

2022 – U16/U19AA Phyllis Sadoway Tournament Rules

1. Length of quarters shall be 11 minutes (stop time) for both U16AA and U19AA Divisions. There will be a 3 minute warm-up prior to each game and 1 minute break between each quarter.

Time-Outs: Each team is entitled to ONE 30-second timeout per regulation game; ONE additional 30-second timeout in Overtime.

2. Home teams shall provide all minor officials at each game. Sherwood Park Ringette Association will provide minor officials for all medal games.

3. 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.

4. Teams must be ready to go on the ice 10 minutes before game time to ensure game completion. Teams not iced within 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.

5. To keep the tournament on schedule, at the referee's discretion, the time could be reduced by 2-3 minutes at the beginning of the 4th Quarter, reducing the 4th Quarter to 8-10 minutes. Alternatively/additionally, if there are less than 5 minutes remaining in the scheduled ice time, and more than 5 minutes on the score clock, the score clock will be reduced to 2 minutes.

6. No overtime in round robin games.

7. 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 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.

8. Any team wishing to file a protest may do so by submitting their request in writing, along with \$500, 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 \$500 will be refunded)
- No game protests involving referee judgement will be accepted. The Referee's decision shall be final.

2021 Sanctioned Tournament Rules

1. The Official Rules of Ringette Canada will apply.
2. The HOME team will wear WHITE, VISITING team will wear DARK.
3. A flood will be scheduled between each game.
4. In playoff/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 Affiliation Policy is adhered to.
7. Good sportsmanship will be stressed throughout the tournament.
8. Any team accumulating more than 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

TOURNAMENT RULES for TIE BREAKING

Round Robin Team Standing Rules

POINT STRUCTURE – Teams receive **2 points for a win, 1 point for a tie, and 0 points for a loss**. At the completion of round robin play, teams will be ranked according to the total points in all games played.

Breaking of Ties in Team Standings

*Note: Regardless of game score, only a **SEVEN 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:

A. In cases where the tied teams have played an equal number of games against each other, the **winner of more game(s) between each other during the round robin** will be declared the highest position.

1) 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.

2) If still tied, teams shall then 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, the team with the third least goals against shall be next, etc.

B. 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, the team with the third highest positive difference shall be ranked next, etc.

C. 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, the team with the third least goals against shall be next, etc.

D. If still tied, teams shall be ranked according to the **highest ratio** of goals for divided by the sum of goals for plus goals against for **games between the tied teams** in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.

E. If still tied, teams shall be ranked according to the **highest ratio** of goals for divided by the sum of goals for plus goals against for all games played in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.

F. 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, the team with the third least penalty minutes shall be next, etc.

G. 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, the team scoring the third earliest goal shall be ranked next, etc.

H. 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.

According to rule B, the White team has a difference of 5 goals, the Red team has a difference of 3 goals and the Blue team has a difference of 2 goals. White team shall be ranked highest, Red team next and Blue team shall be third among these tied teams.

If three (3) or more teams are involved in the tie, the tie breaking procedure shall only revert to A if teams are still tied after the application of subsequent rules. i.e. According to rule B, the White team has a difference of 5 goals, the Red team and the Blue team are still tied at 3 goals difference. White team shall be ranked highest, revert to rule A to break the tie between the Red & Blue teams.

“WILD CARD” teams are determined by using the round robin standings (and tie breaker rules if required) to find the highest place team who did not qualify as 1st or 2nd in their pool.

Breaking of Tie Scores in Games

If a **ROUND ROBIN** game is tied at the end of regulation time, each team will be awarded 1 point.

If a **QUARTER, SEMI or FINAL game** is tied at the end of the second half: The referee will determine how much time is left on the permit and determine what step of overtime will take place. Extra time on the ice permit will not be permitted regardless of any discussions with arena staff as it impacts all subsequent games.

If the **referee determines that time permits** teams will play a **“four on four”** (plus a goaltender) **5 minute stop time SUDDEN VICTORY** overtime period:

- Penalties assessed in regulation time shall carry-over to the overtime period, if a team has one player serving a penalty, regular Ringette rules will apply and only 2 players will be allowed in the defensive zone. Possession of the ring will be determined by a coin toss.

If the referee determines **that time does not permit** for an overtime period OR, **if no goals were scored in the overtime period**, the winner of the game will be decided by a **Shoot-Out**:

- If an overtime period did not take place, a coin toss will determine the order of the shootout. The winner of the coin toss has the choice to shoot first or second. If there was OT, the team that lost the coin toss for OT will have choice to shoot first or second in the shoot-out.
- Coaches will have 2 minutes to produce their list of shooters (including all skaters on the bench)
- Penalties do not carry over into the shoot-out.

Shoot-Out Procedure:

- 3 players for each team alternate shots. The winner is declared to be the team with the most goals for 3 players. The shootout will end if it becomes impossible for one team to score sufficient goals to tie the other team.
- If it is still tied after 3 shooters from each team have shot, 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 does not in sudden victory format.

*** If at any time during the shootout the referee determines there is no more time left on the permit and no winner has been determined, a coin toss will determine the winner.**