



Greater Sudbury Ringette Tournament Package

Dear Bench Staff,

Hello and welcome, we are looking forward to seeing you and your teams at the Greater Sudbury Ringette Tournament, November 24-26, 2023. We hope you and your teams are looking forward to a fun filled weekend of playing ringette and making friends.

Game results and schedules will be posted on the Ringette Ontario Games Portal under Greater Sudbury Ringette, a shortcut link can also be found on our website.

<http://ringetteontariogames.msa4.rampinteractive.com/>

*****REMINDERS****

Electronic Game Sheets app will be used for all games. Scores should be posted live on the RO Games Portal. Any discrepancies must be brought forth to the bench staff immediately. All bench staff are required to log in, verify and sign the e-game sheet prior to the start of each game.

All bench staff must walk around the boards to the benches and not across the ice surface. Bench staff members are not permitted on the ice to shake hands at the end of the game. Generally, skaters will skate by the opposing bench to shake coaches' hands. Trainers require a helmet to go on the ice. All injuries must be reported to the arena convenors as well as filed online with RO. Computers will be available at the arena convenor tables to file injury reports if required.

Upon arrival at the arena, please check in at the registration table/room for your dressing room assignment. Please be prepared to leave a set of car keys in exchange for the change room keys.

All final award presentations will take place off the ice. Players and bench staff are asked to change completely and report for the awards wearing their team jerseys. Teams will be given 15 minutes to clear their dressing room and report upstairs. This process allows us to keep the games moving and not restrict the amount of time each team may wish to take celebrating their victory.

Included below are the full tournament rules & RO tie-breaking rules. Please take a minute to review them.

We look forward to seeing all of you soon!!

Thank You

GSRA Tournament Committee



Greater Sudbury Ringette Tournament Package

GSRA Tournament Rules

1. The Greater Sudbury Ringette Tournament is sanctioned by the Ringette Ontario and therefore all Ringette Ontario Rules and Ringette Canada Official Rules will be followed unless otherwise specified.
2. Zero tolerance of all Code of Conducts will be observed including Spectator, Coaches, Officials, Athletes and Parents.
3. **No unsportsmanlike conduct** will be tolerated from the spectators or coaches. If there is such conduct, the officials will ask this person to leave the building. If, after 3 minutes the person has not left, a penalty will be assigned to the team associated with the person who is at fault. If the person refuses to leave, the team with unsportsmanlike conduct may forfeit the game.
4. All members of the coaching staff must sign the online game sheet on RAMP 30 minutes before the game.
5. Teams must be ready to go on the ice TEN MINUTES PRIOR TO THE SCHEDULED GAME TIME for all games. Failure to be on the ice within 5 minutes of notification to begin the game may result in forfeiture of the game.
6. Facility rules state that access to dressing rooms is only permitted 30 minutes before your ice time and teams must leave within 30 minutes after the ice ends. There are limited warm up areas for each arena and outdoors areas available (weather permitting). Teams playing at Countryside MUST use the Hall of fame room near ice pad 2 or warm up outside. No warm-ups are allowed inside the arena. Teams are to be mindful of excessive running around, loud music and activities in the playing areas while not disrupting those on the ice or those watching. Teams should not be using common areas as lobbies or concession areas for warm up and should not block egress to entrances/exits.
7. All games will be two (2) x 15 minute periods of stop time. The exception is the University division where games will be four (4) x 10 minute periods of stop time.
8. There will be no overtime periods to break ties, except in semi-final and championship games. Teams will obtain 2 points for a win, 1 point for a tie and 0 points for a loss.
9. Two (2) minutes will be allowed for on-ice warm-up for all games. This warm up will start as soon as the Zamboni leaves the ice, and it is each team's responsibility to have their players lined up and ready to take the ice. Team cheers will take place within this period. The timekeeper will buzz with 30 seconds left in the warmup, and teams who wish to cheer must proceed to their benches and complete their cheers at this time. Non-observance of this rule will result in a delay of game penalty. It is very important that we all do our part to keep the games on schedule.



