



2025 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 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 \$500, 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 \$500 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 electronic game sheets. *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 Policy 5.0 Player Affiliation Policy \(last updated June 2025\)](#)

TOURNAMENT GAME TIE BREAKING PROCEDURE

If a game is tied at the end of a MEDAL 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.

Penalties assessed in regulation shall carry-over to the overtime play. Each team is entitled to ONE (1) additional 30-second timeout in overtime.

If no goals are scored in the overtime period, a shootout will decide the game:

- Coaches will have two (2) minutes to identify their three (3) shooters. Players already ejected from the game or who are serving a misconduct penalty cannot participate in the shootout.
- Once the shootout begins, goalies cannot be replaced except if injured.
- HOME team will decide if they shoot first or second.
- Teams will alternate shooting until all three shooters from each team have gone, or a winner is declared.
- If still tied after the first three shooters, best-of-one shootouts will commence until the tie is broken.
- No skater may take a second shootout attempt until all skaters on the team have had one chance to shoot.

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. If all tied teams have not played an equal number of games against each other, the tie breaking procedure will start at Step D, unless one of the tied teams has beaten all other tied teams in which case that team is ranked highest and the procedure reverts back to break the tie within the remaining ranking positions

Example (3-way tie): Team A, B and C are all tied. Team A played teams B and C and beat them. Teams B and C did not play each other. Because “all tied teams have not played an equal number of games against each other” (i.e. because B/C did not play each other) AND one of the tied teams (Team A) “has beaten all other tied teams”, then Team A is ranked the highest. Teams B and C then revert to Step A in the tie breaking procedure to determine the highest-ranking team and because they didn’t play each other in round robin the tie breaking procedure will start at step D.

Example (4-way tie): Team A, B, C and D are all tied. Team A played teams B, C and D and beat those teams during the round robin; teams C and D did not play each other, team B played teams C and D and beat team D. Because “all tied teams have not played an equal number of games against each other” (i.e. because C/D did not play each other) AND one of the tied teams (Team A) “has beaten all other tied teams”, then Team A is ranked the highest. Teams B, C and D then revert to step A in the tie breaking procedure to determine the highest-ranking team in that tie. Then, because the remaining teams did not play an equal amount of games against each other (i.e. C/D did not play each other) and one team did NOT beat all the other tied teams (i.e. team B beat team D but did not play/beat team C) then the procedure will start at Step D to determine the highest-ranking team.

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 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.

G. 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.



Emergency Action Plan
St. Albert Ringette Association
2025 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 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

