



2020 Provincial AA, A & B Championships Tournament Rules



Tournament Rules for the 2020 Provincial Championships

1. Game Play

- 1.1. All Games will be played under Ringette Canada Rules and all applicable Ringette BC policies.
- 1.2. Ringette BC will be responsible for the conduct of the playoffs and the declared winners.
- 1.3. Teams must wear their Ringette BC designated colour.
- 1.4. All uniforms must coincide with those on the Team Roster Form. Uniform numbers may be adjusted on the Official Game report in the event that the Officials deem a color conflict that results in a mandatory Jersey change for the team.
- 1.5. The visiting team, will change jerseys if the Officials deem a color conflict. Teams should have a set of alternative jerseys to use in the event of a colour conflict.
- 1.6. All teams are required to list their jersey colour on the Scoresheet upon sign in.
- 1.7. Except for the first game of each day; teams must be ready to start games 10 minutes before game time and be ready to begin playing 5 minutes before the posted game time.
- 1.8. A team will have two minutes to come onto the ice after the referees whistle. If the two minutes pass and the team has not come to the ice they will forfeit the game. The game will still be played as exhibition.
- 1.9. Every game is played until a winner is determined by the score. Overtime will consist of one 10 minute sudden victory period. Shoot outs will be used in the Ringette BC Provincial Championship.
- 1.10. No more than 5 team staff are allowed on the bench at any one time.
- 1.11. Injured players are permitted on the bench, as long as, they are listed on the scoresheet and wear the following equipment in the U19 division and below:
 - a) a helmet and ringette cage
 - b) Hockey gloves
 - c) Ringette Pants

d) Jersey

e) Skates

1.12. Game time:

a) U14 – two stop time 18 minute periods

b) U16 and up - two 20 minute stop time periods

1.13. 3 Minute warm-up

1.14. One minute between periods and before overtime

1.15. Every game is played until a winner is declared either at the end of regulation time or, in the event of a tie score at the end of regulation time, when one team scores in overtime.

1.16. Shot clocks will be used in all divisions.

1.17. Mercy Rule: When a team is up by 10 goals, the remainder of the game is run time. The losing team has the option to continue the game with stop time. The team leading by 10 goals is not allowed to pull its goalie in the last two minutes of the game, except for a delayed calling of a penalty.

1.18. During run time, minor penalties will be 3 minutes and major penalties will be 5 minutes.

1.19. Minor Officials:

a) During round robin play, unless otherwise indicated, minor officials will be provided by the teams.

b) Home Team will provide Shot clock and Scorekeeper

c) Visiting Team will provide timekeeper

d) Minor officials will be scheduled for all semi-final and final games

e) Penalty box – if teams wish to have a volunteer open their penalty box door that is permitted

2. Grievances

2.1. At a sanctioned event, a Ringette BC member has the opportunity to grieve any action that is not covered in the protest section.

- 2.2. The interpretation of a grievance is that it is of such a serious nature that a cash deposit, payable to the hosting body, will be required and is non-refundable if the grievance is not substantiated. Please see “Appendix: Rates and Honorariums – Grievance” for specific deposit details.
- 2.3. No grievance will be allowed against the judgment and application of the playing rules on ice.
- 2.4. All upheld grievances shall automatically go to the Grievance Committee for potential further disciplinary action.
- 2.5. The Grievance Committee will be made up of five people: Ringette BC Representative, Provincials committee member, Officials Supervisor, and two Ringette BC members at large.
- 2.6. The Ringette BC office will be copied on all minutes of a protest and grievance committee meeting. Minutes must be taken.
- 2.7. Procedures for Protests and/or Grievances
 - a) The Coach will, at the end of the game before the hand-shake is completed, inform the on-ice Officials his/her intention of protesting a violation of the event rules or initiating a grievance. The Officials will record the intended protest on the front of the score sheet.
 - b) The Coach will submit a written protest or grievance to the arena convener on duty within 30 minutes of the end of the game. The cash deposit must accompany the submission.
 - c) The arena convener shall contact a member of the Protest and Grievance Committee immediately.
 - d) The Protest and Grievance Committee shall meet within 2 hours of notification of a protest or grievance and will inform both Coaches of the teams involved within one hour of the end of their meeting as to whether the violation is substantiated or otherwise.

