos must be purchased by the entire team.
- c. Failure to comply with this policy will result in a fine. The amount of the fine will be 5 times the price of the Team Photos not purchased.

1.5 Travel Arrangements

- a. Teams are to arrive before Opening Ceremonies on Wednesday evening. Teams are required to attend Opening Ceremonies. Teams in the Open Division are exempted from this requirement.
- b. Teams are required to attend the Closing Ceremonies/Awards Banquet and are to make departure arrangements accordingly.

2. Division and Levels of Play

2.1 Participation in the Western Canadian Ringette Championships is open to all full members of Ringette Canada from Manitoba west to British Columbia.

2.2 Each Western Province or Territory will have one 'A' caliber representative in each of the U16, U19 and Open divisions.

- a. The host province will have one additional 'host' team at each of these levels. The host team is designated by the Host Province.

2.3 In the U14AA division, the competition will include eight teams.

- a. Each Province is eligible to declare two teams.

2.4 Wildcards

- a. In the U16A, U19A and Open divisions, wildcards arise when one or more PSO has not committed their full allowance of teams to attend WCRC. One wildcard slot is generated for each open spot, to fill the 5-team tournament.
- b. In the U14AA division, wildcard teams are those teams that commit to attend the WCRC above the PSO's allowance. With the agreement of the PSO, each team above the guaranteed two per Province will be entered in a wildcard draw for the remainingslots.
- c. Following the Commitment to attend deadline, if more than one province has wildcard submissions, a physical, recorded wildcard draw will take place. Draw will be concluded by December 31.
 - i. In U16A, U19A and Open A Provinces will receive one wildcard draw entry each if they committed their 1 required team, plus host where applicable and have committed a second (or third) team would attend.
 - ii. In U14AA, Provinces will receive one entry per team committed to attend above the two required teams.

2.5 Length of Periods

- a. U14 AA games shall have two 18-minute periods, stop-time.
- b. U16A, U19A and Open A games shall have two 20-minute periods, stop-time.
- c. Pre-game warm-up shall be 3 minutes long, starting from the start time of the game.
- d. Breaks between periods shall be 1- minute long.

2.6 Game start time

- a. Games will start at the time posted in the tournament schedule.
- b. If the tournament schedule runs ahead, game Officials may request that teams start the game up to 10 minutes early. Teams will be notified a minimum of 30 minutes before scheduled game time if they will be starting early.
- c. Championship games start on the posted time.

3. Eligibility

3.1 For the WCRC, the following divisions and levels (As of December 31 of the current playing season) participating will be:

- a. U14 AA – 13 years of age or under
- b. U16 A - 15 years of age or under
- c. U19 A - 18 years of age or under
- d. Open A

3.2 Provinces that do not send a Divisional representative for two consecutive years are ineligible to send a Provincial Representative team in that division in the third year. This does not apply to the host team.

3.3 Competitors

- a. All players shall be registered with their PSO by the registration deadline.
- b. An athlete's domicile or actual residence must be located prior to December 31st, within the recognized boundaries of the province they are representing except where supported by a transfer or release.
- c. Athletes may only participate at one age division of the WCRC per season.
- d. If a team attends the WCRC and competes unknowingly with an ineligible player, the team will lose all points accumulated for games where that players name appears on the game sheet. A team that competes knowingly with an ineligible player shall have any game scores recorded as a 0-3 loss where that players name appears on the game sheet after notification that she/he is ineligible. Ineligible players shall not be considered for all-star positions or as skills competition winners.
- e. Team Augmentations for the WCRC:
 - i. U14AA, U16 A, U19 A, and Open A Divisions may augment their team rosters in accordance with their PSO policies.
 - ii. Alterations to the team roster after the roster deadline shall only be made in the case of injury (with medical documentation indicating that the athlete is not medically fit to participate) and players may only be added to the roster if another has been removed due to medical reasons. This must fall within each PSO policy. Some PSOs may opt not to adopt this rule in which case no alterations will be permitted.

