

L. TIEBREAKERS

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 L.5. Refer to Appendix C for mini-game format.
- c. 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 (L.6.b) would be applied to determine the second position.

M. ON-ICE MINI-GAME PROCEDURE 'A', 'B', AND 'C' CHAMPIONSHIP TOURNAMENTS

Refer to Appendix C for mini-game format.

1. Procedures for mini games will be as follows:
 - a. Each mini game will be one ten-minute period, fully played stop time.
 - b. The higher ranked team as per tie breakers in section L5, 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.
 - d. Ice floods are at the discretion of the tournament committee and Ringette Alberta Representative. This will be determined and communicated with teams prior to the first mini-game.
 - e. Each team will be permitted one (30 second) time out per mini game.
 - f. If overtime is required, one ten-minute overtime period, stop time and sudden victory will be played. Free pass and choice of end for the overtime period will be awarded to the Home Team.
 - g. If still tied after the ten-minute mini-game and ten-minute overtime, there will be a shootout as outlined in Section J.1.C.
 - h. There will be an interval of five minutes between mini-games. After the 5-minute break, the 3-minute warm-up period begins. Teams may use any/all of that time (8 minutes total) for warmup or rest.
 - i. If the facility can accommodate a flood, it will happen where indicated in Appendix C.
 - ii. If the facility cannot accommodate a flood, then there will continue to be a 5-minute break only between mini-games.

APPENDIX C: MINI-GAME FORMAT

Where more than 2 teams are tied for the final spot in the semi-finals, the format for mini games will be as follows.

3 teams: Teams will be ranked according to section L. Tiebreakers.

- Requires approximately 30 minutes of ice, barring overtime/shootout.

Game #	Home	Away
1	2 nd	3 rd
2	1 st	Winner game 1

4 teams: Teams will be ranked according to section L. Tiebreakers.

- Requires approximately 45 minutes of ice, barring overtime/shootout.

Game #	Home	Away
1	1 st	4 th
2	2 nd	3 rd
3	Winner game 1*	Winner game 2*

*the home team for the 3rd game would be the higher ranked of the two teams entering game 3.

5 teams: Teams will be ranked according to section L. Tiebreakers.

- Flood (where possible) between games 3 & 4.
- Requires approximately 75 minutes of ice, barring overtime/shootout.

Game #	Home	Away
1	4 th	5 th
2	2 nd	3 rd
3	1 st	Winner game 1
4	Winner game 3*	Winner game 2*

*the home team for the 4th game would be the higher ranked of the two teams entering game 3.

6 teams: Teams will be ranked, 1 through 6, according to section L. Tiebreakers.

- Flood (where possible) between games 4 & 5.
- Requires approximately 90 minutes of ice, barring overtime/shootout.

Game #	Home	Away
1	4 th	5 th
2	3 rd	6 th
3	1 st	Winner game 1
4	2 nd	Winner game 2
5	Winner game 3*	Winner game 4*

*the home team for the 5th game would be the higher ranked of the two teams entering game 5.

More than 6 teams: The RAB Representative and the Officials Supervisor will work together to create a format that will be fair and similar to other formats, as well as to make best use of the available ice.