



# Provincial Championships

## Technical Regulations

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U14, U16, U19, Open

AA, A, B, C Tiers

Manual Section	Change	Version #	Effective Date
	Created merged document – all divisions, all tiers	1	December 6, 2022
N	Corrected conflicting information regarding mini-game overtime	2	February 28, 2023
C, D, E, F	Addition of U16C, commit to attend deadline change, clarification in other sections, reference to Safe Sport policies	3	October 25, 2023
Appendix D	Addition of Appendix D – Allocation calculation		
Appendix E	Addition of Appendix E – tiebreaker examples		

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## A. INTERPRETATION AND APPLICABILITY

1. These technical regulations are not policy. At its sole discretion, Ringette Alberta may make changes to these regulations at any time prior to the commencement of each provincial championship.
2. In the event there is any ambiguity arising from these technical regulations, Ringette Alberta will have sole authority over interpretation.
3. These technical regulations apply to all tiers in U14, U16, U19 and Open unless stated otherwise within the body of this document.
4. Ringette Alberta policies will apply in all instances unless specified otherwise, including Code of Conduct and other Safe Sport policies. All can be located on our website: <https://ringettealberta.com/bylaws-policies-regulations/>

## B. PROVINCIAL CHAMPIONSHIP DEFINITION AND INCLUSION

1. Each Ringette Alberta Provincial Championship includes two stages:
  - a. Stage 1: Qualification process
  - b. Stage 2: Tournament
2. At U14, U16 and U19, all teams are guaranteed the opportunity to participate in Stage 1
  - a. Ringette Alberta, together with partners as required, such as U14, U16 and U19 league operators, will determine the format of Stage 1
  - b. Determination of this format is not set at the start of the season and can change based on a variety of factors including, but not limited to, the availability of sufficient ice slots, availability of a sufficient number of qualified officials, the outcome of the annual Team Advance/Retreat Process.
3. At Open, the full season's league play may act as Stage 1.
4. No teams are guaranteed participation in Stage 2.

## C. WHO MAY PARTICIPATE IN PROVINCIALS

1. Ringette Alberta may, at its sole discretion, offer provincial championships for the following when a minimum of two teams of the same division/tier in the following categories have committed to attend the provincial championship. However, during the transition to obtain a sufficient number of teams in each category, Ringette Alberta may permit any registered team into any of these categories:
  - a. Female-only
  - b. Male-only
  - c. Mixed
2. For the 2023-24 season, all teams will be registered under the 'mixed' category for Provincials.
3. Only teams registered with Group Members of Ringette Alberta, who themselves are in good standing with Ringette Alberta, may participate in a Provincial Championship. Group Members must be registered with Ringette Alberta by December 1st of the current playing season. ALL PLAYERS MUST BE REGISTERED WITH RINGETTE ALBERTA.
4. A double carded team may participate in Provincial Championship Tournaments.
5. The deadline for registered teams to submit their Commitment to attend Provincial Championships is December 15<sup>th</sup>, and only teams that complete their commitment to attend on time, pay the appropriate

fees, and have an approved Team Registration Form (TRF) by January 31 will be eligible to participate in Provincials.

6. Teams participating in Provincial Championship Tournaments are responsible for all fees associated with their participation.

## D. PROVINCIALS DATES

1. Where possible, the following groups will be played on the same weekend:
  - a. U14AA, U16AA, U19AA
  - b. U16A, U19A, Open A
  - c. U16C, Open B
  - d. U14C, U16B
  - e. U14B, U14A, U19B
  - f. Open C
2. Where practical, the Provincial Championship Tournament will be scheduled on Friday, Saturday, and Sunday of the assigned weekend, with no round robin games scheduled on Sunday.

## E. PROVINCIAL CHAMPIONSHIPS SIZE AND ALLOCATION

1. The size (# of teams) of each Provincial Championship is not guaranteed from one season to the next.
2. Generally, and at the sole discretion of Ringette Alberta, Provincial Championship sizes will be based on the number of teams in each age division and tier at the conclusion of the previous season for the sole purpose of giving potential hosts insight into the possible size of the Provincial Championship in advance of the first bid to host deadline.
3. For U14, U16, U19;
  - a. Divisions with eighteen or more teams will host a twelve team Provincial Championship.
  - b. Divisions with seventeen or fewer teams will host an eight team Provincial Championship except if a division/tier has only nine teams in the province that have committed to attend, a full nine team tournament will be held.
  - c. Divisions with fewer than eight teams will host the number of teams committed to attend.
  - d. There may be consolation games if scheduling allows.
4. For Open;
  - a. All Provincial Championships will have a maximum of eight teams.
  - b. There will be no consolation games.
5. For North/South allocation information and calculations, see Appendix D.

