



## SPRA AA Phyllis Sadoway Invitational

March 20-22, 2020

SPRA Power U16AA/U19AA is offering a RAB Sanctioned Pre-Nationals tournament.

- Registrations will be accepted by the U16AA/U19AA coaches
- Each team's request to participate in the SPRA Phyllis Sadoway Invitational Tournament will need to be emailed to the U16AA/U19AA Head Coaches before February 1st, 2020
- Acceptance to the tournament will be communicated to teams after Provincials weekend. Priority will be given to teams that have qualified to advance to the Canadian Ringette Championship
- Fees will be due upon acceptance to the tournament

### Tournament Fees:

- U16AA - \$825.00 – Head Coach Ryan Wismer
- U19AA - \$825.00 – Head Coach Warren Fuller

*John Weinmeier*

*SPRA Power AA Tournament Coordinator*

## TOURNAMENT RULES

1. The Official Rules of Ringette Canada will apply.
2. Teams must be ready to go on the ice ten (10) minutes before game time.
3. Teams can enter the ice surface immediately after the rink attendant has left the ice surface and closed the rink boards as long as at least one of their team's bench staff is present. The clock will be set for a 3-minute warm-up once the officials have entered the ice. Teams are required to be prepared to start the game at the expiration of the countdown of 3 minute clock. Teams who are not ready to start the game at this time by taking excessive pregame activity may be issued a 2 minute delay of game penalty at the discretion of the referees.
4. In the case of a conflict in uniform colour, the VISITING team must change their uniforms.
5. There will be at least a two (2) minute break between periods and a flood between all games.
6. In the Final games, the higher place team shall be HOME.
7. Game sheets will be at the control desk of the arena. They are to be reviewed for their accuracy and signed by one member of the official bench staff.
8. Teams must declare goaltender(s), captains and alternate captains on the game sheet by indicating (G), (C), or (AC).
9. Teams MUST declare affiliated players on the game sheets by indicating (AP) on the game sheet.
- 10. Fair play will be stressed throughout the tournament.**
11. 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 their next tournament game. (No grievances will be accepted.)
12. A MATCH penalty will automatically result in suspension from all subsequent tournament games.
13. Any team wishing to file a protest may do so by submitting their request in writing, along with \$200, to the Tournament Organizer.
14. Notification of a protest must be received within thirty (30) minutes of the incident occurring to enable sufficient time to deal with the protest.
15. A grievance committee will meet to deal with any protests received. If the protest is upheld the \$200 will be refunded.
- 16. No game protests involving referee judgment will be accepted. THE REFEREE'S DECISION SHALL BE FINAL.**
17. The Tournament Organizer requests that a team official inspect their dressing room upon completion of their game to ensure that the room has been left in a reasonable condition. Please contact a rink attendant or committee member if you find that a dressing room is not fit to be occupied.

## TEAM INFORMATION

- All teams participating will be guaranteed a minimum of four (4) games.

- All games will be 2 – 20 minute stop time halves for all divisions. All games will be completed within the 75 minute allotted time slot.
- Shot clocks will be used in all games with a 30 second time limit.

## **MINOR OFFICIALS INFORMATION**

Scorekeepers, time clock, shot clock operators and penalty box workers will be supplied by volunteers from each team. Each team will supply three (3) home team and two (2) visiting team volunteers for all round robin. All final games will be covered by tournament box workers that will be supplied. Home Team is responsible for Score clock/ Shot clock and Visiting Team is responsible for score sheet. Once you are in the box if you wish to switch assigned jobs feel free to do so.

\*Please note that a 2 min delay of game penalty will be assessed to any team that does not have volunteers in the box at the start of the game. Host teams will provide workers for the semi-finals and final games.

Abuse of on-ice and off-ice officials will not be tolerated. Actions that the Tournament Organizers determines are a grievous abuse of officials, players or other spectators will be dealt with under the authority of the Tournament Committee. The Tournament Committee may impose a degree of sanctioning that is separate or in excess of that imposed by the referee.

### **Player Affiliation:**

Teams are required to strike the names of players who are not participating in a game from the Game 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).

### **Point Structure:**

Teams receive two (2) points for a win, one (1) point for a tie, and no (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.

NOTE: regardless of game score, only a SEVEN (7) goal difference will be credited in applying these rules.

### **Team Standings Tie Breaking Procedure:**

Standings will be determined as per Ringette Canada rules under section: Breaking of Ties in Standings.

### **Round Robin Team Standing Rules:**

Point Structure – Teams receive two (2) points for a win, one (1) point for a tie and no (0) points for a loss. At the completion of round robin play, teams will be ranked according to the total points of all games played.

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

### **Tie Breaking Procedure for a Round Robin Schedule:**

Tie breaking rules to be applied when tied teams have played an equal number of games against each other in Round Robin play.

1. In cases where the tied teams have played an equal numbers of games against each other, the winner of more game(s) between each other during the round robin will be declared the highest position.
2. If still tied, in cases where the tied teams have played an equal number of games against each other, 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 the highest; the team with the second highest positive difference shall be ranked next, the team with the third.
3. If still tied, in cases where the tied teams have played an equal number of games against each other, 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, the team with the third least goals shall be the next etc.
4. If still tied, in cases where the tied teams have played an equal number of games against each other, teams shall be ranked according to the least total penalty minutes in games played between the tied teams 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 declared the next, the team with the third least penalty minutes shall be the next, etc.
5. If still tied, in cases where the tied teams have played an equal number of games against each other, teams shall be ranked according to the goals for an against in all games played in the round robin. The team with the highest positive difference shall be ranked the highest, the team with the second highest positive difference shall be ranked next, the team with the third highest shall be next, etc.
6. If still tied, in cases where the tied teams have played an equal number of games against each other 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 shall be next, etc.
7. If still tied, in cases where the tied teams have played an equal number of games against each other, teams shall be ranked by coin toss.

### **Final Game - Tie Breaking Procedure:**

1. If a game is tied at the end of the second half of a 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).
2. Possession of the ring will be determined by a coin toss.
3. If no goals are scored in the first overtime period, a second five (5) minute stop-time SUDDEN VICTORY overtime period will be played. For the second overtime period, teams will play "four on four" (plus a goaltender). Possession of the ring will be determined by a coin toss.
4. If no goals are scored in either overtime period, the game will be decided by a shootout.
5. Coaches will have two (2) minutes to identify their five (5) shooters.
6. HOME team will shoot first.
7. Alternate shooters until all five shooters from each team have gone, or a winner is declared.
8. If still tied after the first round, shooters continue to alternate in a SUDDEN VICTORY shootout until a winner is declared.

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

### **Time-Outs:**

Each team is entitled to ONE 30-second timeout per regulation game.

Each team is entitled to ONE additional 30-second timeout in overtime.