



Laurie Ruppe Memorial Tournament



January 30th - February 1st 2026

Tournament Rules:

NO HORNS OR DRUMS PERMITTED IN ARENAS

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.**
2. Final decisions on situations not clearly defined in either of the above will be ruled on by 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 scorekeeper
Visitor – 1 shot clock operator (U12 and up) , 1 gate attendant
4. **Good sportsmanship and fair play will be stressed throughout the tournament.**
5. Teams must declare goaltender(s), captains, and alternate captains on the game sheet by indicating (G), (C), (AC).
6. All players must be from one team and must be registered as a member of that team with the applicable Provincial or Zone governing body. Teams who play an ineligible player will have the actual result of the affected game(s) cancelled. The affected game(s) will be recorded as 4-0 score in favour of the team(s) not playing an ineligible player.
7. Overage players will only be allowed if they are registered with the participating team. Teams must follow Ringette Alberta Overage Player Policy.
8. Teams using affiliates 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 the name(s) of the player(s) and their jersey number must be written in the appropriate space on the game sheet, marked with (AP) for Affiliate Player and (AG) for Affiliate Goalie. From the Ringette Alberta 5.0 – Player Affiliation Policy. AFFILIATING a

COMBINATION of SKATERS and A GOALTENDER 5.4.9 When affiliating a combination of skaters (defence, forwards and/or centers) and one (1) goaltender for participation in a game: 5.4.9.1 A maximum of 12 competitors: eleven (11) skaters and one goalie may be 'dressed' and listed on a team's game sheet; 5.4.9.2 A maximum of 13 competitors (11 skaters and 2 goaltenders) may be dressed for a game where a team dresses two goalies, one of which is an affiliate goaltender, subject to clause 5.4.8

- 9.** Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures, with a MAXIMUM SEVEN GOAL difference
- 10.** 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 three-minute warm up prior to the game. There will be a two-minute break between halves.
- 11.** Any TEAM accumulating MORE THAN 30 Penalty Minutes in any ONE (1) GAME, shall see the Head Coach or acting Head Coach from that game suspended for their next tournament game. No grievances will be accepted.
- 12.** A MATCH penalty will automatically result in suspension from all subsequent tournament games.
- 13.** All teams must sign in and pick up Coach's Package at the Tournament office located upstairs at the Strathmore Family Centre Arena.
- 14.** Electronic Score Sheet codes for RAMP gamesheets will be available at office as well as in timeboxes, along with a paper copy to help you keep track while you enter on your device. The electronic score sheets are to be verified by the coach at least (15) minutes prior to game time.
- 15.** Any team that leaves the ice or calls a game will be suspended from all further play in the tournament, including the awarding of medallions.
- 16.** Any team wishing to file a protest may do so by submitting their request in writing, along with \$200, to the Tournament Committee. Notification of a protest must be received within one hour of the incident occurring to enable sufficient time to deal with the protest.

- 17.** A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$200 will be refunded). No game protests involving referee judgement will be accepted. **THE REFEREE'S DECISION SHALL BE FINAL.**

GAMES DURATION AND FORMAT:

IMPORTANT: Officials have been instructed to drop the clock to 2 minutes "Stop Time" when there is 5 minutes left in ice time for Round Robin games only. Clock will not be dropped for Final games.

Game times will be two stop-time periods of equal length consisting of:

AS & U10 Step 1	24 minutes each run time
U10 Step 2 & 3 U12, U14	18 minutes each stop time

Game times will be four stop-time periods of equal length consisting of:

U16, U19	11 minutes each stop time
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At the U10 levels, a maximum of three (3) goals per game by one player will be allowed. Additional goals will not be counted.

ROUND ROBIN TEAM STANDING RULES:

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

Time-Outs:

- Each team is entitled to ONE 30-second timeout per regulation game.
- Each team is entitled to ONE additional 30-second timeout in overtime.

NOTE: Penalties assessed in regulation or overtime play shall carry-over to next period.

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, U14, U16, U19 and Open A will have a final gold and bronze medal games 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.