



2022 St. Albert Ringette Association Turkey Ring Tournament Rules

1. Length of halves:
 - a. 18 minutes for U10, U12, and U14
 - b. 23 minutes for U14AA, U16 and U19 Divisions

There will be minimal warm-up in order to ensure all games are played and end on time.

2. All teams shall provide minor officials each for every game as follows:

Home Team:

- Shot clock operator
- Scorekeeper
- Time clock operator, and
- Penalty box x 2 (visitor and home)

St. Albert Ringette Association will endeavor to have minor officials for the semi-final and gold medal games.

3. For U10 Division:
 - a. Maximum three (3) goals per player per game rule will apply to all games, and
 - b. Smaller nets will be used in tournament play.
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 this 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. However, the game will be played as an exhibition, though length of the game may be reduced.

6. Game sheets are to be picked up at the control desk of the arena. They are to be completed and signed by the coach at least fifteen (15) minutes before game time and all copies returned to the control desk upon conclusion of the game. Each participating team will receive a copy of the game sheet from the Tournament Control Desk upon completion of the game.
7. Any team wishing to file a protest may do so by submitting their request in writing, along with \$250, to the Tournament Committee:
 - a. Notification of a protest must be received within thirty (30) minutes of the incident occurring to enable sufficient time to deal with the protest.
 - b. A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$250 will be refunded)
 - c. No game protests involving referee judgment will be accepted. **THE REFEREE'S DECISION SHALL BE FINAL.**

REQUIRED SANCTIONED TOURNAMENT RULES

1. The Official Rules of Ringette Canada will apply.
2. In the case of conflict in uniform color, the VISITING 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 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 affiliated players on game sheets by indicating (AP) on the game sheets for which 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 their 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 arenas, and recorded for tie breaking procedures, with a MAXIMUM SEVEN (7) GOAL difference.
11. All teams will play 3 round robin games.

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).

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 only using an affiliate goalie.....18 players

TOURNAMENT GAME TIE BREAKING PROCEDURE

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 decided 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, shooters continue to alternate in a SUDDEN VICTORY shoot out until a winner is declared.

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 STANDINGS DETERMINATION PROCEDURE

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

TEAM STANDINGS TIE BREAKING PROCEDURE

Note: 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 game(s) 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 all games played in the round robin.
5. If still tied, teams shall be ranked according to the least goals against in all games played in the round robin.
6. 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 more than two teams tied, 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.



Emergency Action Plan
St. Albert Ringette Association
2022 Turkey Ring Tournament

In order to effectively respond to any emergency a plan must be prepared in advance and the responsibilities understood by all involved.

Ringette is a fast-paced competitive sport and as such it is very physical for the players. In the unfortunate event of an emergency, or if an injury should occur, the following protocols will apply.

During the 2022 St. Albert Ringette Turkey Ring Tournament:

- Each participating team is responsible for establishing its own Team Emergency Action Plan.
- The Head Coach of each team will identify a single point of contact and an alternate for their team to the **Organizing Committee at the beginning of the tournament.**
- It is the responsibility of Team Staff to maintain current emergency medical information sheets for every player and to have the list present at all games.
- It is the responsibility of the Team Staff to ensure there are at least 2 charged cell phones on the bench in case of emergency.
- **It is the responsibility of the Team Staff to ensure that Emergency Call information is present on the bench – Emergency Number (911 in St. Albert), facility name and address (Example: Servus Credit Union Place, 400 Campbell Road, St. Albert)**
- **It is the responsibility of the Team Staff to assess any injury, decide if an ambulance is required, and call for the ambulance, if necessary, by calling 911.**
- In the event that an ambulance is called, it is the responsibility of the Team Staff to ensure that someone is sent to the Main Information Desk at Servus Place, or the facility where game is being held, to inform the facility staff that an ambulance has been called, and to ensure that someone is sent to the facility entrances to direct the ambulance staff upon arrival.
- In the event of an injury, it is the responsibility of the Team Staff from each participating team to maintain control of the players on their bench.
- It is the responsibility of the Team Staff to contact the Host Association Tournament contact person following the emergency incident to ensure that any necessary reports are completed.
- **Tournament Coordinator and Host Committee contact is Colleen Caldwell, 780-246-0659.**

