



Provincial Championships Technical Manual for AA Divisions



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A. GENERAL

1. Remuneration for officials will be in the amounts as specified in the Ringette Alberta Policy Manual: [Appendix A - Rates and Fees](#). Officials will be reimbursed for travel, food, and accommodations as outlined on the [Ringette Alberta Expense Claim](#).
2. Ringette Alberta will supply 18 team medallions in gold, silver, and bronze for each division.
3. Ringette Alberta will sanction separate male provincial championships when warranted.
4. All applicable Ringette Alberta policies are in full effect
5. In the event there is any ambiguity arising from these technical regulations, Ringette Alberta will have sole responsibility for interpretation and clarification.

B. WHO CAN PARTICIPATE IN PROVINCIALS

1. Only teams of Group Member Associations may participate in Provincial Championship Tournaments. Group Member Associations must be registered with Ringette Alberta by December 1st of the current playing season. ALL PLAYERS MUST BE REGISTERED WITH RINGETTE ALBERTA.
2. A double carded team may participate in Provincial Championship Tournaments.
3. The deadline for registered teams to declare, to the Ringette Alberta office, their commitment to attend the Ringette Alberta Provincial Championships, is December 15th of each season. Only teams who complete their commitment to attend on time and have approved Team Roster Forms (TRFs) by January 31 will be eligible to participate in Playdowns and Provincials.
4. Teams participating in Provincial Championship Tournaments are responsible for their own travel, meals, and accommodation expenses.

C. PROVINCIALS DATES

1. For the purpose of AA Provincial Championship Tournaments, where possible all three divisions will be played together in the same or similar geographical location.
2. The Provincial Championship Tournament dates for each year will be determined by Ringette Alberta for the upcoming season and communicated on the Provincials webpage.
3. The AA Provincial Championship Tournament will be scheduled for Round Robin on Friday and Saturday of the assigned weekend, with cross overs, medal finals and consolation (if applicable) on Sunday

D. PROVINCIAL CHAMPIONSHIPS SIZE

1. At the U14AA, U16AA and U19AA Provincial Championships, all registered teams that committed to attend per Section B, will participate.
 - a. Size and Format will be based on the number of teams committed. (Section E)

E. PROVINCIAL CHAMPIONSHIP FORMATS (SEE APPENDIX A)

1. Format for the U14AA, U16AA and U19AA Provincial Championships will be based on the number of teams registered that complete the Commitment to Attend of each season, in some cases, there may be teams advanced or retreated that will also affect the number of teams.
2. Once the number of teams in a division are declared, the following formats will be used to determine the final ranking of Provincial teams and the Provincial Champions. Full format and game listings will be outlined in detail in Appendix A.
 - a. Two teams – a best of three Playoff Series
 - b. Three teams – a double Round Robin Series.
 - c. Four and Five teams – a single Round Robin Series.
 - d. Six, Seven & Nine teams – a ranked uneven 4 game Round Robin.
 - e. Eight teams – two pools of four.
3. If a division exceeds nine teams, the technical manual and format will be reviewed by Ringette Alberta.

F. PROVINCIAL CHAMPIONSHIP TOURNAMENT RULES

1. All Provincial Championship Tournaments will be played according to the Ringette Canada Official Rules and Case Book, current to that season.
2. All applicable Ringette Alberta policies are in full effect. Teams should be sure to review the following policies, which are of importance:
 - a. [2.0 Registration Policy](#)
 - b. [5.0 Player Affiliation Policy](#)
 - c. [10.0 Team Staff Policy](#)
 - d. [15.0 Suspension Policy \(Subsequent Discipline\)](#)
3. The shot clock will be used for all Provincial Championships.
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 by the coach or manager a minimum of twenty minutes prior to game time. Teams will indicate goaltender(s) (G), affiliate players (AP), captains (C) and assistant captains (A) on the game sheet. A delay of game penalty may be assessed for noncompliance.
 - 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.
5. When the reference is made to the home team it will be the first team listed on the schedule.
6. In case of conflict in uniform colors, the visiting team will be required to change uniforms.

G. ON-ICE PROCEDURES FOR PROVINCIAL CHAMPIONSHIPS

1. Period Length
 - a. For the U14AA division, periods will be eighteen minutes in length.
 - b. For the U16AA and U19AA division, periods will be twenty minutes in length.
2. There will be a three-minute warm-up and a one-minute break between periods.
3. 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 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.
4. 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.
5. 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 that team's next game.
6. Game Score
 - a. In all cases, the maximum difference (spread), between goals for and against in each game is seven. 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.