## F. SELECTION OF HOST TEAM FOR PROVINCIAL CHAMPIONSHIPS

1. If a hosting association only has one team in the division/tier being hosted, that team automatically becomes the host team.
2. If a hosting association has more than one team in the division/tier:
  - a. If all teams qualify from the hosting association for that division/tier, the lowest ranked team is declared the host team.
  - b. If only one team from the hosting association for that division/tier does not qualify, that team is declared the host team.

- c. If more than one team from the hosting association for that division/tier does not qualify, then the highest ranked non-qualifying team is declared the host team.
3. Hosts do not have to have a team in a division/tier to host an event for that division/tier.

## G. PROVINCIAL CHAMPIONSHIP FORMATS

1. A maximum of eight or twelve teams (or nine teams - see Section E) including one host association team, may participate in the applicable Provincial Championship Tournaments.
2. Notwithstanding variances to this approach (see B.2.a) Stage 1 of the Provincial Championship will be executed by Leagues for U14-U19 divisions. Spots will be assigned to each region (North and South) based on the number of teams registered within that region (See Appendix D).
3. League standings will be used for Provincials seeding if there are 9 or fewer teams in the province. Tournament results may be considered as well.
4. Where possible, the Provincial Championship Tournaments will be played in the blocks as indicated in Section D.1.
5. Entries to these Provincial Championship Tournaments should be identified a minimum of eight days prior to the commencement of the appropriate Provincial Tournament.
6. In each Division, the following format will be played to determine the two teams to participate in the championship game. In an age division with:
  - a. Eight Teams, two pools of 4 will play a round robin with semifinals and finals.
  - b. Twelve Teams, three pools of four will play a round robin, followed by a crossover game, leading to semifinals and finals.
  - c. All formats and other size divisions are outlined in detail in the appendices.

## H. PROVINCIAL CHAMPIONSHIP TOURNAMENT (STAGE 2) 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.
4. Ringette Alberta electronic game sheets will be used. With electronic game sheets, the game information will be entered on the RAMP App and appear on the RAB Provincial website, a copy of the game sheet used in the box will be uploaded to the website, and no physical game sheet will be distributed to teams.
  - a. Rosters in the RAMP Game Sheet App must be completed and signed by the coach or manager a minimum of twenty minutes prior to game start time. Teams will indicate goaltender(s) (G), affiliate goalkeeper (AG), affiliate players (AP), captains (C) and assistant captains (A) on the game sheet. A delay of game penalty may be assessed for noncompliance.
  - b. On the RAMP Game Sheet app, players and team staff in attendance must be indicated through the Team Login, and one Team Staff signature will verify the accuracy of the information.

- c. All uniform numbers will coincide with the game sheet. Each player shall have an individual number and there shall be no duplication 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 unless clearly indicated otherwise.
6. In case of conflict in uniform colors, the visiting team will be required to change uniforms.

## I. ON-ICE PROCEDURES

1. Period Length
  - a. For all U14 divisions, periods will be eighteen minutes in length, stop-time.
  - b. For all U16, U19 and Open divisions (tiers A, B, C), periods will be twenty minutes in length, stop-time.
  - c. For all U16 and U19 divisions (tier AA), games will consist of four 10-minute periods, stop time.
2. There will be a three-minute warm-up at the start of the game and a one-minute break between periods.
3. Teams not on the ice within two minutes of the referee's whistle being blown to start the game will forfeit and the game could be played as exhibition at the discretion of the Officials' Supervisor.
4. Alternate goalkeepers may be warmed up between periods in the end their team will defend for the next 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.
5. 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 Committee
  - a. Players or Team Staff that are ejected may not participate in any other tournament games until their suspension has been fully served.
6. If any team accumulates more than 30 minutes in penalties in any one game during the Provincial Championship Tournament, the head coach or acting head coach from that game shall be suspended for that team's next game.
7. 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 scoreboard.
  - b. If a team defaults a game, 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 forfeiting team.
  - d. The 'Official score' will be used when conducting tiebreakers.

