

# 2018 OPEN B PROVINCIAL CHAMPIONSHIP TOURNAMENT RULES<sup>i</sup>

## 1.0 General Policies

1.1 The Provincial Championship Tournament will be played according to the Ringette Canada Official Rules and Case Book, current to that season.

1.2 All applicable Ringette Alberta policies are in full effect. Teams should be sure to review the following policies, which are of particular importance:

- a. [2.0 Registration Policy](#)
- b. [5.0 Player Affiliation Policy](#)
- c. [9.0 Open Ringette Policy](#)
- c. [10.0 Team Staff Policy](#)
- d. [15.0 Suspension Policy \(Subsequent Discipline\)](#)

1.3 The shot clock will be used for all Provincial Championships.

1.4 Ringette Alberta game sheets, supplied by Ringette Alberta, will be used. **A copy of the game sheet will be distributed by a representative at the control desk following the completion of the game.**

Distribution will be as follows; one copy to the home team, one copy to the visiting team and one copy to the Ringette Alberta office upon completion of the Provincial Championship Tournament.

a. **Game sheets must be completed and signed at the control desk by the coach or manager a minimum of twenty (20) minutes prior to game time.** Teams will indicate the starting goaltender (G), alternate goaltender(s) (AG), affiliate players (AP), captains (C) and assistant captains (A) on the game sheet. A delay of game penalty may be assessed for noncompliance with this rule.

b. **All uniform numbers will coincide with the game sheet.** Each player shall have an individual number and there shall be no duplicating of numbers on any team.

1.5. When the reference is made to the home team it will be the first team listed on the schedule.

1.6. **In case of conflict in uniform colors, the visiting team will be required to change uniforms.**

## 2.0 Tournament Games Format

### 2.1 Period Length

a. **Regulation time will consist of two (2) periods of twenty (20) minutes in length for all tournament games.**

b. Round robin games will proceed to overtime (*refer to Section 3.0 for overtime format*) **if tied after regulation time.** *NOTE: Round robin games can end in a tie after one overtime has been played.*

### 2.2 Warm-up / Breaks

a. There will be a three (3) minute warm-up and a one (1) minute break between periods.

**2.3 Teams must be ready to go on the ice ten (10) minutes before game time.** Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. The game will be played as exhibition.

2.4. Alternate goalkeepers may be warmed up between periods in the end their team will defend for the second period. They may use one skater and two (2) rings for the purposes of warm-up. There will be no time outs permitted to warm up an alternate goaltender except in the case of an injury to the starting goaltender in which case the Official Rules of Ringette will be followed.

2.5. If a misconduct or match penalty is assessed during a game, that person will be ejected from the game. Suspensions resulting from this ejection will be handled by the Protest and Grievance Committee

a. Players or Team Staff that are ejected may not participate in any other tournament games until their suspension has been fully served.

2.6. If any team accumulates more than 30 minutes in penalties in any one game during the Provincial Championship Tournament, the head coach or acting coach from that game shall be suspended for the team's next scheduled game.

#### 2.7. Game Score

a. In all cases, **the maximum difference (spread), between goals for and against in each game is seven (7).** This is the 'Official Score' and is the most that will be displayed on the score board.

b. If a team defaults a game, the team is disqualified from competition with the right of appeal to the Protest and Grievance Committee. The 'Official Score', credited to the team which has been given the win, will be recorded as 7-0.

c. For any forfeited game, the 'Official Score' will be recorded as a 0-7 loss for the penalized team.

#### 2.8 Points for the games played in the round robin series will be awarded as follows:

a. 2 points for a win in regulation time

b. In overtime:

i. 2 points for winning team

ii. 1 point for losing team

iii. 1 point for each team if still tied after overtime

c. 0 points for a loss in regulation time

#### 3.0 Round Robin Overtime Procedure

##### 3.1 In the event that a Round Robin game is tied after regulation time:

a. **A five (5) minute sudden victory overtime will be played.**

i. The possession of the ring for the opening free pass for the overtime period will be decided by the referee's toss of a coin. **The home team will call the coin toss.**

ii. **The team winning the toss will get possession of the ring for the free pass** and the other team will get choice of ends for the overtime period.

b. The winning team in overtime is awarded two points, the team that loses will be awarded one point. **In the event that the teams are still tied after the overtime period, then each team will be awarded one point.**

#### 4.0 Round Robin Standings – Ranking Tie Breakers & Mini Games to advance to Championship Round (Semi-Final)

4.1 These steps shall be followed in sequence until the tied teams from round robin play have been ranked in order from highest to lowest for mini-game play. **Once one team has been highest ranked within the tied group, the procedure reverts back to (a) to rank any remaining tied teams.**

The top team shall be ranked first among the tied teams by;

a. The winner of more game(s) between tied teams during the round robin will be declared the highest position.

b. If still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.

c. If still tied, the team having the least total goals against in games between the tied teams during the round robin will be declared the highest position.

d. If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin, including cross-over games in the case of a 12-team provincials, will be declared the highest position.

e. If still tied, the tied team with the least total goals against in all games during the round robin, including cross-over games in the case of a 12-team provincials, will be declared the highest position.

f. If still tied, the team having the lowest number of penalty minutes in games between tied teams will be declared the highest position.

g. If still tied, the team with the least amount of penalty minutes in all round robin games, including cross-over games in the case of a 12-team provincials.

h. If still tied, a randomly drawn team.

4.2. In the event that after round robin play, two or more teams are tied in points for a position which would entitle fewer than the number of tied teams to participate in any of the championship games, (semi-final, bronze or gold medal games), a (or series of) shortened game(s) or **mini-game(s)**, will be used to determine the team eligible to advance to the championship games.