H. ON-ICE OVERTIME PROCEDURES FOR 'AA' CHAMPIONSHIP TOURNAMENTS

1. Each game will be played until a winner is declared.
2. If a game is tied after regulation time:
 - a. Sudden victory overtime will be played until the first goal is scored.
 - b. Each overtime period for U14AA will be eighteen-minutes stop time, and for U16AA and U19AA will be twenty-minute stop time.
 - 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.
 - c. If more than one overtime period is required, there will be a one-minute break between periods, the opening free pass will alternate between the teams, and the teams will alternate ends.

I. POINTS

1. Points for the games played in the round robin series will be awarded as follows:
 - a. 2 points for a win, regulation or overtime.
 - b. 0 points for a loss, regulation or overtime.
2. In semi-final or final games, HOME 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 J, or, if not decisive,
 - c. The team ranked higher from the Season Ranking.

J. TIEBREAKERS

1. When two 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.
2. These shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts to (5a).
3. This procedure, in more cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and the team shall be dropped from the tie breaking procedure. (e.g. the top two teams remain tied). In these cases, the procedure shall revert to (5a) in order to break the tie between those tied teams that remain tied. Therefore, if three or more teams are tied, each step starting at 5a will be applied, once the first step is applied, if a team is determined to be in the HIGHEST position, this team is removed, and the remaining teams revert back to step 5a. If three or more teams are tied, and after applying the step, the highest ranked teams are still tied, but a team is determined to be in the LOWEST position, this team is removed, and all remaining teams revert to step 5a.
4. In all games the maximum difference (spread) between goals for and against in each game is seven goals. This is the “Official Score”.
5. The following procedure will be followed:
 - a. The team with the most games won amongst the tied teams during the round robin will be ranked the highest.
 - b. If still tied, the team having the greatest positive difference between goals for and goals against in all games between the tied teams during the round robin will be ranked the highest.
 - c. If still tied, the team having the least total goals against in games between the tied teams during the round robin will be ranked highest.
 - d. If still tied, the team having the greatest positive difference between goals for and goals against in all games during the round robin will be ranked highest.
 - e. If still tied, the tied team with the least total goals against in all games during the round robin will be ranked the highest.
 - f. If still tied, the team having the fewest penalty minutes in games between the tied teams will be declared the highest position.
 - g. If still tied, the team having the fewest penalty minutes in all round robin games will be declared the highest position.
 - h. If still tied, a coin toss will be used to break the tie.
6. In the event that after round robin play, two or more teams are tied 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) called 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 or medal finals), only those tied teams will proceed to mini game(s).
- b. The tied teams will be ranked highest to lowest using the tie breaking procedure SECTION J.5.
 - i. If two or more teams are tied for the last position of championship eligibility, ten-minute mini game(s), starting with the two lowest ranked teams, will be played. The loser of the mini game is eliminated from championship game eligibility, while the winner advances to;
 1. If three or more teams are involved, play the next highest ranked team among the tied teams in another mini game.

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2. Or, if all other tied teams have been eliminated in mini-game play (or only two teams were tied for the final position), to the semi-finals or medal games.
 - i. If three or more teams are tied for the final two positions of championship eligibility, then the team ranked first shall automatically advance and the mini-games procedure (6.b.i) would be applied to determine the second position.
 7. In the cases where Alberta is awarded **more than** four berths to either the Western Canadian Ringette Championships (U14AA) or the Canadian Ringette Championships (U16AA & U19AA);
 - a. In an 8-team format;
 - i. For five or six berths, the losers of the 2 vs 3 semi finals will play for either the final position (5 spots) or placing (6 spots).
 - ii. For seven or eight berths, the fourth-place teams in each pool will play a consolation final for either the final position (7 spots) or placing (8 spots).
 - b. In a 9-team format;
 - i. If two teams are tied in points for the final berth position, there will be a full game played as the Wildcard Final.
 - ii. If three or more teams are tied in points for the final berth position, the mini-game procedure (6.b.i) above will be applied until only two teams remain. The final two teams will play in a full game, the Wildcard Final.
 8. In the cases where Alberta is awarded **exactly four** berths to either the Western Canadian Ringette Championships (U14AA) or the Canadian Ringette Championships (U16AA & U19AA);
 - a. In an 8-team format, 1st place in each pool, plus the winner of the Quarter Final games (2nd vs 3rd) crossover games, will advance to the Semi-finals and the WCRC's and CRC's.
 - b. In a 9-team format;
 - i. If two teams are tied in POINTS for fourth place following the Round Robin play, there will be a full game played as the Wildcard Final between the two tied teams. Since fourth place will be determined via the Wildcard Final on Sunday, they will not participate in the semi-final game. First place will receive a bye to the Gold Medal, 2nd and 3rd in points will play in a semi-final. The winner of the semi-final will advance to the Gold Medal game, the loser will receive the bronze medal.
 - ii. If three or more teams are tied in POINTS for fourth place, the mini-game procedure (6.b.i) will be applied until only two teams remain. The final two teams will play in a full game, the wild card final. Since this will remove the fourth-place team in the crossovers and finals, first place will receive a bye to the Gold Medal, 2nd and 3rd in points will play in a semi-final. The winner of the semi-final will advance to the Gold Medal game, the loser will receive the bronze medal.
 9. Additional scenarios will be outlined at the beginning of the season based on the number of projected teams in the divisions. Following the December 15th Commitment to Attend and the Canadian Ringette Championship Wildcard draw, format regarding last position for CRCs and possible scenarios will be released to Association presidents to review with Coaching Staff.
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K. ON-ICE MINI-GAME PROCEDURES for 'AA' CHAMPIONSHIP TOURNAMENTS