## J. ROUND ROBIN OVERTIME

1. In the event a Round Robin game is tied after regulation time:
  - a. A five-minute sudden victory overtime will be played.
    - i. The possession to start the overtime period will be decided by the tossing of a coin by an on-ice official. The home team will clearly call the toss of the coin while the coin is in the air. The team winning the toss will get the free pass. The other team will get the choice of ends.
    - ii. If neither team scores in the overtime period, the game will end in a tie.
    - iii. No additional timeouts are granted for overtime.

## K. CONSOLATION, SEMIFINAL & MEDAL GAMES OVERTIME & SHOOTOUT PROCEDURE:

1. If a consolation, quarter final, semi-final or final game is tied at the end of regulation time:
  - a. A maximum of two, five-minute sudden victory overtime periods will be played.
    - i. No additional timeouts are granted for overtime.
  - b. There will be a one-minute break between overtime periods.
    - i. The possession to start the first overtime period will be decided by the tossing of a coin by an on-ice official. The home team will clearly call the toss of the coin while the coin is in the air. The team winning the toss will get the free pass. The other team will get the choice of ends.
    - ii. 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 also exchange ends.
  - c. If still tied after two overtime periods, the game will be decided by a shoot-out. The procedure for the shootout is as follows:
    - i. The selection of shooters will occur at the start of the shoot-out within the two-minute time limit at the end of the overtime period.
    - ii. The coaches will be required to note these shooters on the forms provided (the Ringette Alberta representative will have them with the minor officials).
  - d. Coaches will select five shooters from all players for their team listed on the game sheet for that game. Two additional shooters will be designated, to be used only in the event of an injury to any of the first five shooters. Ejected or suspended players are not eligible to participate in the shoot-out. Players serving a penalty at the end of the second overtime period will be eligible for the shootout.
  - e. Home team will shoot first.
  - f. The five players from each team will alternate shots until each shooter has shot. Goalies will stay in the net where they ended the second overtime period.
  - g. If the teams are still tied after this shootout, then a sudden victory shootout will occur. The same five players will again alternate shots and when one team scores and the other does not, the game will be deemed over.



2. If a consolation game for 5th, 7th, 9th or 11th place is tied at the end of regulation time, the steps in K.1 shall be followed when scheduled ice time allows. Should the game ice allocation not be sufficient to host two overtime periods the game shall go directly to a shootout at the conclusion of regulation time, at the discretion of the on-ice officials.
  - a. Except where a consolation game represents a team winning a berth at the Western Canadian Championships or the Canadian Ringette Championships, in which case there must be sufficient time to allow for overtime periods.

## L. POINTS

1. Points for the games played in the round robin series will be awarded as follows:
  - a. 2 points for a win in regulation or overtime.
  - b. 0 points for a loss in regulation
  - c. Overtime
    - i. 2 points for winning team
    - ii. 1 point each for a tie at the end of overtime
    - iii. 0 point for losing team
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 M, or, if not decisive,
  - c. From Pool A. If there is only one pool, a coin flip.

## M. TIEBREAKERS

1. When two or more teams have an equal number of points after the completion of the Round Robin games, the ranking of the tied teams will be determined in the following order:
  - a. In the twelve-team & nine-team formats, Round Robin games include the crossover game.
  - b. If all tied teams have not played an equal number of games against each other, the tie breaking procedure will start at step M.5.d. This may apply for seven, nine and twelve team Provincial formats.
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 (M.5.a).
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 (M.5.a) to break the tie between those tied teams that remain tied.
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 fewest 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 fewest 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 or random draw 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 (quarter-final, 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 (quarter-finals, 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 M.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 (M.6.b) 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, U16A, U19A, Open A) 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 quarterfinals 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 7-team, 9-team, or 12-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 (M 6.c) 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, U16A, U19A, Open A, 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 and CRC.
- b. In a 7-team, or 9-team format, or 12-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 (M6.c) 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 based on the number of committed teams in each division will be outlined by Ringette Alberta. Following the WCRC/CRC Commitment to Attend Deadline and the Canadian Ringette Championship Wildcard draw, format regarding possible scenarios will be released.

## N. ON-ICE MINI-GAME PROCEDURE 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 M5, 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, the Ringette Alberta Representative, and the Officials Supervisor. 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.
  - g. If still tied after the ten-minute mini-game and ten-minute overtime, there will be a shootout as outlined in Section K.
  - 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.

## O. MINOR OFFICIALS

1. Minor officials will 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 a penalty gate.
  - b. Two minor officials from the VISITING team shall operate the time clock and open a penalty gate.
2. Minor officials must be provided for any Quarter Final, Semi Final, or Final games as follows:
  - a. Home team will provide one (or two) volunteers for the penalty gate
  - b. The Host Association will provide a shot clock, game sheet, and time clock volunteer
    - i. At minimum, the host must provide two volunteers (shot clock & game clock), if 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 on-ice officials 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 0-0 and both teams would be awarded 0 points in the standings.

