

COCHRANE CLASSIC RINGETTE TOURNAMENT

OFFICIAL RULES *(Updated November 12, 2011)*

1. All teams, major and minor officials and fans will show good sportsmanship throughout the tournament.
2. The Official Rules of Ringette Canada will apply, except as modified below to suit this tournament.
3. All players must be registered with Ringette Alberta or Ringette Canada.
4. All players must be registered as a member or affiliate of the team with the applicable provincial or zone body unless accepted otherwise by the Cochrane Ringette Tournament Organizing Committee. Teams who play an ineligible player will have the result(s) of the affected game(s) cancelled. The affected game(s) will be awarded to the team(s) not playing an ineligible player by a 4-0 score unless determined otherwise by the Tournament Organizing Committee.
5. Player Affiliation Rules: Affiliate players must be registered on provincial registrations as per the Ringette Alberta Operating Policies and Procedures (Section C, IV)

The maximum number of players listed on a game sheet:

When using no affiliates:	18 players
When using affiliate(s) as skater(s) only:	12 players
When using affiliate skater(s) + affiliate goalie:	13 players
When only using an affiliate goalie:	18 players

Game sheets will be checked for the proper use of affiliated players. Teams are required to strike the names of players who are not participating in a game from the game sheet to ensure proper verification. When using affiliates, the name(s) of the player(s) and their jersey number(s) must be written in the appropriate space on the game sheet (at the bottom of the team roster).

6. Teams must declare goaltenders(s), captain(s) and alternate captain(s) on the game sheet by indicating G, C and AC. Teams must also declare affiliate player(s) on the game sheet by indicating AP.

** It is the responsibility of the team to ensure that Ringette Alberta affiliated player rules are followed.*
7. Teams in U7, U9, U10, U12 and U14 divisions will play three (3) games in a round robin format. The first, second, third and fourth place teams will advance to the medal games. Medals will be awarded for gold, silver, and bronze. There will be no finals for the U7 and U9 divisions. Alternatively, the fourth game will be a draw; it is a fun tournament with awards for all participants in the U7 and U9 divisions.
8. All teams must be available to start tournament play anytime after 9:00am on Friday January 27, 2012. Teams will play one round robin game Friday, two round robin games on Saturday, and one medal or draw game on Sunday.
9. Game sheets are to be completed and signed by the coaches at least fifteen (15) minutes prior to game time at the registration table. The last team to sign in will take the score sheet to the box. All score sheets must be turned into the registration desk at the end of the game. Each team may take one copy for their records (Pink - Home, Canary - Visitor).

10. We require each team to provide two or three minor officials for each game. In all games for divisions using the shot clocks (U12 and up) the HOME team must provide a trained shot clock operator, timekeeper, and penalty box worker. The AWAY team must provide a scorekeeper and penalty box worker.
11. The penalty for not playing a game is forfeiture of points (2 points will be awarded to opposing team for said game), and the posted score will be 4-0.
12. In case of conflict in uniform color the visiting team will change uniform.
13. Teams must be ready to ice their team ten (10) minutes before game time. Teams noticed within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. However, the game will be played as an exhibition game.
14. Ringette Canada rule 6.5 says "A team that leaves the ice then starts play within one minute of being directed to do so by an on-ice official shall be assessed a Delay of Game penalty. If the team fails to start play within one minute of being advised to do so, the game is forfeited. If a team leaves the ice for a second time during a game, the game is immediately forfeited.
15. **Time-Outs:** Each team is entitled to ONE (1) 30-second timeout per regulation game. Each team is entitled to ONE (1) additional 30-second timeout in overtime.
16. If only five (5) minutes remain in an assigned time slot, the clock will be reset to two (2) minutes at the first stoppage of play.
17. U7 games will not have a referee (One (1) Coach from each team should be on the ice). U9 games may have only one referee (No Coaches allowed on ice).
18. Game Format:

U7	24 min. running time (NO 3 minute buzzer, no penalties)
U9	24 min. running time (NO 3 minute buzzer, no penalties)
U10, & U12	18 min. stop time
U14, & U19	20 min. stop time

* Each game will have a two (2) minute halftime. The ice will be flooded between each game.
19. **Point Structure:** Teams receive **two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss.** At the completion of round robin play, teams will be ranked according to the total points in all games played.
20. Games scores will be displayed on the time clock, posted in the arena lobby and recorded for tie breaking procedures.
21. A maximum seven-goal differential will be applied when posting game scores.
22. **NO U9 OR U10 PLAYER IS TO BE CREDITED WITH MORE THAN 3 GOALS IN ANY ONE TOURNAMENT GAME. GOALS SCORED IN EXCESS OF THIS BY ANY PLAYER SHALL NOT BE RECORDED ON THE GAME SHEET, SHALL NOT BE POSTED ON THE SCORE CLOCK AND SHALL NOT BE COUNTED IN THE FINAL SCORE AT THE END OF THE OF THE GAME .**

23. In medal games, the higher place team shall be HOME.

24. **Breaking of Tie Scores in Tournament Games:**

If a **round robin** game is tied at the end of regulation time, each team will be awarded **one (1) point**.

If a game is tied at the end of the second half of a **medal game**, the teams will immediately play a five (5) minute stop time **SUDDEN VICTORY** period (the first team to score will be declared the winner), Ring possession to start will be determined by coin toss, with the home team captain calling the toss. **Teams do not change ends.**

If after one period of overtime the game is still tied, the game will be decided by a shootout.

- A. Coaches shall submit a prepared list of 5 shooters to the officials.
- B. Teams alternate shots on goal, visiting team first.
- C. Each team must go in order of their list.
- D. After each team has had 3 shooters shoot, the team that is ahead will be declared the winner.
- E. If still tied, the teams will alternate shooters in a sudden victory shootout (i.e. If team A scores and team B does not, team A will win), one shooter at a time following the submitted list.
- F. After all 5 pre-determined players have shot, alternate the rest of the roster until the first 5 shooters can shoot again.

The final game score will not reflect the number of goals that occurred during the shootout. The winning team will have their score from the regulation time score increased by 1. For example, if the score is 4-4 at the end of regulation time, the score after the shoot-out should be recorded as 5-4 regardless of how many goals were scored during the shoot-out.

Penalties assessed in regulation shall carryover to the overtime period.

25. **BREAKING OF TIES IN TEAM STANDINGS:**

***NOTE: regardless of game score, only a SEVEN goal differential will be credited in applying these rules.**

When two or more teams have an equal number of points after round robin games have been completed, the teams will be ranked according to the following rules. These shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie).

- A. The winner of more game(s) between each other during the round robin will be declared the highest position.
- B. 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.
- C. 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.
- D. If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
- E. If still tied, the tied teams with the least total goals against in all games during the round robin will be declared the highest position.
- 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.

- 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.
 - H. If teams are still tied, the team with the fewest total penalty minutes will be declared the highest position.
 - 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 will be ranked the highest.
 - J. If still tied, a coin toss will be used to break the tie.
26. A **match penalty** will automatically result in suspension from all subsequent tournament games. Any participant receiving a **misconduct penalty** will be required to attend a discipline hearing before returning to competition.
27. Any team taking more than thirty (30) minutes in penalties in a game will have their head or acting coach of that game suspended for the next game.
28. **Protests** will be accepted with a certified cheque or cash of \$200 and a letter outlining the reason for the protest. The cash and letter must be turned into the registration table within 90 minutes of the game's completion. A Grievance Committee will need to deal with any protests received. If the protest is upheld, the \$200 will be refunded. **No protests will be accepted based on a referee's decision. THE REFEREES' DECISIONS ARE FINAL!**