EMERGENCY ACTION PLAN – SERVUS PLACE

Facility

Servus Place Credit Union

Mark Messier Arena, Troy Murray Arena, Go Auto Arena

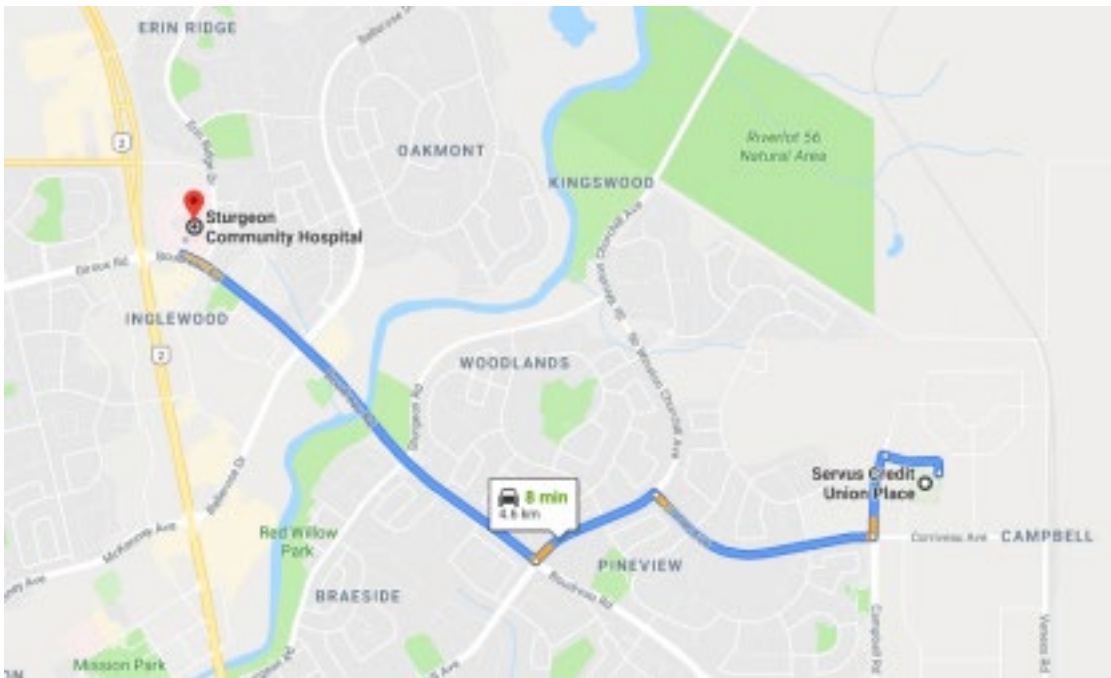
400 Campbell Road

St. Albert, Alberta T8N 0R8

Phone: 780-418-6088

Closest Intersection: Campbell Rd and Poirier Ave

FOR AMBULANCE SERVICE IN ST. ALBERT CALL 911



Nearest Hospital

Sturgeon Community Hospital

201 Boudreau Road

St. Albert, Alberta T8N 6C4

Directions to Hospital

1. Head **south** on **Carnegie Dr.** turn right onto **Corriveau Ave**
2. Continue through intersection onto **Poirier Ave**
2. Take left onto Sir Winston Churchill **Avenue**
3. Take the 2nd right onto **Boudreau Rd W**
4. Take Boudreau Rd W about 2.3km to Hospital
5. Turn Right into Emergency Entrance and follow to Emergency Drop Point

