



# **Provincial Playdowns Technical Manual**

**U12-U19 Divisions**

## A. GENERAL

1. This technical manual is to be used to govern the process for the Ringette Alberta Provincial Playdowns.
2. All applicable Ringette Alberta policies are in full effect.
3. In the event there is any ambiguity arising from these technical regulations, interpretation and clarification is the sole discretion of Ringette Alberta.
4. Remuneration of officials will be in the amounts as specified in Appendix A - Rates and Fees on the Ringette Alberta website. Officials will be reimbursed for travel, food and accommodations as outlined on the Ringette Alberta Expense Claim.

## B. WHO MAY PARTICIPATE IN PROVINCIAL PLAYDOWNS

1. Only APPROVED teams of Group Member Associations may participate in Provincial Playdowns. Group Member Associations must be registered with Ringette Alberta by December 1<sup>st</sup> of the current playing season. ALL PLAYERS AND TEAM STAFF MUST BE REGISTERED WITH RINGETTE ALBERTA.
2. The deadline for registered teams to declare their commitment to attend the Ringette Alberta Provincial Championships, including playdowns, is December 15<sup>th</sup> of each season. Only teams who submit their completed commitment to attend to Ringette Alberta on time, with the required fee and have approved Team Roster Forms (TRFs) by January 31 are eligible to participate in Playdowns and Provincials.

## C. PROVINCIAL PLAYDOWN DATES

1. The Provincial Playdowns will be scheduled on weekends, primarily taking place Saturdays and Sundays but allowing for games that require minimal travel to be played on Friday nights, with some exceptions due to ice availability.
  - a. Playdown weekends may be shifted to accommodate multisport events, such as, the Alberta Winter Games.
2. Each team is solely responsible for identifying their respective playdown dates; Ringette Alberta will not communicate specific dates to each team beyond what is posted on our web site.

## D. PROVINCIAL PLAYDOWN RANKINGS

1. All eligible teams within each division are ranked using only the results of the leagues they play within:
  - a. Ringette 123 League utilizes ALL games;
  - b. Black Gold League utilizes second round games up to a cutoff date determined by the league.
2. Rankings are done using a Win Percentage (*win percentage ratio = points earned divided by total possible points*), to account for differences in games played between teams. Teams will be ranked from high to low win percentage. For U16A & U19A games, the 123 and BGL League games against AA teams will be removed for final rankings.
3. In the event of a tie, tied teams will be ranked by **Goals For** divided by **Goals Against**.
4. Once teams are ranked, teams will be placed in a “snake draw” from highest to lowest to try and fairly balance each pool. Placements will take place first business day following the cut off dates and will consult with Black Gold & 123 League where possible. The following contingencies will be placed:
  - i. Playdown Host teams will be allocated to their corresponding pools, if applicable.
  - ii. For the Provincial Host team participating in Playdowns;

- (1) When there is one Provincial Host team, the team will be removed from the ranking and placed at the bottom. Where there are a mix of pools of 3 and pools of 4, the host team will be placed in the Pool of 4.
    - If the Provincial Host is also a Playdown Pool Host and a pool of 3, they will be allocated into their host pool in the lowest rank available.
  - (2) When the Provincial Host Association has multiple teams, they will be placed according to their League Ranking.
  - iii. When ranking teams, travel distances may be taken into consideration, modifying the “snake draw” to accommodate this.
  - iv. When there are 6 teams vying for 5 spots, the top 2 teams in their league, and the host, will be removed. A pool of 3 will remain, and playdown for the final 2 spots.
5. Pools and Schedules will be updated by end of day.

**For example:**

Teams	Games Played	Win	Loss	Tie	Win %	GF	GA	GF /GA	Rank
Alberta	15	15	0	0	100				1
British Columbia	16	13	1	2	88				2
Ontario	16	11	5	0	69				3
Manitoba (PROVINCIAL HOST)	15	9	4	2	67				4
Saskatchewan	16	8	6	2	56				5
Quebec	16	8	8	0	50				6
Nova Scotia	14	4	8	2	36				7
New Brunswick	15	5	10	0	33	57	75	0.76	8
Prince Edward Island	15	4	11	2	33	58	82	0.71	9
Nunavut	16	4	11	1	28				10

Once the pool hosts are placed and Provincial host removed, the remaining teams are placed in the snake draw:

	Pool A (4 tms) @ Alberta		Pool B (4 tms) @ Quebec		Pool C (4 tms) @ PEI
A1	1 <sup>st</sup> – Alberta (Pool Host)	B1	2 <sup>nd</sup> – British Columbia	C1	3 <sup>rd</sup> – Ontario
A2	6 <sup>th</sup> – Nova Scotia	B2	7 <sup>th</sup> – Quebec (Pool Host)	C2	5 <sup>th</sup> - Saskatchewan
A3	8 <sup>th</sup> – New Brunswick	B3	10 <sup>th</sup> - Nunavut	C3	9 <sup>th</sup> – PEI (Pool Host)
				A4	Manitoba – Provincial Host