## P. TROPHIES AND MEDALLIONS

1. 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 Ringette Alberta following completion of all Provincial Championships and based on availability.

## Q. PROTESTS

1. Ringette Alberta will appoint a Protest Committee for each Provincial Championship Tournament. 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 protests related to the Provincial Championship. They will not consider a protest 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 Committee within thirty-minutes of completion of round robin and semi-final games or forty-five minutes of completion of medal round game leading to the protest.
7. All protests must be accompanied by a deposit in the amount of \$500. The deposit will be refunded only if the protest is upheld.
8. The Protest Committee's decision is final. No further protests or appeals will be entertained.

## APPENDIX A: EIGHT & TWELVE TEAM PROVINCIAL FORMATS

### **Eight Teams:**

Once ranked, teams will be placed into two Pools in a serpentine pattern. When there are equal number of spots awarded to both regions, pools will look like the following:

Pool A	Pool B
North #1	South #1
South #2	North #2
South #3	North #3
North #4	South #4

\*If the number of teams allocated to each region is not equivalent, the fifth ranked teams will replace the fourth ranked teams of the opposite region. (e.g. North #4 replaced by South #5).

Pools will play a three game Round Robin within their respective pools. Following the Round Robin, teams will be ranked within their respective pools first to fourth.

1. In tournaments for divisions not eligible for the WCRC or CRC, or where sections M.7 or M.8 do not apply, the top two teams from each pool will advance to the championship bracket and the bottom two teams may advance to the consolation bracket. Therefore, if teams are tied in points for 2nd place in the pool, the mini-game format will be used. Once teams are ranked the games will proceed.
  - a. In the Championship Semi-Finals; 1st Pool A vs 2nd Pool B and 1st Pool B vs 2nd Pool A. The winner of these games will advance to the Gold Medal Final and the losers to the Bronze Medal Game.
  - b. If ice allocation allows, for the Consolation Semi-Finals; 3rd Pool A vs 4th Pool B and 3rd Pool B vs 4th Pool A, the winner of these games play in the 5th place game, and the losers in the 7th place game. If ice allocation does not allow for a consolation semi-final, then 3rd Pool A may play 3rd Pool B for 5th place, and 4th Pool A vs. 4th in Pool B may play for 7th place.
2. In tournaments for divisions eligible for WCRC or CRC where sections M.7 or M.8 are applicable, then the first ranked team in each pool will advance to the championship semi-finals, and the 2nd and 3rd place teams will advance to the quarter-finals. Therefore, if teams are tied in points for 3rd place in the pool, the mini-game format will be used. Once teams are ranked the games will proceed.
  - a. In the Championship quarter-finals: 2nd in Pool A vs. 3rd in Pool B, and 2nd in Pool B vs. 3rd in Pool A, and the winner will go on to play 1st in Pool A or 1st in Pool B in the semi-finals. The winners of the semi-finals will advance to the Gold Medal Final, and the losers to the Bronze Medal game.
  - b. If ice allocation allows, there may be a placement game of 4th in Pool A vs. 4th in Pool B.

**Twelve Teams:**

Once the Rankings have been completed for the regions, teams will be placed in serpentine order into the three pools. The First-place South team will start in Pool A and serpentine through B, C, C, B, A. The first-place North team will start in Pool C and serpentine through Pool B, A, A, B, C. Pools will look like the following:

Pool A	Pool B	Pool C
South #1	North #2	North #1
North #3	South #2	South #3
North #4	North #5	South #4
South #6	South #5	North #6

\*In cases where there are an uneven number of teams from each region, the 7th place team will fill in the position of the 6th place team from the opposite region.