- 3.4 In accordance with Ringette Canada rules, no team can have fewer than 7 or more than 18 players on the bench at any time. Maximum roster size is 22 players.
- 3.5 AA/AAA/NRL Players
- 'AA' players are not eligible to participate in the 'A' division at the Western Canadian Ringette Championships. Any registered 'A' player who is affiliated or double carded to a 'AA' roster is ineligible if they exceed 10 games (league or tournament) in the current season with the 'AA' team.
 - Players who participate in more than 10 NRL season games are ineligible.
 - Canada Winter Games players are eligible to attend if they are playing full time on a U19 A or Open A team in the current playing season.
 - Canadian National Team Players (Senior or Junior) cannot participate in Worlds and the WCRC in the same playing season.
4. Rosters
- 4.1 Must be submitted 14 days in advance of the Opening Ceremonies. Failure to meet this deadline may result in inaccuracies in the Tournament program and will result in team staff having to complete the Official Game Sheet by hand.
- 4.2 Team Rosters, including bench staff, must be checked for eligibility by each PSO. Rosters must be submitted electronically on the WCRC Team Registration Form by each PSO to the Host Committee.
- 4.3 Team Roster must document these specialized positions with this designation:
- Goalies designated with "G" and jersey number
 - Captains designated with "C" or "AC" and jersey number to a maximum of 3.
 - Injured athletes attending the WCRC and going on the player's bench must be designated with 'inj'.
- 4.4 Amendments to the Team Registration Form (TRF) must be sent in writing to the Host Committee by the PSO.
- 4.5 No less than 80% of a team's dressed roster must be female.
- 4.6 In the event a team's only available goaltender is unable to play due to unforeseen circumstances, the host committee will have at least 2 eligible goaltenders per division on standby as emergency fill-ins. Eligibility requirements will follow Athlete Eligibility requirements as outlined in section 3 above. These emergency backup goaltenders must be pre-approved by the host PSO.
5. Team Staff
- Refers to the participants who are players' coaches, managers and trainers who are in good standing with Ringette Canada and their PSO.
- 5.1 A Team Staff Consists of:
- Coaches, trainers, and managers who have met minimum requirements as set out by Ringette Canada.
 - A minimum of one fully qualified female coach (at the U14, U16 and U19 divisions)
 - Head Coach who is credentialed in accordance with their PSO requirements.
 - A maximum of one manager and one trainer.
 - A team may have a Coach in Training/Junior Coach(es) on the team roster in addition to the 5- bench staff, provided their PSO has a Mentor Coach Program (BC), Junior Coach Program (AB) (MB), or other similar Program.
 - All team staff for the WCRC must be fully registered with Ringette Canada and their Provincial Ringette Association by the dates indicated in their PSO Policies and Procedures.
 - Participants may be registered as a team staff member on more than one team roster provided that these teams come from the same province and are in different divisions. Should the female coach also be participating in the event as a player, and there is a scheduling conflict, the team will be permitted to play the game without a female coach on the bench.
 - Players are not permitted to also be designated as the coach on the same team, with the Open division being exempt from this rule. Open teams are required to have two Coaches minimum on the bench, regardless of if they are player coaches.
 - No more than 5 team staff members are permitted on the bench during a game except for Coach in Training/Junior Coach(es).
 - No managers will be permitted on the bench.

6. Provincial Sport Organization Representative

One person from each of the participating PSOs who is authorized by the PSO to make decisions pursuant to the terms and conditions of the WCRC Policy, Host Guidelines and Technical Package, including all matters of discipline must be available by phone for the duration of the tournament. From Wednesday through the last official event of the WCRC, the PSO Representative shall be immediately available by phone to the Host's Director of Officials and to the Tournament Host.

7. Uniforms

7.1 Provincial Champion teams must wear the Official Jersey supplied by their PSO. Official Jerseys must comply with this chart.

Province	Approved Primary Jersey Color and Trim
BC	White with blue and red trim
Alberta	Navy Blue
Saskatchewan	Green with Black
Manitoba	Gold
Host	Club Jerseys

7.2 All uniforms must coincide with those on the Team Roster Form. Uniform numbers may be adjusted on the Official Game report only if the Officials deem a color conflict that results in a mandatory Jersey change for the team.

