**SAMPLE TOURNAMENT INFORMATION:**

**RULES & TIE BREAKING**

The following are a sample set of rules and tie breaking procedure that can be used for a tournament. Associations can create/modify their own rules and tie breaking procedures, but the mandatory rules for the **Sanctioning Process & Criteria** must be included.

**RULES**

1. The **Official Rules of Ringette** Canada will apply.
2. Team must be ready to go on the ice 10 minutes before game time. Teams not iced within 2 minutes of the referee’s whistle being blown to start the game will forfeit the game. The game will still be played as an exhibition. (Confirm with Supervising Official before posting).
3. Game Sheets are to be signed by the coach at least 15 minutes prior to Game Time at the Check-In/Control Table. Coaches must declare goaltenders (G), Captains (C), Alternate Captains (A). If an Affiliate Player (AP) or Affiliate Goaltender (AG) are being used, they MUST be declared on the Game Sheet.

*\*It is the responsibility of the team to ensure the Ringette Alberta affiliations rules are being followed*

*\*\*No more than 3 Captains or Alternate Captains total are permitted to be marked on the Game Sheet.*

1. In case of a conflict in uniform color, the VISITING team must change their uniforms.
2. In Quarter, Semi, and Final games, the home team is determined by \_\_\_\_\_\_\_.
(Option: higher ranked team or determined by printed schedule).
3. There will be a three-minute warm up, a two-minute break at half and a flood scheduled between all games.
4. Length of Halves:

Active Start/U10S1 ………………..…. 24 minute run time with 90 sec buzzer shifts

U10S2. U10S3, U12 & U14 ………. 18-minute stop-time

U16, U19 & Open ………………………. 20-minute stop-time
*\*Include if game clock will be dropped down when out of time*

1. Good sportsmanship & fair play will be stressed throughout the tournament.
	* + Any team accumulating **MORE THAN 30 Penalty Minutes** in any one game, shall see the head coach (or acting head coach) suspended for their next tournament game.

(No grievances will be accepted).

* + - A **MATCH Penalty** will automatically result in suspension from all subsequent tournament games and possible additional games after Ringette Alberta/Provincial Association review.
		- A **MISCONDUCT Penalty** will result in a one tournament game suspension for the player(s).
1. Game Scores will be displayed on the game clock, posted, and recorded to tie-breaking procedure, with a MAXIMUM SEVEN GOAL differential.
2. 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 conclusion of the game where the incident occurred. The tournament will form a Grievance Committee that will meet and deal with any protests received. If the protest is upheld, the $200 will be refunded. No protests involving referee judgement will be accepted, the REFEREE DECISION SHALL BE FINAL.
* Insert current Player Affiliation Rules, or link to Ringette Alberta policy, which will be followed.
* If teams will need to provide minor officials, include which games and what each team should provide should be included in the Tournament Information and/or Coaches Packages.

**TIE BREAKING PROCEDURE – TEAM STANDINGS**

**POINT STRUCTURE** - Teams receive two points for a win, one point for a tie, and zero points for a loss. At the completion of round robin play, teams will be ranked according to the total points in all games played.

*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.

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.

Scenario 1: After application of Rule B, Team WHITE has a +5 goal differential, Team RED has a +3 goal differential, and Team BLUE has a -2 goal differential. WHITE shall be ranked highest, RED second, and BLUE shall be third among these tied teams.

If three or more teams are involved in the tie, the tie breaking procedure shall only revert back to A if teams are still tied after the application of subsequent rules.

Scenario 2: After application of Rule B, the GREEN team has a +4 goal differential, YELLOW & ORANGE are still tied at a -1 goal differential. GREEN is ranked the highest and removed, and it will revert back to Rule A to break the tie between YELLOW & ORANGE.

**TIE BREAKING WITHIN TOURNAMENT GAMES**

1. If a ROUND ROBIN game is tied at the end of regulation time, each team will be awarded one point. (Unless the tournament includes overtimes for Round Robin Games).
2. 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 5-minute stop-time SUDDEN VICTORY (first team to score is declared the winner) period. Possession of the ring will be decided by a coin toss.
3. If still tied after the first overtime period, a second 5-minute stop-time SUDDEN VICORY period will be played. (Option: teams could play 4 on 4). Possession and defending end will alternate every subsequent overtime.
4. If still tied after second overtime period:
	1. Continue to subsequent overtime periods (if time allows)
	2. 3 or 5 player shoot out
	3. Declare the winner by:
		1. First goal scored in the second regulation period,
		2. If no goals were scored in second period, team who scored the last goal of the first period,
		3. If no goals scored, least number of penalty minutes in the game.

 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.