**2024 Ringette NS High School Ringette Show Down**

**Official Tournament Rules**

**RINGETTE CANADA RULES:** The Official Rules of Ringette Canada will apply, except for the Breaking of Ties in Standings, as set out below.

1. Good sportsmanship will be stressed throughout the Tournament.
2. RNS has a zero tolerance rule towards verbal abuse. Any member of a team, players or staff, as well as their spectators will be asked to leave the arena if they are yelling at the officials. Players and Coaches will be assessed the appropriate penalties. The tournament has the right to ask any spectators to leave the arena should they be abusive towards an official.
3. Match penalties will result in suspension from the remainder of the Tournament.
4. All goals scored will be entered on the score sheet, but the maximum difference of goals to be shown on the scoreboard and tournament charts will be seven (7) more than the lower scoring team’s goals.
5. Teams must be ready to go on the ice five (5) minutes before game time. A two (2) minute warm-up will commence when the Zamboni leaves the ice surface. Failure to start play when required will result in automatic default of game (posted score 7-0) unless the following circumstances apply.
	1. team vehicle accident;
	2. proof of transportation breakdown;
	3. cancellation or delay of transport due to weather conditions; and
	4. Schedule change and or error not communicated to the teams by the tournament organizers.

Should a game be un-played for one of the above reasons, the tournament organizers will make every attempt possible to reschedule the un-played game, however if the tournament organizers are unable to reschedule the un-played game, the game result will be recorded as a posted score of 3-3.

1. Score sheets are to be verified and signed by one bench staff member at least thirty (30) minutes before game time. Identify captains, assistants and goalkeepers.
2. All games will consist of two fifteen (15) minute stop-time periods. There will be no overtime in round robin games.
3. If in the 2nd period of any game, there is a seven (7) goal difference or greater, the period will be running time rather than stop-time.
4. During round robin play, teams will receive two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. At the completion of round robin play, teams will be ranked according to total points in all games played. The breaking of ties in the standing at the end of round robin play will be according to Ringette Canada rules for “Breaking of Ties in Team Standings”, below.
5. No game protest will be accepted. All on-ice decisions and applications of the playing rules will be final.
6. Player eligibility and all other grievances will be arbitrated by the Tournament Chairperson, whose decisions are final.

**Breaking of Ties in Team Standings**

For the purpose of the tie breaking procedure, no more than a 7-goal difference will be recognized.

To break ties in the standings the following procedure will be used. These steps shall be followed in the sequence until the tie is broken (one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts back to (i).

In most cases this procedure will declare the team in the highest position. In some cases, however, it will declare the lowest position between tied teams, and that team shall be dropped from the tie breaking procedure. The remaining teams will revert back to (i) in order to break the tie.

1. The winner of more games between each (head-to-head) 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 tied teams during the round robin will be declared the highest position.
4. If still tied, the teams having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
5. 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.
6. If still tied, the team having the least total minutes in penalties in all games during the round robin will be declared the highest position.
7. If still tied, a coin toss will be used to break the tie.

**Breaking of Ties in Semi-final or Final Games**

If a semi-final or championship game is tied at the end of regulation play, the teams will immediately commence a 5-minute stop-time sudden victory period. Possession of the ring will be determined by the tossing of a coin by an on-ice official. The team winning the coin toss will get the free pass and the other team will get the choice of ends.

If a semi-final or championship game is still tie at the end of the sudden victory period, the teams will immediately proceed to a shoot-out. Five shooters must be identified on the game sheet prior to commencement of the game.

If after the first 5 shooters the game is stilled tied, then the shoot-out will proceed with each team sending one player to shoot until one team has more goals than the other.