

# WEST EDMONTON MALL

## WOOD AA RINGETTE INVITATIONAL

Sanctioned by Ringette Alberta

Visit our website at: <http://www.edmontonringetteclub.com/>

### TOURNAMENT OUTLINE

1. All teams participating will be guaranteed a minimum of four (4) games.
2. All games will have 2 x 18 minute (stop time) halves for the U14 Division and 2 x 20 minute (stop time) halves for U16 & U19 Divisions.
3. There will be a 3-minute warm-up before the game commences and a 2-minute break at the half. There will be no overtime in round robin games.
4. Shot clocks will be used in all games with a 30 second time limit.

#### **Please note:**

- We will require **each team** to supply **at least two (2) people per game** to assist (one as Scorekeeper or Timekeeper and one as Penalty Box Attendant) for **all** round robin games in the tournament.
- **For Playoff games**, we will require **each team** to supply only **one** person per game to assist as the Penalty Box Attendant.

Should your team not be able to provide the required volunteers, please contact the Tournament Director (email – [woodtournament@edmontonringetteclub.com](mailto:woodtournament@edmontonringetteclub.com)) as soon as possible to make alternate arrangements.

Shot Clock Operators will be assigned by the Edmonton Ringette Club for all games in the tournament as well as Timekeepers & Scorekeepers for the Playoffs. Please remember that they are Volunteers too!

# TOURNAMENT RULES

1. The Official Rules of Ringette Canada will apply.
  2. Teams must be ready to go on the ice ten (10) minutes before game time.
  3. In the case of conflict in uniform color, the VISITING team must change their uniforms.
  4. There will be at least a two (2) minute break between halves and a flood between all games.
  5. In playoff and medal round games, the higher place team shall be HOME.
  6. Game sheets are to be picked up at the control desk of the arena. They are to be completed and signed by the coach at least fifteen (15) minutes before game time and returned to the control desk.
  7. Teams must declare goaltender(s), captains and alternate captains on the game sheet by indicating (G), (C) or (AC).
  8. Teams MUST declare affiliated players on game sheets by indicating (AP) on the game sheet. It is the responsibility of the team to ensure that Ringette Alberta affiliated player rules are followed.
- 9. Fair Play will be stressed throughout the tournament.**
10. Any TEAM accumulating MORE THAN 30 penalty minutes in any ONE GAME shall see the head coach or acting coach from that game suspended for their next tournament game. (No grievances will be accepted)
  11. A MATCH penalty will automatically result in suspension from all subsequent tournament games.
  12. Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures, with a **MAXIMUM SEVEN GOAL** difference.
  13. Any team wishing to file a protest may do so by submitting their request in writing, along with \$200, to the Tournament Committee.
    - Notification of a protest must be received within thirty (30) minutes of the incident occurring to enable sufficient time to deal with the protest.
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    - A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$200 will be refunded.)
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    - No game protests involving referee judgment will be accepted. **THE REFEREE'S DECISION SHALL BE FINAL.**

## Player Affiliation

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 an affiliate(s) the name(s) of the player(s) and their jersey number must be written on the game sheet followed by (AP).

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) plus an affiliate goalie .... 13 players

When only using an affiliate goalie ..... 18 players

## Point Structure:

Teams receive **two (2) points for a win, one (1) point for a tie, and no (0) points for a loss**. At the completion of round robin play, teams will be ranked according to the total point in all games played.

## Team Standings Tie Breaking Procedure

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

When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:

- 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 team with the least total goals against in all games during the round robin will be declared the highest position.

F. If still tied; a coin toss will be used to break the tie.

Note: Each step of the tie breaking rules shall apply to all teams involved in the tie.

If there are more than two (2) teams tied, revert back to #1 after one team's ranking has been determined.

## **Tournament Tie Breaking Procedure**

- 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 **semi-final or final 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). Possession of the ring will be determined by a coin toss.
- If no goals are scored in the first overtime period, a second five (5) minute stop-time **SUDDEN VICTORY** overtime period will be played. For the second overtime period, teams will play "four on four" (plus a goaltender). Possession of the ring will be determined by a coin toss.
- If no goals are scored, in either overtime periods, the game will be decided by a shoot out.
  - Coaches will have two (2) minutes to identify their five (5) shooters
  - HOME team will shoot first
  - Alternate shooters until all five shooters from each team have gone, or a winner is declared
  - If still tied after the first round, shooters continue to alternate in a **SUDDEN VICTORY** shoot out until a winner is declared. The same shooters may be used.

**NOTE:** Penalties assessed in regulation or overtime play shall carry-over to the next period.

**Time-Outs:** Each team is entitled to ONE 30-second timeout per regulation game.

Each team is entitled to ONE additional 30-second timeout in overtime.