1. Teams will be divided into three pools of four teams. Each pool will play a three-game round robin format. At the conclusion of the Round Robin teams will be ranked 1st to 4th in their respective pools based on the number of points, and if necessary, the tie breaking procedure.
2. Each team will have one crossover game against a team from another pool as follows:
  - a. 1st vs 4th & 2nd vs 3rd
  - b. Higher ranked in Pool A vs Pool B, B vs C and C vs A.  
i.e. 1st Pool A vs 4th Pool B, 2nd Pool B vs 3rd Pool C, etc.
3. Following the crossover games, teams will be ranked from 1 to 12 based on points in ALL games played.
  - a. Top 4 teams will advance to the semi-finals. If two or more teams are tied for the fourth position based on points, the mini-game procedure will be used. If two or more teams are tied for third or higher position based on points, Tie Breakers will be used to rank the teams highest to lowest and mini-games will occur for teams still tied in the fourth position. For example, 5 teams are tied for 2nd place, team are ranked #1 - #5. Team #1 finishes in the 2nd position, Team #2 in the 3rd, Teams #3,4&5 will play in a series of mini games to determine 4th position.
  - b. Semi-finals will be 1st vs 4th and 2nd vs 3rd, with the winners advancing to the Championship (Gold medal) Game, and the losers to the Bronze.
  - c. Remaining teams may play consolation ranking games;
    - i. 5th vs 6th, 7th vs 8th, 9th vs 10th and 11th vs 12th
    - ii. If ice does not allow, consolation games will not be played.

## APPENDIX B: ALTERNATE PROVINCIAL FORMATS

### **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 B	TEAM C
Saturday	5	TEAM C	TEAM A
Saturday	6	TEAM A	TEAM B
Sunday	7 - GOLD MEDAL	1st Place	2nd 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	3rd	4th
Sunday	8 – GOLD	1st	2nd

**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	3rd	4th
Sunday	12 – GOLD	1st	2nd

**Six teams:**

There will be two pools of three teams each. Teams will be ranked based on respective league standings.

Pool A	Pool B
North #1	South #1
South #2	North #2
South #3	North #3

4. Each pool will play a two game Round Robin. Following the games, teams are ranked first to third based on points, and then, if necessary, the tie breaking procedure.
  - a. The winner of each pool will receive a bye to the Semi Final games.
  - b. Second place will play third place in the opposite pools in the Quarter Final Games.
  - c. The winner of each Quarter Finals will play the first-place teams in the Semi-Final Games.
  - d. The winners of the Semi-Final Games will advance to the Championship (Gold Medal) Game, and the losers of the Semi-Final Games will play for the Bronze. Where ice is available the losers of the Quarter Final games will play in the consolation Final.



**Seven teams:**

An uneven, ranked, four game Round Robin is played. Each team will play four out of six opponents, ranked based on the respective league standings and using information from tournaments where applicable to compare the two regions.

\*Refer to section M.7.b and M.8.b for scenarios relating to berths at the WCRC or CRC.

TEAM	OPPONENTS	
1	3, 4, 6, 7	20
2	3, 4, 5, 6	18
3	1, 2, 5, 7	15
4	1, 2, 5, 7	15
5	2, 3, 4, 6	15
6	1, 2, 5, 7	15
7	1, 3, 4, 6	14

Following four games, teams will be ranked 1st to 7th based on points accumulated. If necessary, tie breakers & mini-games will take place. On Sunday, semi-final crossovers and medal finals will be played, if ice allows, a 5 vs 6 consolation final will also be played.

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

**Nine teams:**

Round Robin 1 (RR1) - Teams are ranked #1-9, based on respective league standings and using information from tournaments where applicable to compare the two regions. Teams are placed into three pools of three, each pool will have an equal weighting in strength of schedule (sum 15).

\*Refer to section M.7.b and M.8.b for scenarios relating to berths at the WCRC or CRC.

Pool A	Pool B	Pool C
Team 1	Team 2	Team 3
Team 5	Team 6	Team 4
Team 9	Team 7	Team 8

Round Robin 2 – Following RR1, teams are re-pooled based on points (and tie breakers, if necessary). Three new pools of 3 are formed. A1 = #1 team from Pool A, B2 = #2 team from Pool B, etc.

Pool D	Pool E	Pool F
A1	B1	C1
B2	C2	A2
C3	A3	B3

Following the four Round Robin games, teams will be ranked 1st to 9th based on all points accumulated. If necessary, tie breakers and minigames will take place. On Sunday, semi-final crossovers and medal finals will be played, if ice allows, a 5 vs 6 and 7 vs 8 consolation final will also be played.

Day	Game #	Home	Visitor
Sunday	19	1st Place (Most Points)	4th Place
Sunday	20	2nd Place	3rd Place
Sunday	21	7th	8th
Sunday	22	5th	6th
Sunday	23	Loser Game #19	Loser Game #20
Sunday	24	Winner Game #19	Winner Game #20

## APPENDIX C: MINI-GAME FORMATS

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

\*Refer to section M.7.b and M.8.b for scenarios relating to berths at the WCRC or CRC.