1. 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 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-minute warm-up prior to each mini-game.
 - d. Ice floods are at the discretion of the tournament committee and Ringette Alberta Representative.
 - e. Each team will be permitted one (30 second) time out per mini game.
 - f. If overtime is required, each overtime period will be ten-minutes stop time, sudden victory. Free pass and choice of end for the first overtime period will be awarded to the Home Team. In each subsequent overtime period, teams will alternate ends and possession of the free pass.
 - g. There will be an interval of fifteen-minutes between mini-games for teams playing multiple games.

L. MINOR OFFICIALS

1. Minor officials must be provided by both teams for Round Robin and Consolation games as follows:
 - a. Three minor officials from the home team shall operate the shot clock, manage the game sheet, and open the penalty gate.
 - b. Two minor officials from the visiting team shall operate the time clock and penalty box gate.
2. Minor officials must be provided for any Quarter Final, Semi Final, or Final games as follow:
 - a. Both home and visiting teams will operate a penalty box gate
 - b. The Host Association will provide a shot clock, game sheet, and time clock volunteer
 - At minimum, the host must provide two volunteers (shot clock & game clock), if a host volunteers need assistance, either the home or visiting teams' volunteers may manage the game sheet only.
3. Minor officials must be in their respective positions when the teams step on the ice. It is up to the on-ice officials to determine if the minor officials are in position.
4. 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.
5. If both teams fail to 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 tournament standings.

M. TEAM PROTOCOL

1. Shaking Hands
 - a. At the end of each game, players and coaches should line up on their respective blue lines and then proceed to shake hands at center ice.
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 Ringette Alberta office.

N. PROTEST AND GRIEVANCE

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).
2. At least one member of the committee shall always be present at the arena. All members should be readily available to meet and decide upon any protest or grievance within thirty minutes of submission.
3. The Committee will handle any suspensions resulting from misconduct or match penalties assessed during Provincial Championships.
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.
5. Protests will only be entertained from a registered team staff member.
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.
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. The Protest and Grievance Committee's decision is final, and no further appeals will be entertained.

APPENDIX A: PROVINCIAL FORMATS

In all Provincial Formats, the AA Season Ranking Document, will be used to determine the placement of teams into the schedule, for the format descriptions below, the highest Rank team from the Season Ranking will be declared TEAM A, the second highest TEAM B, etc., until all teams have been ranked.

Two Teams:

A best of three playoff series, two games on Saturday and third game (if needed) Sunday. Winner of two games is declared the Provincial Champion.

Day	Game #	Home	Visitor
Saturday	1	TEAM A	TEAM B
Saturday	2	TEAM B	TEAM A
Sunday	3 (if necessary)	TEAM A	TEAM B

Three teams:

A double round robin series. Each team will play the other two opponents twice. Top two teams with the most points will play in the Gold Medal Final, the winner is declared the Provincial Champion.

Day	Game #	Home	Visitor
Friday	1	TEAM B	TEAM C
Friday	2	TEAM C	TEAM A
Friday	3	TEAM A	TEAM B
Saturday	4	TEAM C	TEAM B
Saturday	5	TEAM A	TEAM C
Saturday	6	TEAM B	TEAM A
Sunday	7 – GOLD MEDAL	1 st Place	2 nd Place

Four teams:

A single round robin series will be played. Each team will play the other three opponents. The top two teams with the most points following the Round Robin will play in the Gold Medal Final, the winner will be declared the Provincial Champion. The remaining two teams will play in the Bronze Medal Final.

Day	Game #	Home	Visitor
Friday	1	TEAM D	TEAM A
Friday	2	TEAM B	TEAM C
Saturday	3	TEAM A	TEAM C
Saturday	4	TEAM B	TEAM D
Saturday	5	TEAM A	TEAM B
Saturday	6	TEAM C	TEAM D
Sunday	7 – BRONZE	3 rd	4 th
Sunday	8 – GOLD	1 st	2 nd

Five teams:

A single round robin series will be played. Each team will play the other four opponents. The top two teams with the most points following the Round Robin will play in the Gold Medal Final, the winner will be declared the Provincial Champion. The next two teams with the most points will play in the Bronze Medal Final.

