

# 2019 SPRA Platinum Ring Tournament Rules

## **Tournament Rules**

The Official Ringette Canada Rules shall apply with the exceptions listed below.

### **1. Protesting Grievance**

1.1. Any team wishing to file a grievance may do so in accordance with the Ringette Alberta Rules and Operating Procedures (January 2011) updated February 2011 with the following exception.

1.2. The Protest and Grievance Committee will consist of any members of the tournament committee.

a) Protests must be submitted in writing, within 1 hour of the incident occurring, to the Tournament Director with a \$250 (cash) grievance fee.

b) The Grievance Committee will meet to deal with any protests received. (If the protest is upheld the \$250 will be refunded).

c) Absolutely no grievances concerning the calls and/or judgement of the on-ice officials will be allowed. THE REFEREE'S DECISIONS SHALL BE FINAL.

### **2. Team Benches**

2.1. Only registered team staff and players may be present on the bench.

2.2. All team staff and players **must** be named on the game sheet. This includes coaches, junior coaches, trainers, and affiliates.

2.3. All teams must have Minor officials (3 Home team, 2 Away team); timekeeper, score keeper, shot clock and penalty, available for all round robin and semi-final games. Shot clock operators must be supplied by the home team for U12 division and above. Check with the Arena Director when picking up the game sheet. The Tournament Organizers will provide all score and time keepers and shot clock operators for MEDAL games only.

2.4. For the U10 division, both Home and Away teams will supply two Minor officials.

### **3. Game Length**

3.1. U10, U12, and U14 divisions will play two (2) 18 minute stop-time periods.

3.2. U14AA, U16, and U19 divisions will play two (2) 20 minute stop-time periods.

3.3. There will be a three (3) minute warmup, and a one (1) minute break between halves.

### **4. Game Time Management**

4.1. Teams must be ready to go on the ice ten (10) minutes before scheduled game time. Teams not ready within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game by a score of 7-0, and cannot be appealed. Both teams may forfeit the game. The game may be played as an exhibition game at the discretion of the arena director.

- 4.2. Each game will be preceded by a three (3) minute warm-up beginning once the Ice Cleaning Machine has left the ice and gate has been secured, and the referees are on the ice.
- 4.3. Teams must start the game in the end in which they choose for their warm-up.
- 4.4. If a round robin game is still underway and there is less than five (5) minutes remaining in the scheduled finish time, the game clock will be set down to two (2) minutes at the next stoppage in play, and the game completed using stop time.

## **5. Official Game Report and Pre-Game Responsibilities**

- 5.1. The official game sheet is to be picked up by team staff at the tournament table when they arrive at the arena.
- 5.2. The official game sheet is to be completed by each team, signed by all team staff, and returned to the tournament table *at least fifteen (15) minutes before* the scheduled game start time. *Failure to do so can result in a delay of game penalty to start the game.*
- 5.3. All goaltenders will be indicated on the official game report with a “G”.
- 5.4. Teams must declare affiliated players on the official game report with “AP”. If a team uses affiliated players, the team is restricted to 12 players, of which no more than five (5) can be affiliate players. Or a maximum of 13 players if a combination of affiliates skaters and an affiliate goaltender is used. When only using an affiliate goalie, 18 players maximum.
- 5.5. The home team will be denoted on the official game report for the purposes of the opening pass. In medal games, the higher ranked team will be the home team.
- 5.6. For each qualifying or final game, each team will submit a list of three shooters for a potential initial shoot-out to the on-ice official, during the two minute break prior to overtime play, before the shoot-out begins.
- 5.7. No U10 player will be credited more than three (3) goals in any tournament game.

## **6. Team Standings and Tie Breaking**

### 6.1. Point Structure – Round Robin

- 6.1.1. Teams receive two (2) points for each win, one (1) point for each tie, and zero (0) points for each loss.
- 6.1.2. At the completion of round robin play, teams will be ranked by point totals.

### 6.2. *Tie Breaking Formula*

When two or more teams have an equal number of points, the teams will be ranked according to the Tie Breaking Formula described in rules below, by the Tournament Director. The Tournament Director will check the results of the calculation with the staff of the eliminated team(s) before posting the results.

### *Tie Breaking Rules*

- 6.2.1. When two or more teams are tied for one of the above mentioned positions, then the following tie breaking rules shall be used to determine the team(s) that will advance to either the qualifying games or quarterfinal games, as applicable:
- 6.2.2. In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the “Official Score”.

6.2.3. The following rules in 6.2.4 below shall be followed in sequence until the tie is broken (i.e. One team is eliminated from the tie). Once one (1) Team is eliminated from the tie, the procedure reverts back to (6.2.4.i).

6.2.4.i. The winner of more game(s) between each other during the round robin will be declared the highest position.

ii. If still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.

iii. If still tied, the team having the least total goals against in games between the tied teams during the round robin will be declared the highest position.

iv. If still tied the team with the fewest penalty minutes in all round robin games will be declared the highest position.

vi. If still tied, a coin toss will be used to break the tie.

## **7. Game Structures**

7.1. U10 divisions will play 3 round robin games. There will be no finals for these divisions.

7.2. U12, U14, U16, and U19 divisions will play three (3) round robin games. After round robin, the 1<sup>st</sup> and 2<sup>nd</sup> ranked teams will proceed to the gold medal final game. The 3<sup>rd</sup> and 4<sup>th</sup> ranked teams will proceed to the bronze medal final game. There will be no semi or consolation finals.

## **8. Qualifying or Gold Medal Final Game Tie**

8.1. When a final game is tied at the end of regulation play, a two (2) minute break will be taken, followed by a five (5) minute, sudden-victory overtime period.

8.1.1. Teams will not change ends for the overtime period.

8.1.2. Ring possession for the start of the overtime period will be determined by coin toss.

8.2. If a tie still exists at the end of the overtime period, a three (3) player shoot-out will decide the game winner. Home team shall shoot first.

8.2.1. Using the submitted shoot list (see 5.6 above), shooters will alternate, beginning with the designated home team.

8.2.2. The team that scores the greatest number of goals will be declared the winner.

8.2.3. If a tie still exists after the initial three player shoot-out, a single shoot-out, alternating format will begin with the designated home team.

8.2.4. The coach will select players for each round, but cannot re-use players until all players have taken their turn in the shootout. Goalies and injured players are exempt.

8.2.5. The first team that scores in a round when the other does not will be the winner.

## **9. Sportsmanship**

9.1. No abuse of officials, tournament staff or volunteers will be tolerated. Any reports of such conducted will result in suspension of the individual for the duration of the tournament. A game misconduct or match penalty by any player or team staff will result in suspension of the individual from the tournament in addition to any accompanying suspensions dealt by Ringette Alberta.

## **10. Affiliate Players**

10.1. All affiliate players must follow the rules outlined by Ringette Alberta. Details of these rules can be found at:

<http://www.ringettealberta.com/wp-content/uploads/2013/07/5.0-Player-Affiliation-Policy-Sept-20-2014.pdf>