



## 2023 St. Albert Ringette Association Turkey Ring Tournament Rules

### 1. Length of games:

- a. 2 x 18 minute halves for U10 Step 3, U12 A/B/C, and U14 A/B/C
- b. 2 x 23 minute halves for U14AA, U16 A/B/C and U19 A/B
- c. 4 x 11 minute quarters for U16AA and U19AA

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:**

- Time Clock Operator,
- Scorekeeper, and
- Penalty box x 1\*

*\*at some arenas (e.g RQB) the time box area is small it can easily be managed by a total of 4 minor officials, in this case the home team does not need to provide a minor official for the penalty box*

#### **Away Team:**

- Shot clock operator
- Penalty box x 1

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. Electronic game sheets will be used. If teams are unable to use the electronic game sheet during the game, due to unforeseen technical issues, they are expected to make note of all usual game related information (e.g. goals scored, penalties, final score) and provide that information to the Tournament Committee. Every effort must be made by teams to effectively utilize the electronic game sheets.
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 Ringette Albert Player Affiliation Policy 5.0 will apply: [RAB 5.0 Player Affiliation Policy](#)

### **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**

**POINT STRUCTURE** - Teams receive two points for a win, one point for a tie, and zero 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 goal difference** will be applied.*

### **TIE BREAKING PROCEDURE**

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. The winner of more game(s) between each other during the round robin will be declared the highest position.

B. 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.

C. If still tied, 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 against shall be next, etc.

D. 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.

E. 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.

F. 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 round robin play. 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.

G. 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.

H. 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.

I. 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.

Scenario 1: After application of Rule B, Team WHITE has a +5 goal differential, Team RED has a +3 goal differential, and Team BLUE has a -2 goal differential. WHITE shall be ranked highest, RED second, and BLUE shall be third among these tied teams.

If three or more teams are involved in the tie, tie breaking procedure A shall be applied first to the games between those teams, applying a transitive relation between the teams' results, and then moving on to subsequent tie breaking procedures if required:

Scenario 2: In round robin play GREEN team beat YELLOW, YELLOW team beats ORANGE, and GREEN and ORANGE did not play each other. GREEN is ranked higher than YELLOW based on head to head play, YELLOW is ranked higher than ORANGE based on head to head play. GREEN and YELLOW advance, no further tie breaker is applied.

Scenario 3: In round robin play GREEN team beat YELLOW, YELLOW team ties ORANGE, and GREEN and ORANGE did not play each other. GREEN is ranked higher than YELLOW based on head to head play and advances, YELLOW and ORANGE remain tied based on application of tie breaker A, and subsequent tie breaking procedures are applied to YELLOW and ORANGE.

Scenario 4: In round robin play GREEN team beat YELLOW, YELLOW team beats ORANGE and ORANGE beats GREEN, after applying tie breaker A all teams remain tied. Tie breakers continue to subsequent tie breaking procedure.



**Emergency Action Plan**  
**St. Albert Ringette Association**  
**2023 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 2023 St. Albert Ringette Turkey Ring Tournament:**

- Each participating team is responsible for establishing its own Team Emergency Action Plan.
- A single point of contact and an alternate for each team will be named upon registration for the tournament. Unless otherwise communicated to the Turkey Ring Committee, the point of contact will be the Team Manager and the alternate being the Head Coach.
- 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**