## E. GAME OPERATIONS

1. Games will be scheduled in a minimum of one (1) hour for U14 and lower and one and a quarter (1.25) hour ice slots for U16 and higher. One and a quarter hour (1.25) ice slots can also be used for younger divisions, if available.
2. Playdown games will utilize the most recent Official Rules and Casebook published by Ringette Canada.
3. There will be a three (3) minute warm-up at the start of each game and a one (1) minute break between periods.
4. If an arena does not have shot clocks, the HOME team must provide them.
  - a. Teams will be notified if an arena does not have a shot clock
5. In all cases, the maximum difference (spread), between goals for and against in each game is seven (7). This is the 'Official Score'.
6. There will be no overtime or shoot-out in Provincial Playdowns; games may end in a tie. Teams finishing in a tie in the standings will be ranked by Ringette Alberta per the tiebreaker rules listed in E2. Tiebreaker results will be communicated to those teams involved in the tie.
7. Period Length
  - a. U12 and U14 divisions will play 18 minute periods, stop time
  - b. U16 and U19 divisions will play 20 minute periods, stop time
8. When five (5) minutes remain in the scheduled ice slot and there are three (3) minutes or more remaining on the game clock, the game clock will be set to two (2) minutes and the game will proceed with stop time.
9. In case of conflict in uniform colours, as determined by the on-ice officials, the visiting team will be required to change uniforms.
10. Game sheets must be completed and signed by eligible team staff a minimum of fifteen (15) minutes prior to game time. Teams will indicate the starting goalkeeper (G), alternate goalkeeper(s) (AG), captains (C), assistant captains (A) and affiliate players (AP) on the game sheet. A delay of game penalty may be assessed for noncompliance with this rule. Team Staff signatures on the game sheet confirms that the team's roster is accurately reflected on the game sheet. A maximum of five (5) team staff are allowed on the bench, as well as any number of junior coaches.
11. 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 may be played as exhibition. The score, credited to the team that has been given the win, will be recorded as 7-0.
12. Alternate goalkeepers may be warmed up between periods in the end their team will defend for the second period. Only one skater and two rings may be used for the purposes of alternate goalkeeper warm-up. There will be no time outs permitted to warm up an alternate goalkeeper except in the case of an injury to the starting goalkeeper in which case the Official Rules of Ringette will be followed.
13. If any team accumulates more than 30 minutes in penalties in any one game during the Provincial Playdowns, the head coach, or acting coach (as noted on the game sheet) if the head coach is absent, shall be suspended for the entirety of the next game.
14. Shaking hands: at the end of each game, teams, including coaches and trainers shall line up on their respective blue lines and then proceed to shake hands at center ice.

## F. TIEBREAKERS

1. Ringette Alberta will conduct any tiebreakers on the first business day following Provincial Playdowns. Tiebreaker results will be posted on the website as well as distributed to affected teams by 4:30pm of that same business day.
2. When two or more teams have an equal number of points around the Round Robin, the teams will be ranked per the following rules:

**Please note:** All teams shall be ranked from highest to lowest at each step, starting with the highest ranked, next the second place, next the third place, etc. When a step can determine the ranking of all teams, this ranking is used for the placement of teams. After a team, has been ranked, if two or more teams remain tied at the same step, the procedure will revert to 2a for the tied teams.

- a. In cases where the tied teams have played an equal number of games against each other, the **winner of more games(s) between each other during the round robin** will be declared the highest position.
- b. If still tied, teams shall be ranked according to the **difference between goals for and against in games between the tied teams** in round robin play. The team with the highest positive difference shall be ranked the highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
- c. If still tied, teams shall be ranked according to **least goals against in games between the tied teams** in round robin play. The team with the least goals against shall be declared the highest position, the team with second least goals against second, etc.
- d. If still tied, teams shall be ranked according to the **difference between goals for and against in all games** played in the round robin. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked second, etc.
- e. If still tied, teams shall be ranked according to **the least goals against in all games** played in the round robin. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be second, etc.
- f. If still tied, teams shall be ranked according to the following **ratio (games between tied teams)**:  
= 
$$\frac{\text{Goals For}}{\text{Sum (Goals For + Goals Against)}}$$
The team with the highest ratio shall be ranked first, the 2<sup>nd</sup> highest ratio shall be ranked next, etc.
- g. If still tied, teams shall be ranked according to the following **ratio (in ALL round robin games)**:  
= 
$$\frac{\text{Goals For}}{\text{Sum (Goals For + Goals Against)}}$$
The team with the highest ratio shall be ranked highest, the second highest ratio shall be ranked second, etc.
- h. If still tied, teams shall be ranked according to the **least total penalty minutes for all games** played in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, etc.
- i. If still tied, teams shall be ranked according to the **time required to score their first goal** for all games played in the round robin. The team scoring the earliest goal shall be ranked highest, the team scoring the second earliest game shall be ranked next, etc.
- j. If still tied, teams shall be ranked by **random draw**.