****NOTE:** A member of the event Protest and Grievance committee may not participate on a protest or grievance involving their Home Club Association. Should a team be found to have

used illegal players/bench staff during any game, they will default the game, and be subject to further disciplinary action.

3. Overtime rules

3.1. All games in the Provincial Championships must have a declared winner. In the event that a game is tied at the end of regulation time. Overtime will commence.

3.2. Ringette Canada rules for overtime period.

3.3. For Round Robin Games:

- a) One 10 Minute Sudden victory period is played.
- b) Coin toss will decide which team gets the ring to start the overtime and which side each team will get. Home team calls the coin toss. Winner receives the ring. Losing team chooses side.
- c) One minute break between regulation and overtime.
- d) Ends when a team scores.
- e) Teams will be given one time out for the overtime period. If a team has not used their time out from regulation game time, that time out will carry over to overtime.
- f) Any penalties still running at the end of regulation time will carry over to overtime.
 - i. For the purposes of participant ejection penalties, games that run into overtime are a continuation of the same game-the player is still ejected.
 - ii. If the overtime period concludes and no winner has been declared a shootout will begin.
 1. Winner of the coin toss also starts the shootout.
 2. The coach of each team makes a list of three shooters.
 3. Teams will alternate shooters until a winner is declared.
 4. The winner is the first team to reach a statistical win. (ie. Team A has two goals after two shots, Team B has no goals after two shots, Team B cannot now statistically win, so Team A is declared winner before all shooters are finished).
- g) If the score is still tied after the first 3 shooters from each team, the teams will alternate shooters and the winner is the first unanswered goal in a sudden victory format. (i.e. If Team A scores and Team B does not score, Team A wins).
 - i. In the event of a sudden victory shootout, the coach may select, and use as a shooter, any player from his roster (excluding goalies), including any of their original 3 shooters, in any order, until a winner is declared. Any players with time remaining in a penalty at the conclusion of the overtime are permitted to participate in the shootout.

4. Breaking ties in the standings

4.1. Breaking of Ties in Standings

NOTE: In ii), v) and 5) the maximum difference (spread) between goals for and goals against that will be counted per game is SEVEN (7) goals.

- i. The maximum goals FOR that will be counted per game is seven (7) more than the goals AGAINST.
- ii. If a team(s) has forfeited a game, that team(s) shall be given the lowest position(s) amongst the tied teams. The score of a forfeited game shall be 7-0.
- iii. The procedures will be followed in sequence until the tie is broken and the teams are ranked in sequence.
- iv. The procedures, in most cases, will declare the team(s) in individual rankings. However, in some cases teams may be tied within the rankings (i.e. in a four way tie for first in a round robin, the procedures could place a team clearly in first, two teams tied for second/third and one team in fourth). In these cases, the procedures shall revert back to 1) in order to break the tie between teams, within ranking positions.
- v. When two (2) 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:
 1. The teams will be ranked in order of the winner(s) of more games between each other during round robin play. The tied teams MUST have played each other or the procedure starts with 5) unless one of the tied teams have beaten all other tied teams in which case that team is ranked highest and the procedure reverts back in order to break the tie within the remaining ranking positions.
 2. If still tied, the teams will be ranked in order of the largest (positive) net difference between goals FOR minus goals AGAINST in the games between the tied teams.
 3. If still tied, the team(s) will be ranked in order of the most goals FOR in games between the tied teams. The maximum goals FOR that will be counted per game is seven (7) more than the goals AGAINST.
 4. If still tied, the teams will be ranked using the following formula in games between the tied teams: goals for (+plus) goals against (/ divided by) goals against.
 5. If still tied, the teams will be ranked in order of the largest (positive) net difference between goals FOR minus goals AGAINST in games against all teams.
 6. If still tied, the teams will be ranked in order of the most goals FOR in games against all teams.
 7. If still tied, the tied teams will be ranked in order of the least total goals AGAINST in games against all teams.
 8. If still tied, the teams will be ranked in order by applying the formula in 4) to all games.
 9. If still tied, the teams will be ranked in order of the fewest penalty minutes in games against all teams.

