

2022 Platinum Ring Tournament Rules

1. Length of halves shall be 18 minutes for U10, U12 and U14 Divisions. 23 minutes for U14AA, U16 and U19 Divisions. There will be a 3-minute warm up prior to each game.
2. Home teams shall provide all minor officials at each game. Sherwood Park Ringette Association will provide minor officials for all medal games.
3. For U10 Division:
 - Maximum of three (3) goals per player per game rule will apply to all games
 - Smaller nets will be used when available
4. All teams will adhere to the zero-tolerance policy for abuse towards on-ice or off-ice officials, this includes all team staff, fans, and players. Anyone abusing policy will be asked to leave the tournament.
5. Teams must be ready to go on the ice ten (10) minutes before game time to ensure game completion. Teams not iced within two (2) minutes of the referee's whistle to start the game will forfeit the game. The game may be played as an exhibition, though length of game may be reduced.
6. Game sheets are to be picked up at the registration desk at the arena. They are to be completed and signed by the coach at least fifteen (15) minutes before game time. All copies are to be returned to the desk by the scorekeeper upon conclusion of the game. Each participating team will receive a copy of the game sheet.
7. Any team wishing to file a protest may do so by submitting their request in writing, along with \$250, to the Tournament Committee:
 - Notification of a protest must be done within thirty (30) minutes of the incident occurring to enable sufficient time to deal with the protest.
 - A grievance committee will meet to deal with any protests received. (If the protest is upheld, the \$250 will be refunded)
 - No game protests involving referee judgement will be accepted. The Referee's decision shall be final.

2022 Sanctioned Tournament Rules

1. The official rules of Ringette Canada will apply.
2. In the case of conflict in uniform colour, the VISTING team must change their uniforms.
3. There will be at least a two (2) minute break between halves and a flood will be scheduled between all games.
4. In medal games, the higher place team shall be the HOME team. Medals will be presented on the ice immediately after the game.
5. Teams must declare goaltender(s), captains, and alternate captains on the game sheet by indicating (G), (C), (AC).
6. Teams MUST declare affiliate players on game sheets by indicating (AP) when those players are used. It is the responsibility of the team to ensure that Ringette Alberta affiliated player rules are followed.
7. Good sportsmanship will be stressed throughout the tournament.
8. Any team accumulating more than thirty (30) penalty minutes in any one game shall see the head coach or acting coach from that game suspended for the next tournament game. (No grievances will be accepted)
9. A match penalty will automatically result in suspension from all subsequent tournament games.

10. Game scores will be displayed on the time clock, posted in an arena, and recorded for tie breaking procedures, with a MAXIMUM SEVEN (7) GOAL difference.

Player Affiliation

Teams are required to strike the names of players who are not participating in a game from the games sheet to ensure proper verification. When using an affiliate(s), the name(s) of the player(s) and their jersey number must be written on the game sheet followed by (AP). The maximum number of players listed on a game sheet:

- When using no affiliates.....18 players
- When using affiliate (s) as skater(s) only.....12 players
- When using affiliate skater(s) plus an affiliate goalie.....13 players
- When using only an affiliate goalie.....18 players

Tie Breaking Procedures

If a game is tied at the end of a quarter-final, semi-final or final game, the teams will immediately play a five (5) minute stop-time SUDDEN VICTORY overtime period (the first team to score will be declared the winner).

Possession of the ring will be declared by a coin toss.

If no goals are scored in the overtime period, a shootout will decide the game.

- Coaches will have two (2) minutes to identify their five (5) shooters
- HOME team will shoot first
- Teams will alternate shooting until all five shooters from each team have gone, or a winner is declared
- If still tied after the first round, teams will continue one shooter at a time until a winner is determined. No shooter may shoot again until all players have shot. A winner is declared when one team scores and the other doesn't in sudden victory format.
- NOTE: Penalties assessed in regulation shall carry-over to the overtime play
- Each team is entitled to one (1) additional 30-second timeout in overtime.

Team Standing Determination Procedure

1. For round robin games two (2) points will be awarded for a win, zero (0) points for a loss
2. If a round robin game is tied at the end of regulation time, each team will be awarded one (1) point.
3. Teams will be ranked within their pool according to the number of points awarded during round robin play.

Team Standings Tie Breaking Procedure

Regardless of game score, only a seven (7) goal difference will be credited in applying these rules

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 games 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
3. If still tied, teams shall be ranked according to the least goals against in games between the tied teams in round robin play

4. If still tied, teams shall be ranked according to the difference between goals for and against in games between all teams in round robin play
5. If still tied, teams shall be ranked according to the least goals against in games between all teams in round robin play
6. If still tied, teams shall be ranked according to least penalty minutes in games between the tied teams
7. If still tied, teams shall be ranked according to least penalty minutes in games between the tied teams
8. If still tied, teams shall be ranked by a coin toss

Note: Each step of the tie breaking rules shall apply to all teams involved in the tie. If there are 3 or more teams tied, the tie breaking will revert back to 1 after one team's ranking has been determined. In the event teams tied have not played against each other in round robin play, the rules will be applied in descending order until applicable and the standings declared.