Greater Sudbury Ringette Tournament Package

10. In the event of injury to a goalie, that player is allowed up to 5 minutes to recuperate from the injury or to leave the ice. If the injured goalkeeper is replaced, that player may not return to the ice until the play has resumed. - If an alternate goalkeeper is already dressed, that player must immediately replace the injured goalkeeper – no warmup is allowed. If no alternate goalkeeper is already dressed, an additional 5 minutes is allowed to dress and warm up a replacement goalkeeper. - If the goalie receives a major or misconduct penalty a maximum of 5 minutes will be allowed to replace the goalie with an eligible teammate.
11. Please be advised we will be following the Ringette Ontario tie-breaking formula, this is available for viewing at the trouble-shooting desks and in this package.
12. Games tied at the end of regulation play will be handled as follows:
 - a. Regular Round Robin Play – the game will remain tied with each team receiving one point.
 - b. Final Game & any sudden victory semi-final games - sudden victory overtime - A coin toss will decide which team starts with the ring. The game will proceed to sudden victory overtime (successive 15-minute periods with the first goal winning the game).
13. If the goal spread reaches 7 or greater, the clock will be set to running time. When used, running time may only occur in the second period and will commence at any time during that period when there is a seven (7) goal differential. If the goal differential goes below seven (7), then the game will go back to stop time. If a penalty is called during running time, then the clock stops and restarts when play commences. The clock will stop for injuries or if a time out is called and restarts when play commences during running time as amended. - If the goal spread is 7 or greater, additional goals will be recorded on the scoresheet but not posted on the scoreboard.
14. With the approval of the Tournament Chair (or designate) and the Referee in Chief, the flooding of the ice between games may be skipped, if the schedule is behind.
15. Bench staff members are to walk around to get to their team benches and not walk across the ice surface.
16. No bench staff member is permitted on the ice without wearing a helmet. Helmets are required for attending to injured players. Players are encouraged to skate by the opposing bench to shake hands with that bench staff after shaking hands with the opposing players.
17. GSRA will provide scorekeepers/timekeepers and shot clock operators.



Greater Sudbury Ringette Tournament Package

18. The designated "HOME" team will decide what color of jersey they will wear. "Visiting" team's jerseys must be of a contrasting color.
19. Shot clocks will be used in all games for U12 division and above.
20. Medals are awarded to the 1st and 2nd place teams in each division.
21. Medal presentations will be off ice in the upstairs lobby of the Countryside Arena or in the Lobby of Carmichael Arena.
22. All player substitutions are to be approved prior to the tournament by RO. Emergency TRF adjustments must be brought forward to the Tournament Chair during the tournament.

***Mercy Rule:**

The clock will run "straight time" at any time during the second period when there is a variance of 7 goals or more

****Good Sportsmanship Rule – Applies to Regional Divisions:**

The Greater Sudbury Ringette Association promotes fair play and good sportsmanship. The Head Coach of a team winning a game with a ***final score*** of more than a 10 goal spread over the opposing team will be assessed a Match Penalty for having demonstrated poor sportsmanship (i.e., 10-0 or 12-2 = no consequences; 11-0 or 13-2 = Match Penalty). Should this situation occur, the Head Coach will not be permitted to be on or near the bench or within the enclosed play area of the rink for the team's next scheduled game – (This 1 game suspension will carry through to regular season play if this occurs in a final game).

Note: There is no benefit to winning a game by more than 7 goals



Greater Sudbury Ringette Tournament Package

RANKING OF TIED TEAMS

When two (2) or more teams have an equal number of points after completion of the round robin games, the Tournament Host Chair/designate is responsible to determine the rankings.

When two (2) or more teams have an equal number of points after completion of the two (2) ranking tournaments, the Tournament Host Chair/designate is responsible to determine the rankings. It is preferred to decide all rankings that will eliminate a team from medal play using the mini game procedures.

Where mini games are not possible, use these ranking procedures to resolve all ties in standings. The ranking of the tied teams will be determined in the following order:

1. If one of the tied teams has beaten all other tied teams in every game between the tied teams, rank that team highest. In a split Round Robin format, all games count as Round Robin games and Team 'X' is considered an outside team and their results do not count for ranking or tie breaking.
2. If still tied and all tied teams have not played each other equally go directly to Step Seven (7).
3. If still tied, rank the teams in order of wins between only the tied teams.
4. If still tied, rank teams in order of the plus/minus (goals for minus goals against) only in games between the tied teams.
5. If still tied, rank teams using the following formula only in games between the tied teams:

$$\frac{\text{Goals For} + \text{Goals Against}}{\text{Goals Against}}$$

(WITH THE HIGHEST VALUE BEING THE HIGHER RANKED TEAM)

6. If still tied, rank teams in order of the most goals for only in games between the tied teams.
7. If still tied, rank the teams in order of wins between all teams.
8. If still tied, rank teams in order of the plus/minus (goals for minus goals against) in games between all teams.
9. If still tied, rank teams using the following formula in games between all teams:

$$\frac{\text{Goals For} + \text{Goals Against}}{\text{Goals Against}}$$

(WITH THE HIGHEST VALUE BEING THE HIGHER RANKED TEAM)