The following rules will apply:

a. **Teams can only be eliminated from championship games through game play.** Where two or more teams are tied for a position that would allow one of the teams to proceed to the championship round (semi-finals, gold medal game or bronze medal game) only those tied teams will proceed to mini-game(s).

b. Once all the tied teams from the Round Robin have been ranked per Section 4.1 criteria, from highest to lowest, then ten (10) minute minigame(s), starting with the two (2) lowest ranked teams, will be played. The loser of the mini-game is eliminated from championship game eligibility, while the winner advances to either play the next highest ranked team among the tied teams in another mini-game, or if all other tied teams have been eliminated in mini-game play, to the semi-finals or medal games.

c. If three (3) or more teams are tied for one (1) position, then the two lowest ranked teams will play in a mini-game, the winner of this mini-game will move on to play the next highest ranked team.

This process repeats with each winner successively playing the higher ranked team until there is one winner from the mini-games. For example, if there are 3 tied teams, two mini-games are needed, 4 tied teams require 3 mini-games to declare a winner. The winner will advance to the semi-finals or medal game.

d. If three (3) or more teams are tied for the two (2) positions, then the team ranked first (1st) shall automatically advance and the mini-games procedure would be applied to determine the second position. For more than two (2) positions, mini-games will be used to determine the last available slot

#### 4.3 Procedures for mini-games will be as follows:

a. Each mini-game will be one ten (10) minute period, fully played stop time.

b. The higher ranked team as per tie breakers criteria of section 4.1, will be designated as the home team and will be awarded the free pass and choice of ends to start the mini-game.

c. There will be a three (3) minute warm-up prior to each mini-game.

d. Ice floods are at the discretion of the tournament committee.

e. Each team will be permitted one (30 second) time out per mini game.

f. If overtime is required, one (1) overtime period will be ten (10) minutes stop time sudden victory. Free pass and choice of end for the overtime period in mini-games will be awarded to the Home Team.

g. If still tied after the ten (10) minute mini-game and ten (10) minute overtime, there will be a shootout as outlined below in Section 6.0 clauses d through g.

h. There will be an interval of fifteen (15) minutes between mini-games for teams playing multiple mini-games.

## 5.0 Home Team Designation for Championship Rounds (Semi-Finals & Finals)

In semi-final or final games, the home team will be the team:

- a. With the most points, or, if not decisive
- b. The team that ranked the highest as per the tie breaking procedures in Section 4.0 or, if not decisive,
- c. From Pool A

## 6.0 SEMIFINAL & MEDAL GAMES OVERTIME & SHOOTOUT PROCEDURE

In the event that a semi-final or final game is tied at the end of regulation time,

- a. A maximum of two (2), five (5) minute sudden victory overtime periods will be played.
- b. There will be a one (1) minute break between overtime periods.
  - i. The possession of the ring for the opening free pass for the first overtime period will be decided by the referee's toss of a coin. The Home team will call the coin toss.
  - ii. The team winning the toss will get possession of the ring for the free pass and the other team will get choice of end for the first overtime period.
  - iii. If more than one overtime period is required, the opening free pass will alternate between the teams and the teams will alternate ends.
- c. If still tied after two (2) overtime periods, the game will be decided by a shoot-out. The procedure for the shootout is as follows:
  - i. The selection of shooters will occur at the start of the shoot-out within the two (2) minute time limit at the end of the overtime period.
  - ii. The coaches will be required to note these shooters on the game sheet.
- d. Coaches will select five (5) shooters from all players for their team listed on the game sheet for that game. Two (2) additional shooters will be designated, to be used only in the event of an injury to any of the first 5 shooters. Ejected or suspended players are not eligible to participate in the shoot-out. Players serving a penalty at the end of the second overtime period will be eligible for the shootout.
- e. Home team will shoot first.
- f. The five (5) players from each team will alternate shots until each shooter has shot.
- g. If the teams are still tied after this shootout, then a sudden victory shoot out will occur. The same five (5) players will again alternate shots and when one team scores and the other does not, the game will be deemed over.

## 7.0 Team Protocol

### 7.1. Shaking Hands

- a. At the end of each game, teams should line up on their respective blue lines and then proceed to shake hands at center ice. Coaches and managers may also join the line.

### 7.2. Receiving Trophies and Medallions

- a. Only players and Team Staff members listed on the game sheet will receive medallions, to a maximum of 18. If extra medals are needed, they may be purchased from the office.

## 8.0 Protest and Grievance

8.1 Ringette Alberta will appoint a Protest and Grievance Committee for each of the Provincial Championship Tournaments. This committee will consist of the Ringette Alberta tournament Representative (or designate) and the Officials Supervisor for the Tournament (or designate).

8.2. At least one member of the committee shall be present at the arena at all times. All members should be readily available to meet and decide upon any protest or grievance within thirty (30) minutes of submission.

8.3 The Committee will handle any suspensions resulting from misconduct or match penalties assessed during Provincial Championships.

8.4 The Committee will consider all appeals, protests and grievances related to the Provincial Championship Tournament. They will not consider an appeal based upon a referee's judgment call.

8.5 Protests will only be entertained from a registered team staff member.

8.6 All protests must be submitted in writing to any member of the Protest and Grievance Committee within thirty (30) minutes of completion of round robin and semi-final games or forty-five (45) minutes of completion of medal round game leading to the protest.

8.7 All protests must be accompanied by a deposit in the amount as specified in Appendix A - Rates and Fees of the Ringette Alberta Policy Manual. The deposit will be refunded only if the protest is upheld.

8.8 The Protest and Grievance Committee's decision is final and no further appeals will be entertained.

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<sup>1</sup> [Excerpt from Provincial Championships Technical Manual – Jan 2018](#)