



2025 High School Ringette Tournament Rules **(REVIEW FROM REGISTRATION PACKAGE)**

Hosted By: St. James Ringette Association
Dates: April 21st - 27th, 2025
Location: Canlan Sports, 1871 Ellice Ave

Email: mbhighschoolringette@gmail.com

Website: <https://www.stjamesringette.ca/>

Temporary Players (TPs)

- A team shall have a maximum of (18) eighteen players, and no less than seven (7) players. No temporary players (TP) will be allowed. (Exception for goaltenders)
- Goalies only:
 - If a temporary player (TP) is required for a goaltender, with the approval of the tournament committee, a TP goalie may be used from A DIFFERENT LOOP. The same goalie CANNOT be used more than once by a team.
- If a TP is used, the team must notify the committee prior to game time, the name of the goalie being used, the school in which they are rostered with, and the date and time of the game they will be playing with your team. Failure to get approval from the Tournament Committee may result in forfeiting the game.

General Rules

- The Official Rules of Ringette Canada will apply except for the Breaking of Ties in Standings, and as noted below
- Teams must have at least one Coach with active Ringette CSI qualification (and be on a RMB Roster in 2024/2025) on the bench at all times, as well as an adult female. All non-school coaching staff must have active CSI qualification (and be on a RMB roster in 2024/2025). School Staff Member participation on the bench is strongly advised.
- Players should wear their school jerseys, but this is at the discretion of the school. If school jerseys are not available the team may use a local club's jerseys.

Excessive Penalties

- Excess Penalty Minutes. A player assessed a total of ten (10) minutes of penalty time during a game, including overtime, shall be ejected from the game. The ejected player's remaining penalty time shall be served by a teammate. The ejected player will be suspended for the next game.



Game Play

- In case of jersey color conflict, the visiting team shall change. If one team has two sets of jerseys and the other does not, the team with two sets will change.
- Game length will be two 20 minutes stop time periods and shot clocks will be used. **Teams must be ready to go on the ice 15 minutes prior to scheduled start time.** Teams not on ice within two minutes of the Referee's whistle being blown to start the game, will be assessed a delay of game penalty against them. If the team does not appear within two minutes, the game will be defaulted and the score will show as 1-0 and the game may be played as an exhibition. Running time may be used if behind schedule at the discretion of the tournament committee.
- This is a Ringette Manitoba sanctioned tournament. The Sportsmanship Rule of seven (7) goal differential for/against shall be observed on the scoreboard, including its use in any tie breaking formulas which are applied. If a team is leading by seven (7) or more goals, the last 10 minutes will be running time regardless of any goals scored (Unless the game comes within a 3-point differential, at which time, the time keeper will resume stop-time play).
- Round Robin play consists of 3 round robin games within your pool. Wins count for 5 points, ties count for 3 points and losses count for 0 points. Top team in each loop (plus 2 wildcard teams if 24 teams registered) will play in a quarterfinal game, with the winning teams moving on to the semifinal games. Winners in the semifinal round will advance to the Gold/Silver game and the losing teams will play for Bronze. For Wildcard selection see below. Format of Junior High semi-finals and/or final games: top 2 teams from each of the 2 pools shall advance to the semi-final. The winner from each of those games advances to the Finals, the losing teams play for Bronze.
- There are no ties in Medal games. One 10-minute sudden death overtime period shall be played. First goal scored declares the winner. A coin toss will determine ring possession. If there is still a tie after the 10-minute period, a shootout will occur. See shootout Rules below for full details.

Tie Breaking Rules (in order) - to determine places in each pool

Tie breaking rules in standings for the tournament are as follows:

- a) The outcome of the game played between the tied teams.
- b) The team having the higher positive differential of goals in games between the tied teams during all round robin games played will be declared the highest position.
- c) The team having the least total goals against between the tied teams during all round robin games played will be declared the highest position.
- d) If still tied, the team having the highest positive differential of goals in all games during the round robin will be declared the highest position.
- e) If still tied, the team with the least penalty minutes in all round robin games will be declared the highest position
- f) If still tied, a coin toss will be used to break the tie.



Note: These steps shall be followed in 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 #1. 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 #1 in order to break the tie.

Wildcard Selection (if applicable) (in order)

- Most Points during round robin play.
- The team having the highest positive differential of goals in all games played in the round robin.
- If still tied, the team with least goals against during the round robin play.
- If still tied, the team with the highest number of goals scored in round robin play
- If still tied, the team with the least penalty minutes in all the round robin games played
- If still tied, a coin toss will be used to determine the winner (if more than two teams, the winner will be selected by random draw)

*max 7 goal differential per game will be observed

*Committee reserves the right to make the final decisions

Shoot Out Rules

- Each team selects three (3) shooters.
- Visiting team takes a penalty shot, starting from center ice. Home team shoots next and teams alternate until both teams have taken 3 shoots. The team with the most goals wins.
 - Shooter cannot enter crease with body or ring.
 - No rebounds are allowed.
 - Goalie starts in the crease and may leave crease after the shooter crosses the blue line.
- If still tied after the first 3 shooters, each team selects 1 NEW shooter. If a team's shooter scores and the other team's shooter does not, then the tie is broken.
- If still tied, continue selecting 1 NEW shooter from each team until the tie is broken.

Protests

- In the event of a protest/appeal, a protest form must be completed and \$100.00 fee must accompany the form and given to a member of the tournament Protest Committee within 30 minutes upon completion of the game.
- No protest will be considered over the official's decision regarding goal scoring, blue line infractions, or judgment calls.
- No protest will be allowed over a timekeeping error if the result gives equal opportunity to both teams.



- The Protest Committee Members will not have any direct involvement with the teams involved in the protest.
- Decision of the Protest Committee shall be final and binding on all parties.

Game Rescheduling

Due to the limited ice slots available for the tournament, no games will be rescheduled, regardless of circumstances. Any team not able to play will forfeit. If both teams are unable to play, then 0 points will be awarded to both teams.

*****All players must wear a certified ringette face mask, including goaltenders*****