## **G. OFFICIALS**

1. Officials for Provincial Playdowns are selected and assigned by the Ringette Alberta Officials Development Coordinator.

## **H. MINOR OFFICIALS**

1. Minor officials must be provided by both teams participating in any given Playdowns game as follows:
  - a. Two (2) minor officials from the home team shall operate the shot clock and manage the game sheet
  - b. Two (2) minor officials from the visiting team shall operate the time clock and penalty box gates
2. Minor officials must be in their respective positions when the competing teams step on the ice. It is up to the on ice officials to determine if the minor officials are in position.
3. Teams that do not provide minor officials for the game will forfeit that game and the score will be recorded as a 0-7 loss.
4. If both teams do not provide minor officials for the game, the score will be recorded as a 0-0 tie and both teams would be awarded 0 points in the playdown standings.

## **I. POINTS**

1. Points for round robin Provincial Playdown games will be as follows:
  - a. 2 points for a win
  - b. 1 point for a tie
  - c. 0 points for a loss
  - d. 0 points for failing to provide minor officials as specified in Section H.

## **J. GAME SHEETS & SCORE REPORTING**

1. Game sheets will be provided by the HOME team
2. Acceptable game sheets are:
  - a. Ringette Alberta game sheets
  - b. Ringette Calgary game sheets
3. Scores must be reported by BOTH teams online. The form to submit scores can be found on the home page of the Ringette Alberta website
4. Scores must be reported by 9:00am of the day following your game (ex. Game on Sunday, score must be reported by 9:00am Monday)
5. Official game sheets must be provided by the WINNING team to the Ringette Alberta office by noon of the next business day. Game sheets should be uploaded via the score reporting page accessible on the Ringette Alberta website

## K. GAME PROTESTS

1. Game protests will be heard only AFTER the conclusion of all games in the respective playdown round.
2. Ringette Alberta staff will form the Protest Committee
3. The Protest Committee will consider any protest related to a Provincial Playdown game, except suspensions, which will be dealt with in Section L below. Protests based on an official's judgment call will not be heard.
4. Protests may only be submitted by a registered team staff member of the team affected by the outcome of the protest.
5. Submissions must:
  - a. be submitted by 9:00 AM the next business day following the game being protested
  - b. be submitted in writing by email to [lauren@ringettealberta.com](mailto:lauren@ringettealberta.com)
  - c. include a scanned copy of the game sheet
  - d. include the specifics of the protest including clear reference to grounds for protest and the desired outcome
  - e. include the required appeal fee which is payable in cash or by online payment (under "STORE" and then "GENERAL RESOURCES" on Ringette Alberta's website)
  - f. Contact information for all parties involved (that the protesting team considers should be included)
6. Time is of the essence; therefore, the Protest Committee will only be obliged to consider the content of the written submission in reaching its decision. The Protest Committee *may* choose to seek out clarification from any related parties but is under no obligation to do so.
7. The Protest Committee's decision is final. No further protests or appeals will be heard.

## L. SUSPENSIONS AND APPEALS

1. Players and Team Staff are subject to the suspensions listed in article 15.4.14 *Length of Ringette Alberta Suspension* in [Ringette Alberta's Suspension Policy](#) (available on Ringette Alberta website under "POLICIES")
2. Players and Team staff have the right to appeal a suspension.
3. For appeals that affect games not yet played in a playdown pool the following will apply:
  - a. The Ringette Alberta Representative (available by phone) or designate will act as the Appeals Adjudicator for each playdown pool.
  - b. In addition, the Appeals Adjudicator will have telephone contact with a Ringette Alberta staff member who will provide guidance if required.
  - c. Appeals must be submitted to the Appeals Adjudicator, in writing, within 1 hour of the conclusion of the game in which the incident in question has occurred. These can be emailed to [lauren@ringettealberta.com](mailto:lauren@ringettealberta.com).
  - d. Appeals must be submitted to the Appeals Adjudicator with the appeal fee payment completed on the website. This fee will be refunded if the appeal is upheld
  - e. Appeal submissions must include written grounds for appeal and desired outcome.
  - f. No appeals of an on-ice official's judgment call will be heard
  - g. The decision of the Appeals Adjudicator is final and is applicable for all games remaining in the playdown round only.
4. Appeal of suspensions that impact games after the completion of a playdown round will be managed in accordance with [Ringette Alberta's Appeal Policy](#) (available on Ringette Alberta website under "POLICIES")