Day	Game #	Home	Visitor
Friday	1	TEAM E	TEAM A
Friday	2	TEAM B	TEAM D
Friday	3	TEAM C	TEAM E
Friday	4	TEAM D	TEAM A
Friday	5	TEAM B	TEAM C
Saturday	6	TEAM E	TEAM B
Saturday	7	TEAM A	TEAM C
Saturday	8	TEAM D	TEAM E
Saturday	9	TEAM A	TEAM B
Saturday	10	TEAM C	TEAM D
Sunday	11 – BRONZE	3 rd	4 th
Sunday	12 – GOLD	1 st	2 nd

Six teams:

An uneven, ranked, four game Round Robin is played. Each team will play four out of five opponents, ranked based on the Season Ranking Guidelines.

TEAM	OPPONENTS	
1	3, 4, 5, 6	
2	3, 4, 5, 6	
3	1, 2, 5, 6	
4	1, 2, 5, 6	
5	1, 2, 3, 4	
6	1, 2, 3, 4	

Following four games, teams will be ranked 1st to 6th based on points accumulated. If necessary, tie breakers & minigames will be used. On Sunday, crossovers, finals and possible Consolation Game will be played.

Sunday	13	1 st Place (Most Points)	4 th Place
Sunday	14	2 nd Place	3 rd Place
Sunday	15*	5 th	6 th
Sunday	16	Loser Game #13	Loser Game #14
Sunday	17	Winner Game #13	Winner Game #14

Seven teams:

An uneven, ranked, four game Round Robin is played. Each team will play four out of six opponents, ranked based on the Season Ranking Guidelines.

TEAM	OPPONENTS
1	3, 4, 6, 7
2	3, 4, 5, 6
3	1, 2, 5, 7
4	1, 2, 5, 7
5	2, 3, 4, 6
6	1, 2, 5, 7
7	1, 3, 4, 6

Following four games, teams will be ranked 1st to 7th based on points accumulated. If necessary, tie breakers & minigames will be used. On Sunday, crossovers, finals and possible Wildcard Game will be played.

Sunday	15	1 st Place (Most Points)	4 th Place
Sunday	16	2 nd Place	3 rd Place
Sunday	17*	5 th	6 th
Sunday	18	Loser Game #15	Loser Game #16
Sunday	19	Winner Game #15	Winner Game #16

*Games subject to change; Wildcard Game #17 may involve the final position for WCRC or CRC position.

Eight teams:

Two pools of 4. Ranked through Season Ranking Guidelines, snaked into two pools. Teams will play three Round Robin games within their Pool.

Pool A	Pool B
A1 – 1 st	B1 – 2 nd
A2 – 4 th	B2 – 3 rd
A3 – 5 th	B3 – 6 th
B5 – 8 th	B4 – 7 th

Teams are ranked #1 – 4 within respective pools. Team #1 advances to Sunday Semi-Final, Team #2 of Pool A plays Team #3 of Pool B, and vice versa. Mini games (Saturday afternoon) will be played if teams are tied for 3rd place in the Pool.

Saturday	13	2 nd Pool A	3 rd Pool B
Saturday	14	2 nd Pool B	3 rd Pool A
Sunday	15	1 st Pool A	Winner Game #14
Sunday	16	1 st Pool B	Winner Game #13
Sunday	17*	Loser Game #13	Loser Game #14
Sunday	18 - BRONZE	Loser Game #16	Loser Game #15
Sunday	19 - GOLD	Winner Game #16	Winner Game #15

*Games subject to change; Wildcard Game #17 may involve the final position for WCRC or CRC position.

Nine Teams:

An uneven, ranked, four game Round Robin is played. Each team will play four out of eight opponents, ranked based on the Season Ranking Guidelines.

TEAM	OPPONENTS
1	9, 5, 8, 6
2	7, 6, 9, 4
3	8, 4, 7, 5
4	8, 3, 9, 2
5	9, 1, 7, 3
6	7, 2, 8, 1
7	6, 2, 5, 3
8	4, 3, 6, 1
9	5, 1, 4, 2

All teams are ranked 1st to 9th based on ALL points over four games. If necessary, tie breakers & minigames will be used. On Sunday, crossovers, finals and possible Wildcard Game will be played.

Sunday	19	1 st Place (Most Points)	4 th Place
Sunday	20	2 nd Place	3 rd Place
Sunday	21*	5 th	6 th
Sunday	22	Loser Game #19	Loser Game #20
Sunday	23	Winner Game #19	Winner Game #20

*Games subject to change; Game #21 may involve the final position for WCRC or CRC position (for 5 or more berths), Game #19 may be used for final position game (two teams tied for 4th place – with 4 berths), 1st would advance to Game #23.