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EVENT SANCTIONING

A. Guidelines

1. Sanctioning is required for each event on an annual basis.
2. Online applications and payment must be submitted into the Ringette Alberta office at least thirty (30) days prior to the event. Application form can be found at the bottom of the Ringette Alberta Tournaments page.
3. Applications for sanctioning will be accepted from members of Ringette Alberta only.
4. Sanctioned events will be listed on the Ringette Alberta website.

B. Types of sanctioned events:

1. Tournaments
2. Special Events (includes schools, summer camps and "modified rules" events [e.g. 3 on 3])

C. Special Events

Sanctioning will be provided for all special events hosted by a member of Ringette Alberta in good standing, following submission and approval of sanctioning application form.

D. Tournaments

Sanctioning of tournaments is at the discretion of the Ringette Alberta. In order to be sanctioned the host association must abide by the regulations listed below:

See: Criteria for a Sanctioned Tournament & Required Tournament Rules listed below.

E. Benefits of Sanctioning

1. Listing of the event on the Ringette Alberta website
2. All participants, coaches, instructors and officials participating in a sanctioned event are insured under Ringette Alberta.
3. Association covered by Ringette Alberta Liability Insurance.



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CRITERIA FOR A SANCTIONED TOURNAMENT

1. Facilities must be secured which include Ringette lines on the ice surface (or permission to add them as required).
2. The required Tournament Rules (attached) must be adhered to.
3. In the interest of safety, all games must be scheduled with a flood in between.
4. Only registered and appropriately certified Ringette officials may be used.
5. All participants must be registered with their provincial association.
6. All Coaches must be properly certified and listed on the Team Roster Form.
7. A schedule must be provided to participants a minimum of one week prior to the start date of the tournament (it is recommended that the schedule is supplied at least two weeks prior)
8. Tournament Information file uploaded must include:
 - a. Draw formats and minimum number of guaranteed games
 - b. Tournament Rules and tie breaking rules
 - c. Requirements with respect to "earliest game time" team must be available for
 - d. Team Registration Information
9. Following the application, tournament will be invoiced the Tournament Sanctioning Fee (Ringette Alberta Policy – Appendix A – Rates and Fees).
10. Acceptance Packages for the tournament may be provided to assist traveling teams, including:
 - a. Map and location of arenas
 - b. Host hotel information
11. Post-Tournament Summary must include:
 - a. Complete list of participating teams (submitted to Ringette Alberta office)
 - b. List of Officials and their assignments for the tournament
 - c. Any match, misconduct, or any noteworthy incidents

NOTE: Game sheets for all games in which a Match or Misconduct Penalty are issued, or where penalty minutes exceed 30 Minutes for one team, must be emailed to the Ringette Alberta office by noon on the first business day following the tournament.

If a tournament needs to fill vacancies, it is permitted to use teams of the same age division and one tier lower, and/or teams of one age division higher and one tier lower and/or with teams of one age division lower and one tier higher (to complete the pool[s]).

E.g. A U14AA team may fill in the U16A division, or vice versa.
A U12B may fill in the U12A division

All participating teams must be informed and given the option to withdraw with full refund, if this option is exercised.



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REQUIRED TOURNAMENT RULES FOR A SANCTIONED TOURNAMENT

1. The Official Rules of Ringette Canada will apply.
2. In the case of conflict in uniform color, the VISITING team must change their uniforms.
3. In medal games, the higher place team shall be HOME.
4. Teams must declare goaltender(s), captains and alternate captains on the game sheet by indicating (G), (C), (AC).
5. Teams MUST declare affiliated players on game sheets by indicating (AP) on the game sheets for which those players are used. *It is the responsibility of the team to ensure that Ringette Alberta Affiliation Policy is adhered to.*
6. Good sportsmanship and fair play will be stressed throughout the tournament.
7. Any TEAM accumulating MORE THAN 30 Penalty Minutes in any ONE GAME, shall see the head coach or acting coach from that game suspended for their next tournament game. *(No grievances will be accepted)*
8. A MATCH penalty will automatically result in suspension from all subsequent tournament games.
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.

AFFILIATION RULES FOR A SANCTIONED TOURNAMENT

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.