EMERGENCY ACTION PLAN – RIVIERE QUI BARRE

Facility

Riviere Qui Barre Arena

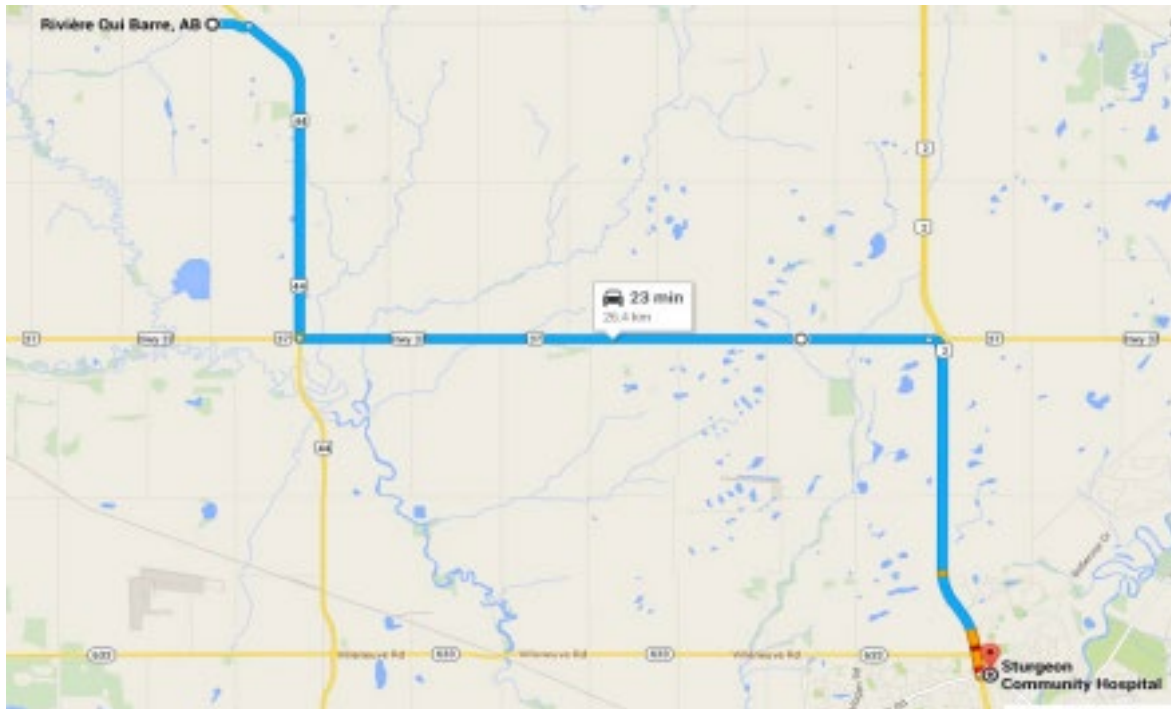
145A-26500 Hwy-44

Riviere Qui Barre, AB T0G1Y0

Phone: 780-722-9800

Closest Intersection: Hwy 44 and Hwy 37

FOR AMBULANCE SERVICE CALL 911



Nearest Hospital

Sturgeon Community Hospital

201 Boudreau Road

St. Albert, Alberta T8N 6C4

Directions to Hospital

1. Head **south** on **Hwy 44**
2. Take left onto **Hwy 37**
3. Exit right (south) onto **Hwy 2**
4. Turn left onto **Boudreau Rd W**
5. Turn left into Emergency Entrance and follow to Emergency Drop Point

EMERGENCY ACTION PLAN – JAROME IGINLA ARENA & KINEX ARENA

Facility

Jarome Iginla Arena/Kinex Arena

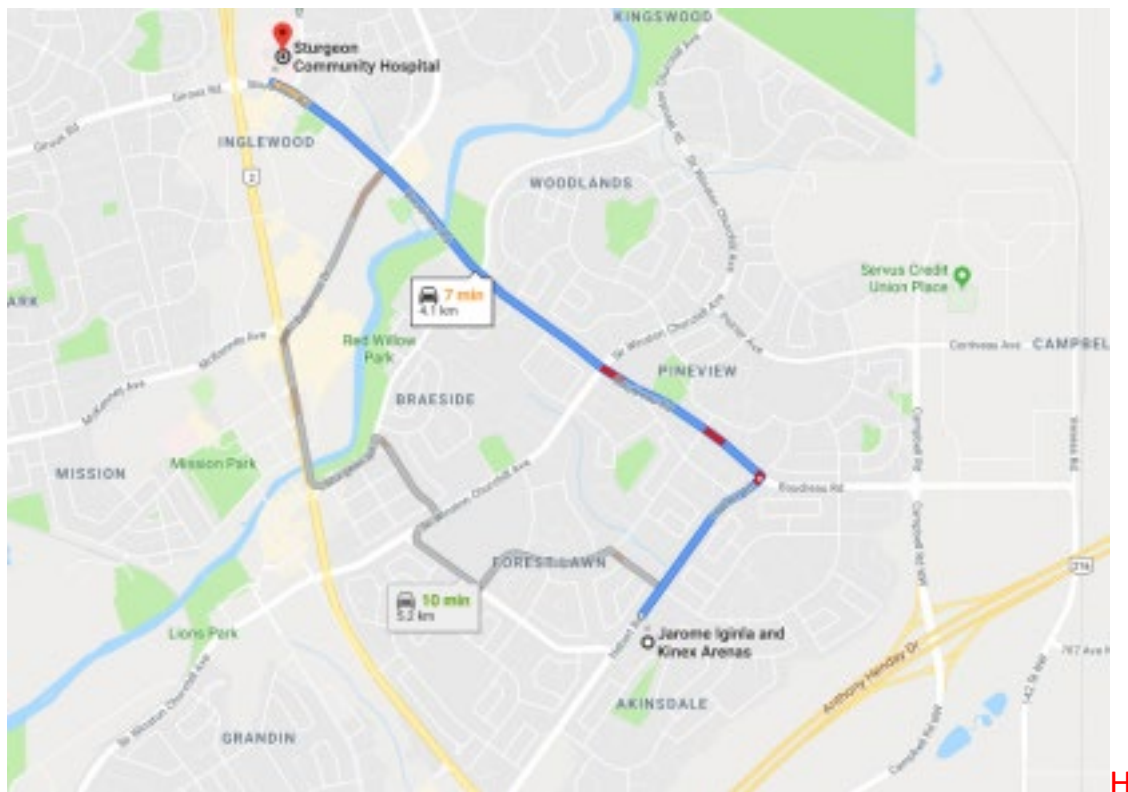
66 Hebert Rd.

St. Albert, AB T8N3Z9

Phone: 780-459-1568

Closest Intersection: Hebert Rd. and St. Albert Trail

FOR AMBULANCE SERVICE CALL 911



Nearest Hospital

Sturgeon Community Hospital

201 Boudreau Road

St. Albert, Alberta T8N 6C4

Directions to Hospital

1. Turn **Right (EAST)** out of parking lot onto Hebert
2. Continue to **Boudreau and turn Left (North)**
3. Continue on **Boudreau to Sturgeon Hospital**
4. Turn Right into Entrance and follow to Emergency Drop Point