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

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

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

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

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

Game #	Home	Away
1	1st	4th
2	2nd	3rd
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 M. Tiebreakers.

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

Game #	Home	Away
1	4th	5th
2	2nd	3rd
3	1st	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 4.

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

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

Game #	Home	Away
1	4th	5th
2	3rd	6th
3	1st	Winner game 1
4	2nd	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 make best use of the available ice.

## Appendix D: Provincial Allocation

**For U14 thru U19 divisions**, all tiers, Ringette Alberta will calculate the number of teams from each league (Chinook League [South] and Black Gold League [North]). The intention is to have an equal % of north and south teams qualify for Provincial Championships.

Total teams will include all teams participating in that division/tier during Session 2, regardless of whether or not they commit to attend Provincials.

The allocation will consider the size as one less than the total number of spots, since the host team is already determined. For example, an 8-team provincial championship would calculate for 7 spots, and a 12-team would calculate for 11 spots.

Example 1: U16B, host in South, 12-team tournament. There are 31 teams in the province, calculating the remaining 11 spots.

North has 16 teams:  $16/31 = 0.52 * 11 \text{ spots} = 5.68 \text{ spots}$ , rounded to the nearest 1 is 6 spots

South has 15 teams\*:  $15/31 = 0.48 * 11 \text{ spots} = 5.32 \text{ spots}$ , rounded to the nearest 1 is 5 spots

\*we do not remove the host team from the total number of teams in the region because this could negatively affect the spots granted for that region. When hosting teams do not have to qualify on merit, it is not fair to remove a spot from their region due to their participation.

## Appendix E: Tiebreaker Examples

### Example 1:

TEAM	W	L	PTS	GF	GA	+/-
Calgary 2	4	0	8	26	6	20
Sherwood Park	4	0	8	23	7	16
St. Albert	3	1	6	18	15	3
Zone 2	3	1	6	17	10	7

Interpretation:

- Calgary 2 and Sherwood Park are tied for 1<sup>st</sup>. They did not play head-to-head. Tiebreaker goes to M.5.d: goals for and against in all games. Calgary is +20, Sherwood Park is +16, so Calgary places 1<sup>st</sup>, and Sherwood Park 2<sup>nd</sup>.
- St. Albert and Zone 2 played in the round robin and Zone 2 won 5-3. M.5.a applies and Zone 2 finishes 3<sup>rd</sup>, St. Albert 4<sup>th</sup>.

**Example 2:**

TEAM	W	L	PTS	GF	GA	+/-
Northwest	2	1	4	17	8	9
Strathmore	2	1	4	11	4	7
St. Albert	2	1	4	9	12	-3
Leduc	0	3	0	9	21	-12

Interpretation part 1:

- Although this is the pool standings, the tiebreaker states that only scores from games between the tied teams counts, so remove the scores from games against Leduc. You get this:

TEAM	W	L	PTS	GF	GA	+/-
Northwest	1	1	2	6	4	2
Strathmore	1	1	2	5	3	2
St. Albert	1	1	2	4	8	-4

Interpretation part 2:

- They all won 1 game against each other, so the next tiebreaker is M.5.b – goals for and against in games between tied teams. This puts St. Albert 3<sup>rd</sup> in the pool.
- The tiebreaker reverts to M.5.a, and since Northwest beat Strathmore, they finish 1<sup>st</sup>, and Strathmore is 2<sup>nd</sup>.

**Example 3:**

TEAM	W	L	PTS	GF	GA	+/-
Medicine Hat	4	0	8	23	7	16
Lacombe	4	0	8	20	12	8
Pembina	3	1	6	18	9	9
Northwest	3	1	6	17	9	8
Sherwood Park	3	1	6	15	16	-1

Interpretation:

- The top 4 teams advance to semi-final play. Medicine Hat and Lacombe did not play head-to-head, but Medicine Hat has the better +/- so finishes 1<sup>st</sup>, and Lacombe is 2<sup>nd</sup>.
- There is a 3-way tie for 3<sup>rd</sup>. With only 2 spots available, we apply the tiebreaker to determine 3<sup>rd</sup> place, and a mini-game will determine 4<sup>th</sup> place.
- All 3 teams did not previously play against each other. Of the 3 tied teams, Pembina has the best +/- so finishes 3<sup>rd</sup>.
- Northwest and Sherwood Park play a mini-game to determine 4<sup>th</sup> place. They played head-to-head and Sherwood Park won, so Sherwood Park would be the home team for the mini-game.