7.3 The host team, regardless of designated as home or visitor, will change jerseys if the Officials deem a color conflict. Host team shall have both a dark and light set of jerseys.

7.4 Should game Officials determine that jersey colors worn by the two teams are too similar to allow for expedient conduct of the game, the Officials will require a jersey change.

- a. In games where a designated Provincial Champion team is playing a non-Provincial champion team, the non-Provincial champion team shall change.
- b. In all other games, the team designated as visitor shall change jerseys.

8. Officials**8.1 Selection of Officials**

- a. Each Province is required to select, by invitational process, Officials who regularly officiate at the levels represented in the tournament. Officials must be a 3B or higher to attend this tournament.
- b. Official's selection is the responsibility of the Director of Officials (or equivalent) from each Province.
- c. Provinces must identify the names of Officials to the Host Committee by February 1st. Failure to meet the deadline will cause the Province to forfeit sending Officials to the Tournament and pay all costs of the replacement Officials who are sent to the Tournament by other PSOs.

8.2 Number of Officials

- a. Each PSO shall send four (4) Officials to each WCRC. The Host shall send one additional Official (5). PSOs who may not be able to meet this commitment must notify the Committee prior to December 31st.
- b. Supervisors
 - i. An Official's Supervisor is required for each ice surface being utilized by the event.
 - ii. Each PSO shall send one qualified Official's Supervisor. The host shall send one additional Official's Supervisor. PSOs who may not be able to meet this commitment must notify the Committee prior to February 1st.
 - Minimum of one Supervisor must be a Provincial supervisor. When possible, this should be supplied by the Host Province.

8.3 Evaluations

- a. Each Official invited to the tournament will be provided with a written evaluation in addition to any informal evaluations provided.

8.4 Expenses

- a. Officials and Supervisors are not paid for participation in the tournament, however travel costs, meals and accommodations will be provided.
- b. Transportation to and from the event is accumulated for all Officials, divided by 5 (the four Provinces and the Host Committee) and redistributed according to the expenses of each PSO.

8.5 Minor Officials

- a. Minor Officials are Shot Clock Operators, Timekeepers and Score Keepers.
- b. For all games, minor officials will be scheduled and provided by the Host.
- c. Either the Head Coach or Team Manager must verify and sign off on the electronic gamesheet roster a minimum of thirty minutes prior to each game.

9. Suspensions and Penalties

9.1 When a Match Penalty has been assessed:

- a. The arena Official’s Supervisor will inform the Director of Officials for Competition as soon as possible after the Match Penalty has been assessed.
- b. immediately after the end of the game, the on-ice Officials will write a detailed synopsis of the circumstances of the Match Penalty on the back of the Official Game Report and provide that report to the Director of Officials for Competitions forthwith.
- c. Within 30 minutes of the end of game the Director of Officials for Competitions shall give the Official Game Report (with synopsis) to a member of the WCRC Governance Committee.
- d. As soon as possible upon receipt of the Official Game Report, and if at all possible, prior to the next game scheduled to be played by the player involved in the Match Penalty, the Protest, Grievance and Discipline Panel shall meet to determine the full extent of the sanction to be applied because of the Match Penalty assessed.

In their deliberations, the Protest, Grievance and Discipline Panel may interview any or all of the following: the on-ice officials; the player (s)/team staff involved; the Official’s Supervisor at that game (if applicable); and any others whose input the Protest, Grievance and Discipline Panel feels would be of value. The playing history of the player involved will be taken into consideration.

The Protest, Grievance and Discipline Panel’s decision regarding sanction shall be immediately communicated to a member of the team staff of the team(s) involved by the Director of Officials for Competition.

If a member of the Protest, Grievance and Discipline Panel is the player assessed the match penalty, then that individual will be removed from the decision-making process of the Committee regarding the Match Penalty.

9.2 Suspensions

Players assessed penalties for the following will be subject to the minimum suspension listed. The Protest, Grievance and Discipline Panel and/or the PSO may impose further sanctions upon review of the report from the game Officials.

