

# Officials Package



**Strathmore, AB**  
**January 26<sup>th</sup> – January 28<sup>th</sup>, 2024**



## Tournament Rules

1. Rules and Regulations of Ringette Alberta, and secondly Ringette Canada, will apply in all situations **where it is not clearly defined in the local tournament rules and regulations.**
2. Final decisions on situations not clearly defined in either of the above will be ruled on the tournament committee. Decisions made by the tournament committee will be final. No appeals will be considered.
3. Each team will be responsible for supplying adult volunteers for all round-robin games as follows:  
**Home –1 timekeeper, 1 gate attendant and 1 shot clock operator (U12 and up)**  
**Visitor – 1 scorekeeper, 1 gate attendant**
4. Teams must be ready to play ten (10) minutes before the scheduled game time. It is the responsibility of the home team to declare to the opposing team prior to the game their team colors. In the event of a conflict, the **visiting team** must change colors. Teams not on the ice within two (2) minutes of the referee whistle being blown to start the game will forfeit. The game may be played as an exhibition game. Teams will be allocated a 3-minute warm up prior to the game. There will be a two-minute break between halves.
5. Teams must declare goaltender(s), captains, and alternate captains on the game sheet by indicating (G), (C), (AC).
6. Players must be registered with Ringette Alberta and rostered to the team they are playing with. Affiliates must be identified to the tournament director prior to the tournament start date and must be affiliated with the team in accordance with Ringette Alberta regulations. 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 and fair play will be stressed throughout the tournament.
8. Any TEAM accumulating MORE THAN 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.
8. **At the U10 levels, a maximum of three (3) goals per game by one player** will be allowed. Additional goals will not be counted.
8. Game times will be two periods of equal length consisting of:  
**U10 Step 1 & 2            24 minutes each run time**  
**U10-3 U12 U14            18 minutes each stop time**  
**U16 U19                    23 minutes each stop time**

9. If there is more than 2 minutes left on the game time clock with only 5 minutes left to the scheduled end of the ice time, **based on the referee's watch**, the referee will reduce the game clock to 2 minutes stop time.

10. **Game scores will be displayed on the time clock, posted in arenas and recorded for tie breaking procedures, with a MAXIMUM SEVEN GOAL difference.** U10 will post a 3-goal difference on the time clock.

11. The top two teams from round robin play in each division (except U10 Step 1 and U10 Step 2) advance to the final game.

### **Standings and Tie Breaking**

#### **Round-robin Standings POINT SYSTEM:**

WIN:	20 points
TIE:	10 points
LOSS BY 1 GOAL:	6 points
LOSS BY 2 GOALS:	5 points
LOSS BY 3 GOALS:	4 points
LOSS BY 4 GOALS:	3 points
LOSS BY 5 or more GOALS:	2 points
FORFEIT:	0 points

In the case of a **tie for points at the end of the round robin**, a team will be chosen to advance to the Finals utilizing the following criteria until the tie is broken:

1. Fewest goals against in all round robin games
2. Most goals for in all round robin games
3. Fewest penalty minutes in all round robin games
4. A coin toss

### **FINAL GAMES**

Each player on U10 Step 1 and Step 2 teams will receive a participation medal in their final round robin game.

U10 Step 3, U12, U14, U16 and U19 will have a final gold medal game only. No semi-finals will be held.

"Home Team" will be the team with the most points in round robin play, or if tied, decided by a coin toss.

If a game is tied at the end 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 toss of a coin. Penalties remaining from regulation play will carry over to the overtime period. Each team is entitled to ONE additional 30 second time-out in overtime play.

If no goals are scored in the overtime period, there will be a 5 player **SHOOT OUT**. Coaches will have 2 minutes to identify their shooters. Home team will shoot first. If the score is still tied after all 5 players from each team have taken alternating shots, shooters will rotate through the full roster, shot for shot, until one team scores and the other one doesn't.