Greater Sudbury Ringette Tournament Package

10. If still tied, rank teams in order of the most goals for in games between all teams.
11. If still tied, rank teams using the least fully served penalties in games between all teams.
12. If still tied, rank teams using least penalty minutes in games between the tied teams.
13. If still tied, rank teams using least penalty minutes in games between all teams.
14. At this point, if still tied, the following may be considered to break the tie:
 - a. Mini game
 - b. Coin Toss
 - c. Draw from a hat

Notes:

- The maximum goals for per game are seven (7) more than the goals against.
- If a team(s) has forfeited a game, that team(s) will be ranked the lowest position(s) amongst the tied teams.
- The procedures will declare team(s) in individual rankings. In some cases, there will still be a tie within the rankings. i.e.: in a four (4) -way tie for first in a round robin, the procedures could place one (1) team clearly first with two (2) teams tied for second/third and one team fourth. In these cases, start at step one (1) and follow the procedures until the tie is broken then stop.
- Clarification on the process: As soon as a step is completed, and one or more teams are ranked because of fully completing that step; go back to the top of the ranking of tied team's process. For example: If four (4) teams are tied, a tie between all four (4) teams could be broken in step nine (9). If the tie is only broken between two (2) teams at the end of step 9, then go back to step one (1).



Greater Sudbury Ringette Tournament Package

Arenas

Gerry McCrory Countryside Sports Complex - 2 pads

235 Countryside Dr, Greater Sudbury, ON P3A 5A2



Carmichael Arena

1298 Bancroft Dr, Sudbury, ON P3B 1R5



Cambrian Arena

795 Cambrian Heights Dr. Sudbury, ON P3C 5L8





Greater Sudbury Ringette Tournament Package

Restaurants nearby

Countryside Arena

- Buzzy Brown's Brasserie
- Ripe
- Fionn MacCool's
- Shoeless Joe's Sport Grill
- Digusto Wood Fired Pizza and Fresh Pasta
- Gloria's
- The Daventry
- Chuck's Roadhouse
- Tony V's Pizza and Restaurant
- JD's Southern Smokehouse
- St. Louis Bar & Grill
- JD's Southern Smokehouse
- Tony V's Pizza and Restaurant
- Kinhao Sushi
- Tutti Frutti
- Pinchman's
- My Thai Palace
- Perkins
- St. Louis Bar & Grill
- Eddies Sport Bar

Carmichael Arena

- Lot 88 Steakhouse
- Wacky Wings
- Gongga's Grill
- MIC's Canadian Eatery
- Twiggs Coffee
- Pita Pit
- Subway
- Milestones
- The Keg
- Kelseys
- Montana's
- Cora's
- Tim Hortons
- Tutti Frutti

Cambrian Arena

- Herc's Greek Eatery
- Flames Caribbean Kitchen
- Win Fortune
- Bella Vita Cucina
- Leslie's Charbroil and Grill Restaurant
- Popeyes Louisiana Kitchen
- Big Al's Southern Fried
- Ricelicious Thai Restaurant
- Overtime Sports Bar and Grill
- Tuco's Tacos



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Things To Do

Science North - <https://www.sciencenorth.ca/home>

Big Nickel & Dynamic Earth - <https://www.sciencenorth.ca/dynamic-earth>

Bell Park Boardwalk - <https://www.rainbowroutes.com/bell-park-pathway-tgt>

Kivi Park - <https://kivipark.com/>

New Sudbury Centre Shopping Mall - <https://newsudburycentre.ca/>

Urban Air Trampoline and Adventure Park - <https://www.urbanair.com/ontario-sudbury/>

Northern Axperts - <https://www.northernaxperts.com/>

Escape Artists Games & Outfitters - <https://www.facebook.com/EscapeArtistsSudbury>

Puzzled Escape Rooms - <https://www.puzzledescaperooms.ca/>

KUPP Center/Mini-Putt/Laser Tag - <https://www.kidsultimateplaycentre.ca/>

ARC Climbing - <https://arcclimbing.ca/>

Plaza Bowl/Rock'n Glow Bowl - <http://www.sudburyplazabowl.com/plaza/>

Sudbury Wolves OHL Hockey - <https://sudburywolves.com/single-game-tickets>

Home game vs London Knights - Friday Nov 24th 7:05 pm