Player/Team Staff assessed a Match Penalty for:

Action:	Suspension (# of games)
Hair Pulling, Face Masking, Head Butting	3
Spearing, Butt Ending, Stick swinging, or Kicking or attempt to injure	4
Fighting (instigating)	4
Fighting (participating)	2
Abuse of an official (verbal)	2
Physical (minimal – 3, moderate – 5, excessive – 7)	

9.3 Suspended Players or Team Staff

- a. Any Team Staff member participating in WCRC who is under suspension by their Provincial Sport Organization (PSO) or Ringette Canada, or is suspended during the WCRGs shall not be permitted to:
 - i. Direct any member of the team during any game;
 - ii. Carry out official duty on behalf of the team;

- iii. Be in the dressing room or bench area before, during or after any game;
 - iv. Or situated anywhere in the arena in a position to direct any member of the team for the duration of the suspension.
 - b. Any player in the WCRCs who is under suspension by their PSO, Ringette Canada or during the WCRCs shall not be permitted in the field of play for the games during the suspensions (bench, ice surface and dressing room). Player will be noted on the game sheet with the suspension game number.
 - c. Any team staff member or player who violates the terms of their suspension as outlined will be reported to both their Provincial Sport Organization representative and the Committee.
 - d. Should the suspended individual be participating in more than one (1) role in the WCRCs (e.g. as a player and a team staff member), the suspension applies to all roles held by the individual during the WCRCs until the completion of the suspension. Only games played or coaches in the role where the suspension was received will count toward the suspension.
- 10. Code of Conduct

The overall experience for athletes participating in the Western Canadian Ringette Championships should promote the development of healthy and positive values towards fellow athletes, officials and coaches. To this end, the Code of Conduct is to be endorsed by all organizers, coaches, officials, players, and spectators. Failure to abide by the Code of Conduct may be cause for disciplinary action by the Provincial Sport Organization against individual players, coaches, spectators, and organizers.

 - 10.1 General Conduct
 - a. It is considered unethical for players, coaches, team managers, spectators and Western Canadian Ringette Championship organizers to speak disparagingly about others involved in the WCRC or activities associated with the event.
 - 10.2 Game Conduct
 - a. All coaches, managers, and players are expected to show respect for their opposing teams, officials, and colleagues, and shall avoid blatant humiliation of an opponent.
 - 10.3 Relationships to Officials
 - a. Team Staff, coaches, managers, trainers, players, and spectators are expected to aid in the orderly conduct of the WCRCs by respecting the authority of the officials on the ice and relating to them in a positive and respectful manner both on and off the ice.
 - 10.4 Vandalism and Personal Misconduct
 - a. The use of and/or possession of alcoholic beverages and non-prescriptions drugs while in attendance at competition or ceremonial functions are prohibited. Non-prescription and illegal drug use shall be dealt with in a strict and severe manner.
 - b. Any malicious damage to accommodation sites, competition sites, transportation vehicles, etc., or personal misconduct causing harassment during games to participants or audience will not be tolerated.
 - c. In all cases, damage to property will be the responsibility of the individual(s) at fault.
 - 10.5 Consequences
 - a. Any misconduct of the nature mentioned above will be dealt with by the Provincial Sport Organization.
 - b. Spectator sanctions for behaviours that are considered Code of Conduct violations.
 - i. Spectators may receive a warning that can result in a hearing.
 - ii. Consequences from Spectator Code of Conduct violations may include removal from the tournament, and could extend to future restrictions.
- 11. Opening and Closing Ceremonies

Opening Ceremonies and Closing Ceremonies/Awards Banquets are included in the Western Canadian Ringette Championships to re-enforce that the WCRC is the pinnacle event of the season for participants. Participants are therefore strongly encouraged to attend and participate in the Opening Ceremonies and the Closing Ceremonies/Awards Banquet.

11.1 Opening Ceremonies

- a. Will occur on Wednesday of the event.
- b. Will include a parade of Province.
- c. May include a skills competition.
- d. Will end at least 11 hours before the start of the competition.