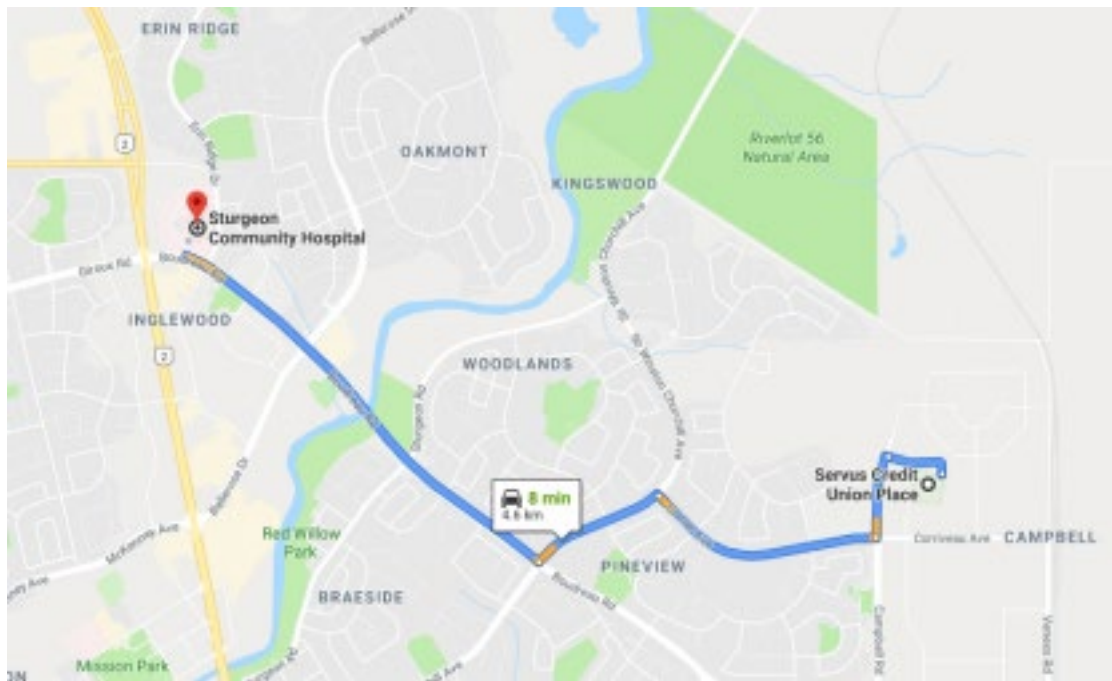
400 Campbell Road

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**
3. Turn left onto Sir Winston Churchill **Avenue**
4. Turn right onto **Boudreau Rd**
5. Take Boudreau Rd about 2.3km to Hospital
6. Turn **right into Emergency Entrance** and follow to Emergency Drop Point

EMERGENCY ACTION PLAN – RIVIERE QUI BARRE

Facility

Riviere Qui Barre Arena

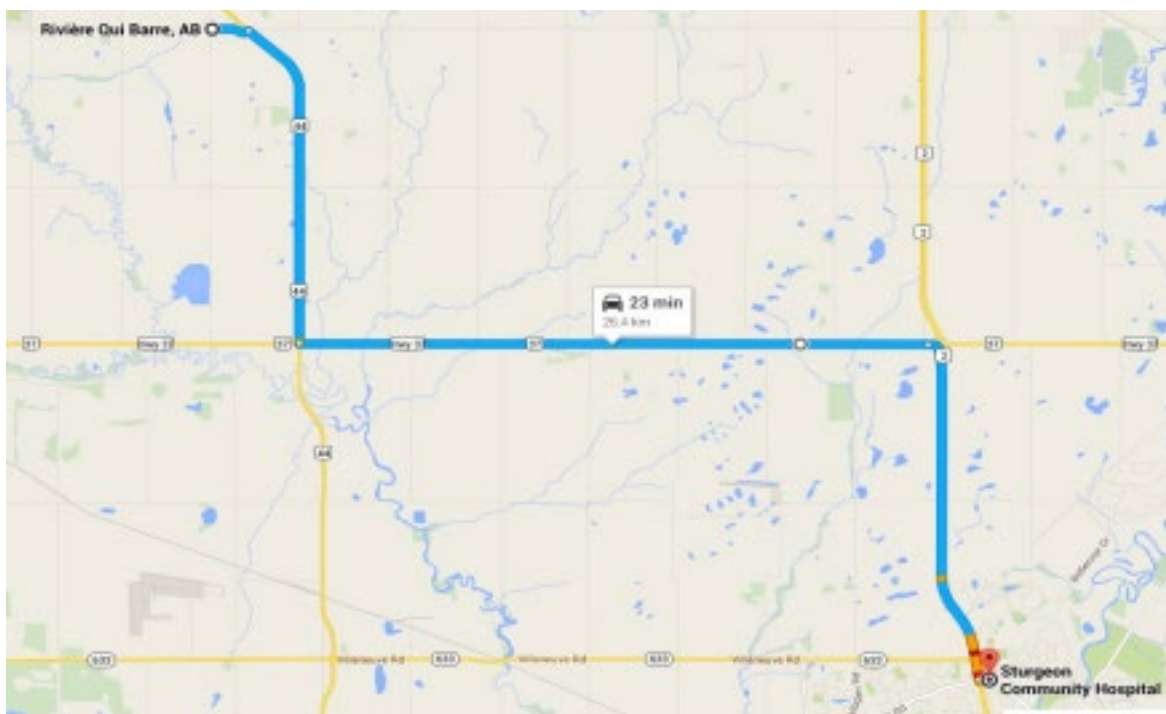
145A-26500 Hwy-44

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**
5. Turn **left into Emergency Entrance** and follow to Emergency Drop Point