4.2. Following the completion of round robin play, should one or more team(s) be eliminated from medal round play as a result of the application of the normal tie breaking procedure (as outlined 1-9 above) to ties with any of the medal round positions, one or more “mini-

games” will be played in order to advance the required number of teams to medal rounds.

5. Mini Games

- 5.1. The purpose of the mini game is to create the fairest way to break a tie to all teams. This procedure will include all teams involved in a tie after the round robin.
- 5.2. Mini-games will not begin earlier than one (1) hour and twenty (20) minutes after the completion of the tied teams’ last round robin game. It is the responsibility of all teams involved to be in attendance at the mini-game meeting immediately following this game.
- 5.3. It is the responsibility of the teams involved to be ready to play at the scheduled time. Failure to do so will result in forfeiture of the mini-game(s) by the offending team(s). Any team forfeiting a mini-game will be eliminated from medal round play.
- 5.4. A team required to play in a mini-game will be given a minimum of ten (10) minutes rest before starting the medal round game or another mini-game.
- 5.5. Teams involved in mini-games will be seeded by the Ranking of Tied Teams Procedures, during the tie-breaking meeting immediately following the last round robin games of teams involved in the tie.
- 5.6. Playing rules for mini-games will be applied as though the game was tied at 0-0 with ten (10) minutes remaining in regulation time. The home team will be awarded the free pass to start the mini-game and the choice of ends.
 - a) Each mini-game will consist of a one (1) ten (10) minute, fully played, stop time period. If the score of a mini-game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared. Free pass award and choice of ends for each overtime period will be as outlined under the normal tie-breaking procedure.
 - b) Should the mini game end in a tie, a 5 on 5, five minute sudden victory overtime period will be played.
 - i. No time out is permitted in the sudden victory period.
 - ii. A coin toss will be done to decide who gets the ring to start play in the overtime period. The home team shall call “Heads” or “Tails” while the coin is in the air. The winner of the coin toss receives the ring to start play and the other team has choice of ends.
 - c) If teams are still tied after the sudden victory over time the game will be decided by a shootout.
 - i. Winner of the coin toss also starts the shootout.

- ii. The coach of each team makes a list of three shooters.
 - iii. Teams will alternate shooters until a winner is declared.
 - iv. The winner is the first team to reach a statistical win. (ie. Team A has two goals after two shots, Team B has no goals after two shots, Team B cannot now statistically win, so Team A is declared winner before all shooters are finished).
- d) If the score is still tied after the first 3 shooters from each team, the teams will alternate shooters and the winner is the first unanswered goal in a sudden victory format. (ie. If Team A scores and Team B does not score, Team A wins).
- i. In the event of a sudden victory shootout, the coach may select, and use as a shooter, any player from his roster (excluding goalies), including any of their original 3 shooters, in any order, until a winner is declared.

6. True Sport Fair Play Award

6.1. One vote per team, to be voted on by the players after each game. Score sheets will not be released until votes are received.

6.2. Guidelines for True Sport fair play:

a) Teams that demonstrate the True Sport Principles throughout competition:

Go for It

Rise to the challenge - always strive for excellence. Discover how good you can be.

Play Fair

Play honestly - obey both the letter and spirit of the rules. Winning is only meaningful when competition is fair.

Respect Others

Show respect for everyone involved in creating your sporting experience, both on and off the field. Win with dignity and lose with grace.

Keep it Fun

Find the joy of sport. Keep a positive attitude both on and off the field.

Stay Healthy

Place physical and mental health above all other considerations - avoid unsafe activities. Respect your body and keep in shape.

Include Everyone

Share sport with others. Ensure everyone has a place to play.

Give Back

Find ways to show your appreciation for the community that supports your sport and helps make it possible.

6.3. Fair play ballots are collected by the team personnel when they initial the Official Game record before the start of the games. Team personnel may collect their copy of the Official Game record from the Tournament office and turn in their Fair Play ballot then.

6.4. In the event team receives more than 30 minutes in penalties, their Head Coach is ejected or a player receives a Match or Misconduct penalty the team will no longer be eligible to receive the Fair Play Award.