5.4.6 Competitors “dressed” and listed on the team’s game sheet shall be:

5.4.6.1 A minimum of seven (7) players (including skaters and goaltenders);

5.4.6.2 A maximum of five (5) affiliate players

Affiliating Skaters

5.4.7 When affiliating only skaters (defense, forwards and/or centers) for participation in a game

5.4.7.1 A maximum of twelve (12) competitors ‘dressed’ may be listed on a team’s game sheet;

5.4.7.2 A part time goaltender who is dressed as a skater (to play defence, forward or center for a particular game shall be considered a skater and among the 12 competitors)

Affiliating Only A Goaltender

5.4.8 When affiliating only a goaltender to participate in a game;

5.4.8.1 Subject to 5.4.10, a maximum of eighteen (18) competitors may be ‘dressed’ and listed on a team’s game sheet;

Affiliating a Combination of Skaters and a Goaltender



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- 5.4.9 When affiliating a combination of skaters (defence, forwards and/or centers) and one goaltender for participation in a game:
 - 5.4.9.1 A maximum of 12 competitors: eleven 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
- 5.4.10 Affiliate Goaltenders
 - 5.4.10.1 The affiliate goaltender is only to be played in the event of illness, injury or absence of the full-time goaltender
 - 5.4.10.2 The affiliate goaltender may be dressed as a back-up in any game (provided the team follows 5.4.1) and may only play if the full-time goaltender gets hurt or becomes ill during the course of the game.
 - 5.4.10.3 Coaches must ensure the purpose of affiliation is upheld with their goaltender affiliation choices.



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SUGGESTED RULES FOR A RINGETTE ALBERTA SANCTIONED TOURNAMENT

1. 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. However, the game will be played as an exhibition.
2. There will be at least a two (2) minute break between halves and a flood will be scheduled between all games.
3. Score sheets are to be picked up at the control desk of the arena. They are to be completed and signed by the coach at least fifteen (15) minutes before game time and returned to the control desk.
4. 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.
5. 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.

Round Robin Team Standing Rules

POINT STRUCTURE - Teams receive two (2) points for a win, one (1) point for a tie, and no (0) points for a loss. At the completion of round robin play, teams will be ranked according to the total points in all games played.

Breaking of Ties in Team Standings

*Note: Regardless of game score, only a **SEVEN goal difference** will be applied*

When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:

- A. The winner of more game(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 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 the 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 the second least goals against shall be next, the team with the third least goals against shall be next, 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 next, the team with the third highest positive difference shall be ranked next, 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 next, the team with the third least goals against shall be next, etc.



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- F. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for games between the tied teams in round robin play. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
- G. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for all games played in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, 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, the team with the third 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 goal shall be ranked next, the team scoring the third earliest goal shall be ranked next, etc.
- J. If still tied, teams shall be ranked by a coin toss.

NOTE: Each step of the tie breaking rules shall apply to all teams involved in the tie.

- ie. according to rule B, the White team has a difference of 5 goals, the Red team has a difference of 3 goals and the Blue team has a difference of 2 goals. White team shall be ranked highest, Red team next and Blue team shall be third among these tied teams.

If three (3) or more teams are involved in the tie, the tie breaking procedure shall only revert to A if teams are still tied after the application of subsequent rules. ie. according to rule B, the White team has a difference of 5 goals, the Red team and the Blue team are still tied at 3 goals difference. White team shall be ranked highest, revert to rule A to break the tie between the Red & Blue teams.

Breaking of Tie Scores in Tournament Games

- If a ROUND ROBIN game is tied at the end of regulation time, each team will be awarded (1) one point.
- If a game is tied at the end of the second half of a QUARTER-FINAL, SEMI-FINAL OR 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 decided by a coin toss.
 - If no goals are scored in the first overtime period, a second overtime period five (5) minute stop-time SUDDEN VICTORY period will be played. For the second overtime period teams will play "four on four" (plus a goaltender). Possession of the ring will be decided by a coin toss.
- If no goals are scored in either overtime period, the team who scored the first goal of the second regulation period shall be declared the winner.
 - If no goals were scored in the second regulation period, the team who scored the last goal of the first regulation period shall be declared the winner.
 - If no goals were scored in the game, rules for the breaking of ties in team standings shall be used to declare the winner.

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

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.