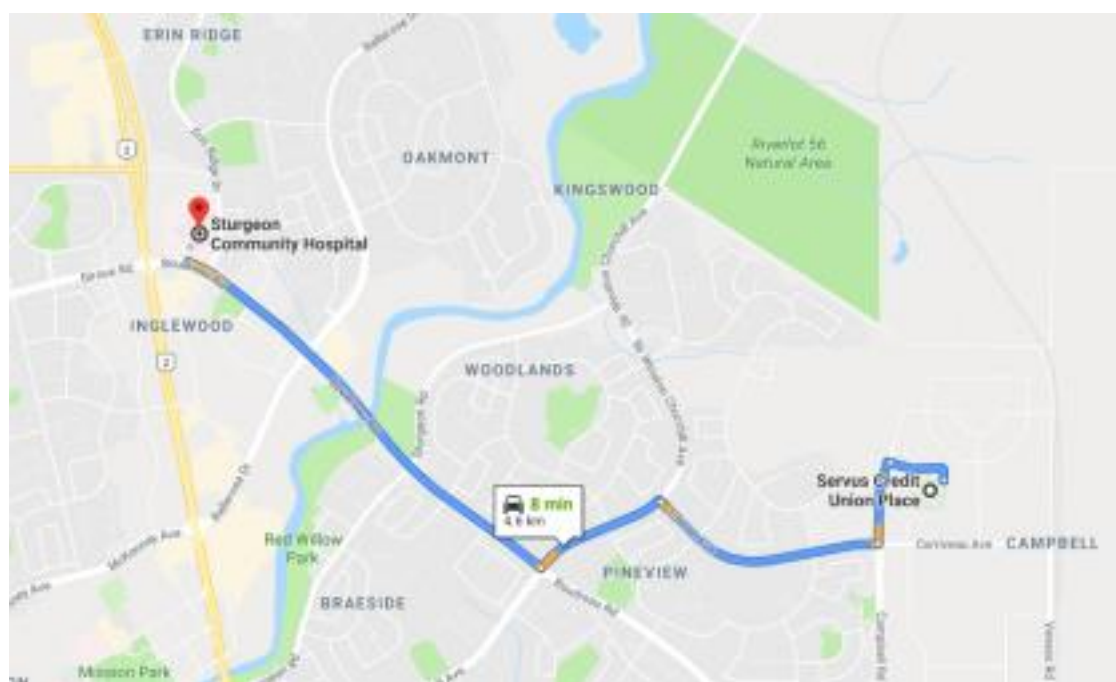
400 Campbell Road

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***

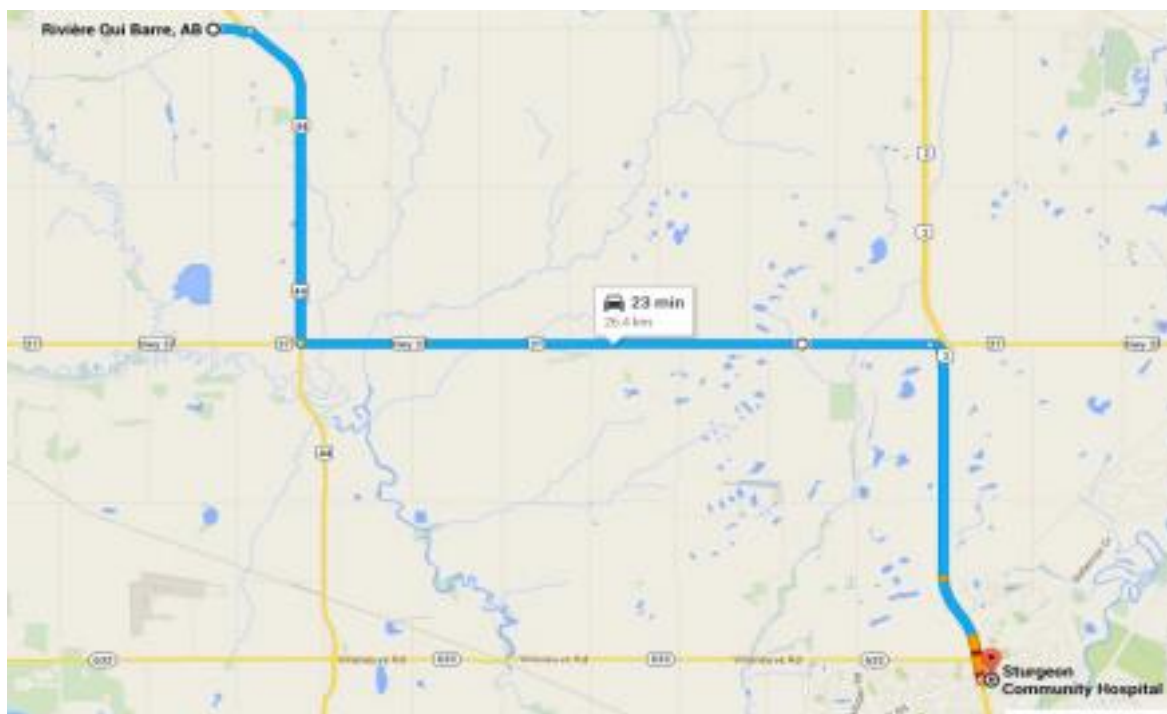
145A-26500 Hwy-44

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 – CALAHOO ARENA**

### ***Calahoo Arena***

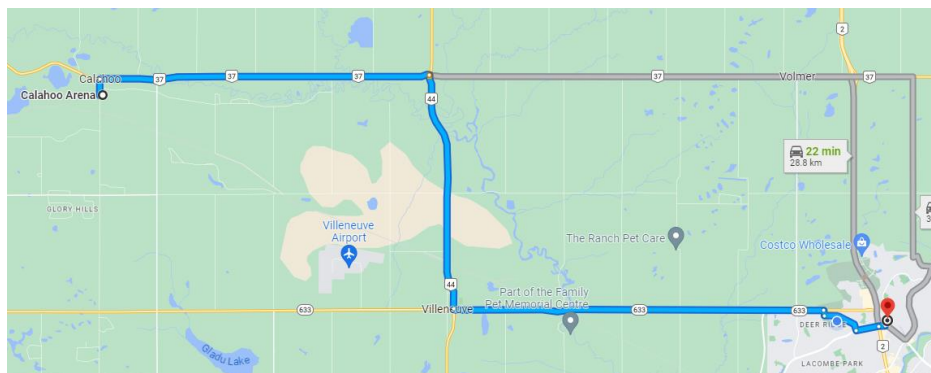
9 – 54500, Range Road 275

Calahoo, AB T8R1Z1

Phone: 780-967-5080

**Closest Intersection: Hwy 37 and Hwy 44**

**FOR AMBULANCE SERVICE CALL 911**



### **Nearest Hospital**

Sturgeon Community Hospital

201 Boudreau Road

St. Albert, Alberta T8N 6C4

### **Directions to Hospital**

1. Head **north** on **Main St/Range Rd 275** toward **Ste Anne Trail**