11.2 Closing Ceremonies and Awards Banquet

- a. Will occur on Saturday following the end of competitions.
- b. Will include the presentation of competition awards
- c. Will include the announcement of the next year's WCRC host and location.
- d. Will be planned to include:
 - i. 20 representatives from each team in the U14, U16 and U19 divisions and 18 representatives from each of the Open teams
 - ii. All the Officials

12. Tournament Rules – Competition and Game Play

12.1 General Rules

Ringette Canada's 2019 - 2021 Official Rules of Ringette will be in effect for this event with the following clarifications:

- a. In U14AA, U16A, U19A and 18+A divisions, the approved 30-second shot clock will be used.
- b. U16, U19, 18+ divisions will play a full round robin, wherein each team plays every other team in their division.
 - i. At the end of the respective round robin formats in U16, U19, 18+, the teams will be ranked in each division from first to fifth place, using the round robin point structure.
 - ii. The first-place team will have a bye into the gold medal final.
 - iii. The second and third place teams will play in a semi-final game, with the winner advancing to the gold medal final and the loser of the being awarded the bronze medal.
 - iv. The 4th and 5th teams will participate in a seeding game.
- c. U14AA division will play an eight-team format, with teams sorted into two pools of 5 teams, based on Provincial Championships and previous WCRC results. Each pool will play a full round robin format.
 - i. At the end of the round robin the teams will be ranked within their respective pools from first to fifth, using the round robin point structure.
 - ii. The first and second placed teams from each pool will advance to the semi-finals (1st in Pool A vs 2nd in Pool B & 1st in Pool B vs 2nd in Pool A). The winning teams of each semi-final will play in the gold medal final, the losing team of each semi- final will play in the bronze medal game. Third place teams in each pool will play for 5th place, fourth place teams for 7th and Fifth place teams for 9th.
- d. In semi-final, final and seeding games, the home team will be;
 - i. The higher ranked team
 - ii. The team with the most points in Round Robin
 - iii. The team with the highest goals for/goals against difference in all round robin games
 - iv. From Pool A
- 5. Mini games will be played in all divisions if necessary.

12.2 Points Structure

- a. Teams receive two (2) points for a win and zero (0) points for a loss. The team with the most points in each division will be declared the first-place team in that division. The second-place team is the team having the second highest number of points, etc.
- b. The maximum spread between goals for and against (visible on the scoreboard, used in goals and assist statistics, used in tie breaking, and posted as the "Official Score") will be seven (7).

12.3 Game Play

- a. Length of games for U16, U19 and 18+ will be two twenty (20) minute stop time periods. Three (3) minute warm ups and one (1) minute in between periods.
- b. Length of games for U14AA will be two eighteen (18) minute stop time periods. A three (3) minute warm up and one (1) minute between periods.
- c. The warmup will begin at the scheduled Game Start Time, teams will only be permitted on the ice surface five minutes prior to the scheduled start time. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game.
- d. All games will be played until a winner is declared. (See 5. Breaking of ties in games for Overtime Procedure).
- e. In the event of unforeseen circumstances that affect a team's ability to start their game within 15 minutes of the scheduled start time, the head Referee Supervisor (or in case of their absence a referee supervisor), together with at least two members of the Protest and Grievance Committee, shall make a decision to default or to reschedule based on circumstances.
- f. In order to maintain the privilege of goal areas to defend to begin a game, the home team starting goalkeeper must, upon entering the ice surface for the pre-game warmup, proceed immediately to the goal area that the team wishes to defend.

12.4 Game Sheet

- a. All coaching staff that will be on the bench during a game must sign the game sheet 30 minutes prior to the start time.
- b. Coaches should indicate Captains "C", Assistant Captains "A" and Goalkeepers "G"
- c. Injured players that will be on the bench during the game should be marked with "Inj"
- d. A maximum of 5 team staff will be permitted on the bench during a game. Junior coaches will not count towards the team staff maximum but must be recorded on the game sheet.
- e. Managers are NOT permitted on the bench.
- f. Ambassadors/Hostesses are NOT permitted on the bench.

