



TOURNAMENT RULES

COMPETITION AND GAME PLAY

1. GENERAL RULES

Ringette Canada's 2019 - 2025 Official Rules of Ringette will be in effect for this event with the following clarifications:

- a. In U14AA, U16A, U19A and 18+A divisions, the approved 30-second shot clock will be used.
- b. U16, U19, 18+ divisions will play a full round robin, wherein each team plays every other team in their division.
 - i. At the end of the respective round robin formats in U16, U19, 18+, the teams will be ranked in each division from first to fifth place, using the round robin point structure.
 - ii. The first-place team will have a bye into the gold medal final.
 - iii. The second and third place teams will play in a semi-final game, with the winner advancing to the gold medal final and the loser of the being awarded the bronze medal.
 - iv. The 4th and 5th teams will participate in a seeding game.
- c. U14AA division will play an Eight-team format, with teams sorted into two pools of 4 teams, based on Provincial Championships and previous WCRC results. Each pool will play a full round robin format.
 - i. At the end of the round robin the teams will be ranked within their respective pools from first to fourth, using the round robin point structure.
 - ii. The first and second placed teams from each pool will advance to the semi-finals (1st in Pool A vs 2nd in Pool B & 1st in Pool B vs 2nd in Pool A). The winning teams of each semi-final will play in the gold medal final, the losing team of each semifinal will play in the bronze medal game. Third place teams in each pool will play for 5th place, fourth place teams for 7th.
- d. In semi-final, final and seeding games, the home team will be.
 - i. The higher ranked team
 - ii. The team with the most points in Round Robin
 - iii. The team with the highest goals for/goals against difference in all round robin games
 - iv. From Pool A
- e. Mini games will be played in all divisions if necessary.

2. POINTS STRUCTURE

- a. Teams receive two (2) points for a win and zero (0) points for a loss. The team with the most points in each division will be declared the first-place team in that division. The second-place team is the team having the second highest number of points, etc.
- b. The maximum spread between goals for and against (visible on the scoreboard, used in goals and assist statistics, used in tie breaking, and posted as the “Official Score”) will be seven (7).

3. GAME PLAY

- a. Length of games for U16, U19 and 18+ will be two twenty (20) minute stop time periods. Three (3) minutes warm-ups and one (1) minute in between periods.
- b. Length of games for U14AA will be two eighteen (18) minute stop time periods. A three (3) minute warm up and one (1) minute between periods.
- c. The warm-up will begin at the scheduled Game Start Time, teams will only be permitted on the ice surface five minutes prior to the scheduled start time. Teams not iced within two (2) minutes of the referee’s whistle being blown to start the game will forfeit the game.
- d. All games will be played until a winner is declared. (See 5. Breaking of ties in games for Overtime Procedure).
- e. In the event of unforeseen circumstances that affect a team’s ability to start their game within 15 minutes of the scheduled start time, the head Referee Supervisor (or in case of their absence a referee supervisor), together with at least two members of the Protest and Grievance Committee, shall decide to default or to reschedule based on circumstances.
- f. In order to maintain the privilege of goal areas to defend to begin a game, the home team starting goalkeeper must, upon entering the ice surface for the pre-game warmup, proceed immediately to the goal area that the team wishes to defend.

4. GAME SHEET

- a. All coaching staff that will be on the bench during a game must sign the game sheet 20 minutes prior to the start time.
- b. Coaches should indicate Captains “C”, Assistant Captains “A” and Goalkeepers “G”
- c. Injured players that will be on the bench during the game should be marked with “Inj”
- d. A maximum of 5 team staff will be permitted on the bench during a game. Junior coaches will not count towards the team staff maximum but must be recorded on the game sheet.
- e. Managers are NOT permitted on the bench.
- f. Ambassadors/Hostesses are NOT permitted on the bench.

