

**Sanctioning by Ringette Alberta will be followed except as noted below:**

1. All teams, major and minor officials and fans will show good sportsmanship and fair play throughout the tournament and adhere to the [SWEETHEART TOURNAMENT CODE OF CONDUCT](#).
2. The Official Rules of Ringette Canada will apply.
3. All teams must be available to start tournament play any time after 7:00 a.m. on Friday, February 14<sup>th</sup>.
4. Teams in U10-Step 1, U10-Step 2, U10-Step 3, U12A, U12B, U12C, U14A, U14B, U14C, U19AA, U19B and Open B divisions will play three (3) games in round robin format. The top two (2) teams from the U12A, U14A, U14B, U14C, U19AA, U19B, Open B divisions will advance to the finals. The top four (4) teams in U10-Step 2, U10-Step 3, U12B and U12C will advance to the semi-finals. There will be no finals for U10-Step 1; it is a friendship tournament with awards given to all participants.
5. All players must be from one team and must be registered with their applicable provincial or zone body. Teams must be registered in the same division (or higher) as indicated on their Provincial Registration Form. Prior to playing their first game, all coaches/team representative(s) will be required to verify their roster by providing a copy of their Provincial Registration Form and picking up their coach's package at the registration table. Teams who do not provide their Provincial Registration Form will forfeit their game(s) until it is provided to the Tournament.
6. In case of conflict in uniform colours, **the visiting team** will be required to change uniforms.
7. Teams must be ready to go on the ice ten (10) minutes before game time. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. However, the game will be played as an exhibition game.
8. Game sheets are to be completed and signed **by the coach** at least fifteen (15) minutes prior to game time at the registration table. Goaltender(s), captains and alternate captains must be declared on the game sheet by indicating (G), (C), and (AC). Teams are required to strike the names of players who are not participating in a game on the score sheet to ensure proper verification.
9. Teams must declare affiliated players on game sheets by indicating (AP). It is the responsibility of the team to ensure Ringette Alberta affiliated player rules are followed. When using affiliates the name(s) of the player(s) and their jersey number must be written in the appropriate space on the game sheet. Game sheets will be checked for proper use of affiliated players.
10. **The maximum number of players listed on a game sheet: No Affiliates – 18, Affiliated Skaters ONLY – 12, Affiliated Skaters AND Affiliate Goalie – 13, Affiliated Goalie ONLY – 18.**
11. All affiliate and/or overage players will be restricted to three (3) goals per game.
12. No overage or affiliate players will be permitted unless the player's registration has been accepted by their respective Provincial Governing Body and are registered with the team in which they are playing. If a team is using overage player(s) and an overage player is playing forward or center position, and is dominating the game, the referee, at their discretion, can have that player moved to the defense position. All referee decisions are final.
13. Each team will be required to provide minor officials for each game. **The Home Team**, as listed on the game sheet, is required to provide a timekeeper, a shot clock operator, and a penalty box attendant. (If no shot clock is required, the home team will provide only the timekeeper and penalty box volunteer.) **The Visiting Team**, as listed on the game sheet, is required to provide a scorekeeper and a penalty box attendant. SGRA will provide ALL minor officials for semi-finals and finals.
14. Car keys must be left in exchange for the shot clock remote. It can be picked up at the registration table.
15. In medal games the higher ranked team shall be declared the home team.
16. Time-Outs: Each team is entitled to ONE (1) 30-second timeout per regulation game. Each team is entitled to ONE (1) additional 30-second timeout in overtime.
17. There will be a two (2) minute break between halves and a flood will be scheduled between all games.
18. Game scores will be displayed on the time clock, posted in arenas and recorded for tie breaking procedures with a **maximum seven (7) goal difference**.
19. If only five (5) minutes remain in an assigned time slot, the clock will be reset to two (2) minutes at the first stoppage of play.
20. A MATCH PENALTY will automatically result in suspension from all subsequent tournament games.
21. Any team accumulating more than thirty (30) penalty minutes in any one game shall see the head coach or acting head coach for the game suspended for their next tournament game. No grievances will be accepted.
22. No unacceptable behavior (profanity, temper-tantrums, or verbal abuse of officials etc.) will be tolerated. This behavior will result in (at minimum) an unsportsmanlike penalty. A second offence in the same game by the same player will result in (at minimum) a misconduct.  
(also see 2020 Sweetheart Tournament Code of Conduct)
23. **All referee decisions are final. There will be no appeals or discussions of appeals.**
24. **NO U10 PLAYER IS TO BE CREDITED WITH MORE THAN THREE (3) GOALS IN ANY ONE TOURNAMENT GAME. GOALS SCORED IN EXCESS OF THIS BY ANY PLAYER SHALL NOT BE RECORDED ON THE GAME SHEET, SHALL NOT BE POSTED ON THE SCORE CLOCK AND SHALL NOT BE COUNTED IN THE FINAL SCORE AT THE END OF THE GAME.**

## GAME FORMAT

U10-Step1	2 - 25 minute running time periods (no 3 minute buzzer, no penalties) (All play at Step 1 will be half ice 3 v 3, plus a goalie)
U10-Step2/U10-Step3	2 - 18 minute stop time periods
U12/U14	2 - 18 minute stop time periods
U19/Open	2 - 20 minute stop time periods

**Please Note:** All games in Active Start and U10 Divisions will be played using the small nets.

## ROUND ROBIN TEAM STANDING RULES

Teams will be awarded points as follows:

- Win: Two (2) points
- Loss: Zero (0) points
- Tie: One (1) points
- Forfeit: Zero (0) Points

At the completion of round robin play, teams will be ranked according to the total points in all games played.

## ROUND ROBIN TIE BREAKING PROCEDURE

*Please 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:

1. Head to Head: the winner of the game(s) between each other during the round robin will be declared the highest position.
2. Goal Differential in round robin play: the total number of goals scored by a team in all games, minus the total number of goals scored by the teams opponent in all the games will be declared the highest position. The largest goal differential in a game is seven (7).
3. Fewest Goals Against in round robin play: the team with the fewest goals allowed will be declared the highest position.
4. Penalty Minutes: The team with fewest total number of penalty minutes in round robin will be declared the highest position.
5. If still tied, teams shall be ranked by coin toss (called by the visiting team from the head to head game).

**NOTE:** Each step of the tie breaking rules shall apply to the teams involved in the tie. If there are more than two teams tied, revert back to #1 after one team's ranking has been determined.

## TOURNAMENT GAME TIE BREAKING PROCEDURE

1. Round robin games shall end in a tie with points awarded as indicated.
2. 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). Possession of the ring will be determined by a coin toss (called by the visiting team)
3. If no goals are scored in the overtime period, there will be a 5 round shootout.
4. If time permits, sudden victory shootout will continue until a winner is declared (no player can shoot again until all rostered players have shot).
5. If allotted ice time expires, teams shall be ranked by fewest penalty minutes in current game.
6. If still tied, teams shall be ranked by coin toss (called by the visiting team).

**Note:** Penalties assessed in regulation shall carry over to the next period. Each team is entitled to one (1) thirty (30) second timeout per regulation game and one (1) additional thirty (30) second timeout in overtime.