13. Tournament Rules – Tie Breaking and Mini-Games

13.1 Breaking Of Ties In Games – Overtime Procedure

- a. All games will be played until a winner is declared.
- b. If the score of a game is tied at the end of regulation time, there will be one (1) overtime period, stop time, which will be sudden victory (i.e. the first team to score will be declared the winner). The overtime period will be twenty (20) minutes in length for U16, U19, 18+ and eighteen (18) minutes for U14AA.
- c. If neither team scores during the first overtime period, there will be successive sudden victory overtime periods until a goal is scored to break the tie. The subsequent overtime will be twenty (20) minutes for U16, U19, and 18+ and eighteen (18) minutes for U14AA.
- d. Possession to start the first overtime period will be decided by the tossing of a coin by an on-ice officials. The team winning the toss will get the free pass. The other team will get choice of ends.
- e. If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams. The teams will also exchange ends for each overtime period.
 - i. Each team will be given one (1) time out in each overtime period.
 - ii. A one (1) minute intermission will be given between the completion of regulation time and the first overtime period, as well and for each subsequent overtime period.

13.2 Breaking Ties In Standings

- a. When two (2) 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.
 - i. The winner of more games between the tied teams during the round robin will be declared in the highest position.
 - ii. If still tied, the team having the greatest positive difference between goals for and goals against, in games between tied teams in the round robin shall be declared the highest position.
 - iii. If still tied, the team having the least goals against, in games between the tied teams during the round robin will be declared the highest position.
 - iv. 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 in the highest position.
 - v. If still tied, the team with the least total goals against in all games during the round robin will be declared in the highest position.
 - vi. If still tied, the team with the fewest penalty minutes in games between tied teams will be declared the highest position.
 - vii. If still tied, the team with the fewest penalty minutes in all games during the round robin will be declared the highest position.
 - viii. If still tied, a coin toss will be used to break the tie.

IMPORTANT NOTES FOR BREAKING TIES IN STANDINGS

- *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 Step (i).*
- *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 for the tie breaking procedure (e.g. the top two teams remain tied). In these cases, the procedure shall also revert back to (i) in order to break the tie between those teams which still remain tied.*
- *In all cases, the maximum difference (spread) between goals for and against is seven (7) goals. This is the “Official Score”.*
- *Following the completion of round robin play, should one or more team(s) be eliminated from medal round play as a result of the application of the tie breaking procedure (as outlined above), one or more “mini-games” will be played in order to advance the required number of teams to the medal rounds. (Top 2 in each pool in U14AA & Top 3 in U16, U19 & 18+)*

13.3 Mini-Games

- a. Mini-games will not start earlier than forty-five minutes after the completion of the last round robin game that involves a team in the mini-game.
- b. Mini-game meeting times will be set by the Host Committee and/or Supervising Official. All teams involved in the mini-game(s) are required to attend.
- c. It is the responsibility of the teams involved to be ready to play at the scheduled game time. Failure to do so will result in forfeiture of the mini-game(s) by the offending team(s). Any team forfeiting a mini-game will be eliminated from medal round play.
- d. A team required to play more than one (1) mini-game will be given a minimum fifteen (15) minutes rest between games.
- e. Teams involved in mini-games will be ranked using the tie breaking procedure outlined in *Section 6: Breaking Ties in Standings*, the respective mini-game format will depend on the number of teams advancing. (See Appendix A)
- f. Each mini-game will consist of one ten (10) minute, fully played, stop time period. If the score of

a mini-game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared. Free pass award and choice of ends for each overtime will be as outlined under the tie breaking procedure.

- g. Playing rules for mini-games will be applied as though the game was tied with ten (10) minutes remaining in the second period. The higher seeded team, following application of the normal tie breaking procedure, will be designated as the home team and will be awarded the free pass to start the mini games and choice of ends.
- h. At the conclusion of the mini-game(s), the final position of teams advancing and teams not advancing to medal round play will be determined using the normal tie breaking procedure.
- i. Each team is entitled to one (1) thirty (30) second time out per mini game and one (1) additional time out per overtime period.

13.4 Additional Rules

- a. No Gas Air Horns or Electronic Noise Devices will be allowed in the Arenas during the event.