EMERGENCY ACTION PLAN – CALAHOO ARENA

Calahoo Arena

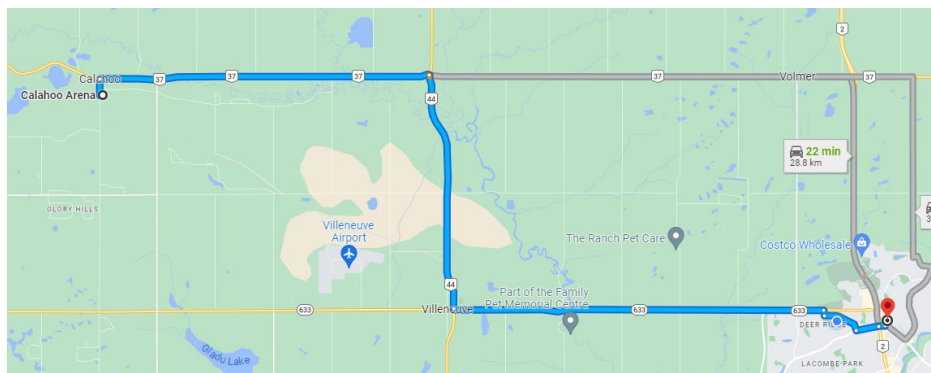
9 – 54500, Range Road 275

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. At the roundabout, take the 1st exit onto **AB-44 S**
4. At the roundabout, take the 3rd exit onto **Villeneuve Rd/AB-633E**
5. At the roundabout, continue **straight** to stay on Villeneuve Rd/AB-633E
6. At the roundabout, continue **straight** to stay on Villeneuve Rd/AB-633E
7. Turn right onto **St.Albert Trl/AB-2 S**
8. Turn left onto **Boudreau Rd**
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

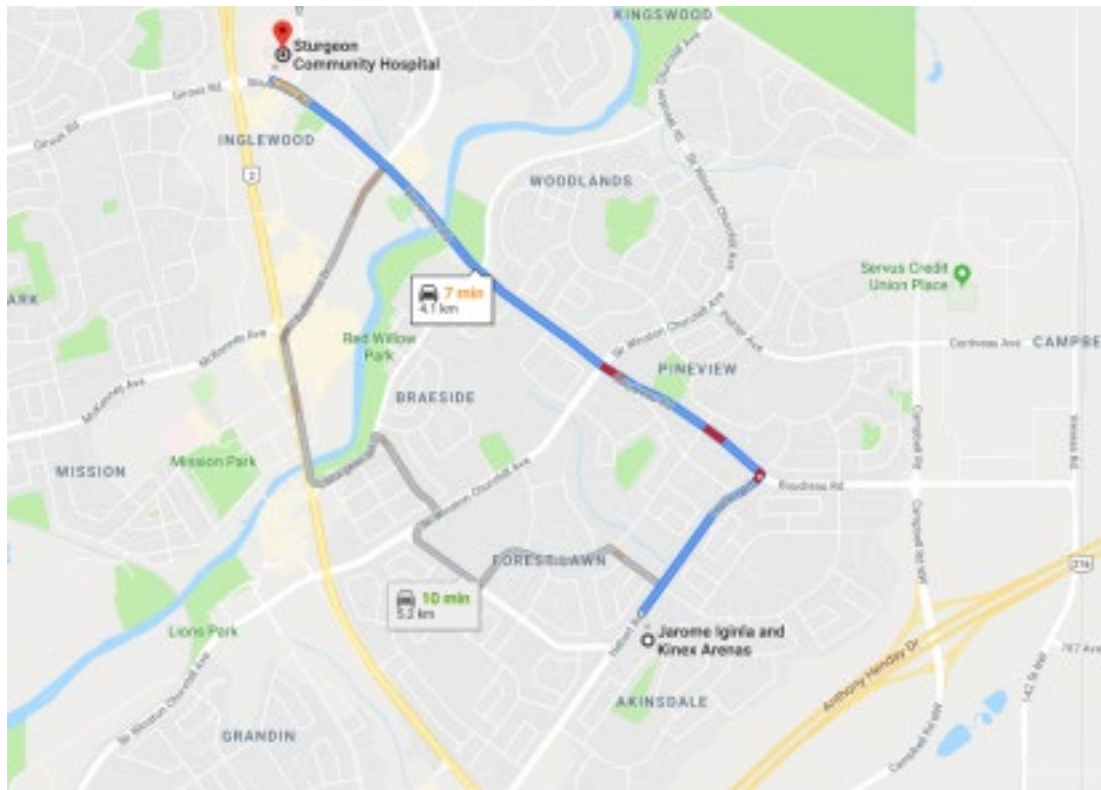
66 Hebert Rd.

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. Turn left at **Boudreau Rd**
3. Continue on **Boudreau to Sturgeon Hospital**
4. Turn **right into Emergency Entrance** and follow to Emergency Drop Point