TIE BREAKING AND MINI-GAMES

5. BREAKING OF TIES IN GAMES – OVERTIME PROCEDURE

- a. All games will be played until a winner is declared.
- b. If the score of a game is tied at the end of regulation time, there will be one (1) overtime period, stop time, which will be sudden victory (i.e. the first team to score will be declared the winner). The overtime period will be twenty (20) minutes in length for U16, U19, 18+ and eighteen (18) minutes for U14AA.
- c. If neither team scores during the first overtime period, there will be successive sudden victory overtime periods until a goal is scored to break the tie. The subsequent overtime will be twenty (20) minutes for U16, U19, and 18+ and eighteen (18) minutes for U14AA.

- d. Possession to start the first overtime period will be decided by the tossing of a coin by an on-ice official. The team winning the toss will get the free pass. The other team will get choice of ends.
- e. If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams. The teams will also exchange ends for each overtime period.
 - i. Each team will be given one (1) time out in each overtime period.
 - ii. A one (1) minute intermission will be given between the completion of regulation time and the first overtime period, as well as for each subsequent overtime period.

6. BREAKING TIES IN STANDINGS

- a. When two (2) or more teams have an equal number of points after the completion of the round robin games, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games.
 - i. The winner of more games between the tied teams during the round robin will be declared in the highest position.
 - ii. If still tied, the team having the greatest positive difference between goals for and goals against, in games between tied teams in the round robin shall be declared the highest position.
 - iii. If still tied, the team having the least goals against, in games between the tied teams during the round robin will be declared the highest position.
 - iv. If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be declared in the highest position.
 - v. If still tied, the team with the least total goals against in all games during the round robin will be declared in the highest position.
 - vi. If still tied, the team with the fewest penalty minutes in games between tied teams will be declared the highest position.
 - vii. If still tied, the team with the fewest penalty minutes in all games during the round robin will be declared the highest position.
 - viii. If still tied, a coin toss will be used to break the tie.

IMPORTANT NOTES FOR BREAKING TIES IN STANDINGS

- *These shall be followed in sequence until the tie is broken (i.e. One team is eliminated from the tie). Once one (1) team is eliminated from the tie, the procedure reverts back to Step (i).*
- *This procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and that team shall be dropped for the tie breaking procedure (e.g. the top two teams remain tied). In these cases, the procedure shall also revert back to (i) in order to break the tie between those teams which still remain tied.*
- *In all cases, the maximum difference (spread) between goals for and against is seven (7) goals. This is the "Official Score".*
- *Following the completion of round robin play, should one or more team(s) be eliminated from medal round play as a result of the application of the tie breaking procedure (as outlined above), one or more "mini-games" will be played in order to advance the required number of teams to the medal rounds. (Top 2 in each pool in U14AA & Top 3 in U16, U19 & 18+)*

7. MINI-GAMES

- a. Mini-games will not start earlier than forty-five minutes after the completion of the last round robin game that involves a team in the mini-game.
- b. Mini-game meeting times will be set by the Host Committee and/or Supervising Official. All teams involved in the mini game(s) are required to attend.
- c. It is the responsibility of the teams involved to be ready to play at the scheduled game time. Failure to do so will result in forfeiture of the mini-game(s) by the offending team(s). Any team forfeiting a mini-game will be eliminated from medal round play.

- d. A team required to play more than one (1) mini-game will be given a minimum fifteen (15) minutes rest between games.
- e. Teams involved in mini-games will be ranked using the tie breaking procedure outlined in *Section 6: Breaking Ties in Standings*, the respective mini-game format will depend on the number of teams advancing. (See Appendix A)
- f. Each mini-game will consist of one ten (10) minutes, fully played, stop time period. If the score of a mini-game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared. Free pass award and choice of ends for each overtime will be as outlined under the tie breaking procedure.
- g. Playing rules for mini games will be applied as though the game was tied with ten (10) minutes remaining in the second period. The higher seeded team, following application of the normal tie breaking procedure, will be designated as the home team and will be awarded the free pass to start the mini games and choice of ends.
- h. At the conclusion of the mini game(s), the final position of teams advancing and teams not advancing to medal round play will be determined using the normal tie breaking procedure.
- i. Each team is entitled to one (1) thirty (30) second time out per mini game and one (1) additional time out per overtime period.

8. ADDITIONAL RULES

- a. No Gas Air Horns or Electronic Noise Devices will be allowed in the Arenas during the event.