2. Turn **right** onto **Hwy 37E**
3. Turn **right** on to **AB-44 S**
4. At the roundabout, take the 3<sup>rd</sup> exit onto **Villeneuve Rd/AB-633E**

*\*\*Temporary directions for 2023 (due to construction)\*\**

5. At the roundabout, take the 1<sup>st</sup> exit onto **Dennison Drive**
6. Turn **left** onto **Deer Ridge Drive**
7. Turn **left** onto **Giroux Rd E**
8. Continue onto **Boudreau Rd E**
9. 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***

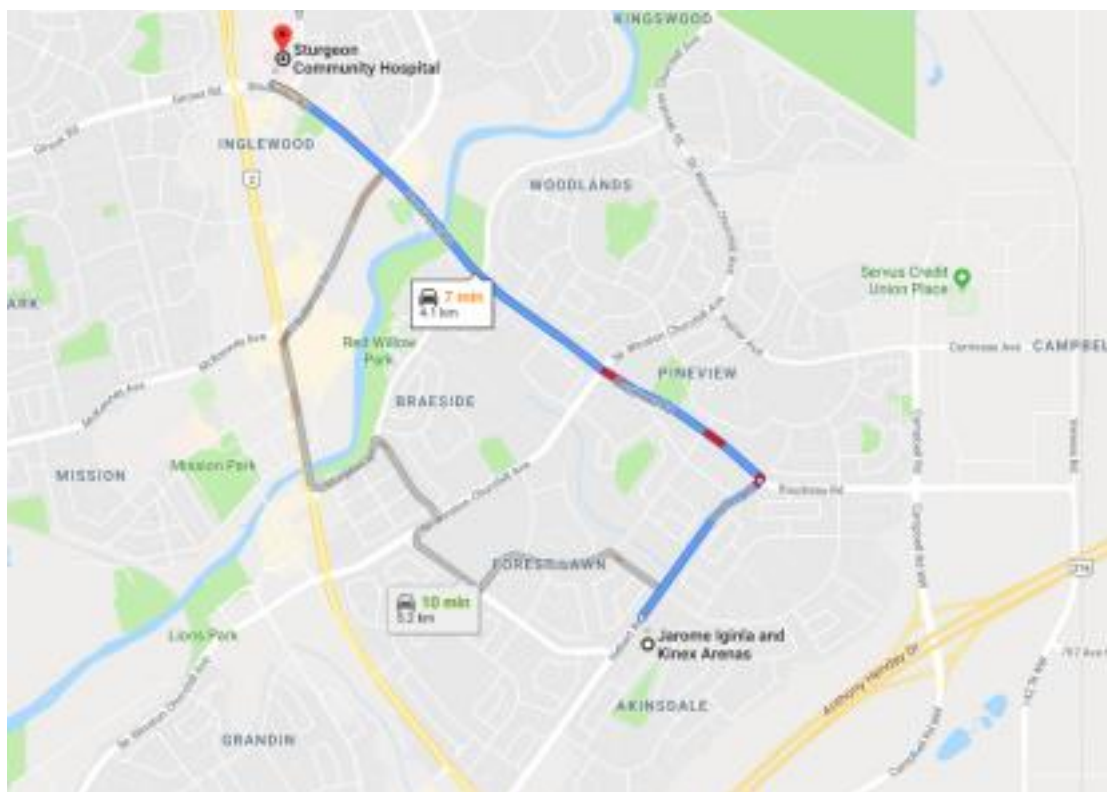
66 Hebert Rd.

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