



RINGETTE
BRITISH COLUMBIA

2022 Provincial Zone Championships

Tournament Rules

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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. No game shall start prior to the designated start time.
- 1.8. A team will have two minutes to come onto the ice after the official's whistle. If the two minutes pass and the team has not come to the ice, they will be assessed a Delay of Game penalty. If a team has not come on to the ice five minutes after the official's whistle, they will forfeit the game. The game will still be played as an exhibition.
- 1.9. Ties will stand in round robin play. All Semi-final, final, and mini games will have a declared winner. If teams remain tied at the end of regulation time, overtime will commence to determine a final winner.
 - a) Shoot outs will not be used.
 - b) All overtimes will be played as full periods, and the first team to score a goal is declared the winner.
- 1.10. Teams will receive 2 points for a win, 1 point for a tie and 0 points for a loss.
- 1.11. No more than 5 team staff are allowed on the bench at any one time.
- 1.12. Injured players are permitted on the bench. They must be listed on the scoresheet and wear a CSA approved helmet and ringette cage.
- 1.13. Game time:
 - a) U14 – two (2) stop time 18-minute periods
 - b) U16 & U19- two (2) 20-minute stop time periods
- 1.14. 3 Minute warm-up.
- 1.15. One minute between periods and before each overtime period.
- 1.16. Shot clocks will be used in all divisions.
- 1.17. Mercy Rule: When a team is leading by 10 goals, the losing team will be given the option to play the remainder of the game in running time, and will continue in running time regardless of the score differential. During running time, minor penalties will be 3 minutes and major penalties will be 5 minutes. If the losing team chooses to do so, they may continue the game with stop time. In the event a team chooses to play with stop time, the game shall not exceed the allotted ice time scheduled for the game. When there is

5:00 minutes remaining in the ice time, the game clock will be set to 2:00 minutes.

1.18. 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. A member of a participating team at the Provincial Zone Championships 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. The Grievance amount is \$150.00.
- 2.3. No grievance will be allowed against the judgment and application of the playing rules on the 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: one Ringette BC Representative, one Provincials Host Committee member, the Officiating 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 dismissed.

****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 semi-final, final, and mini games in the Provincial Zone Championships must have a declared winner. In the event that a game is tied at the end of regulation time, overtime will commence. Ties will stand in round robin play.
- 3.2. Ringette Canada rules will apply for overtime periods:
 - a) A coin toss will decide which team is awarded possession of the ring, and which end each team will defend to begin the first overtime period
 - b) The home team will call the coin toss. The winner of the coin toss be awarded possession of the ring, and the other team will indicate which end they choose to defend
 - c) If subsequent overtime periods are required, possession of the ring at the start of the period will rotate between the teams, as well as each team's defensive end
 - d) There will be a minute break between regulation periods, and commencement of each overtime period.
 - e) The game will end when a goal is scored
 - f) Each team is entitled to one 30-second timeout per game, and one additional 30-second timeout every full-length overtime period. No more than one time out per team shall be permitted during the same stoppage in play.
 - g) Any penalties still running at the end of regulation time will carry over to overtime.
 - h) For the purposes of participant ejection penalties, games that run into overtime are a continuation of the same game-the player is still ejected.
 - i) If the overtime period concludes and no winner has been declared, a second full period over time is started

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.

- a) The maximum goals FOR that will be counted per game is seven (7) more than the goals AGAINST.
- b) 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.
- c) The procedures will be followed in sequence until the tie is broken and the teams are ranked in sequence.
- d) 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 in order to break the tie between teams, within ranking positions.
- e) 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:

- i. 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.
- ii. 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.
- iii. 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.
- iv. 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.
- v. 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.
- vi. If still tied, the teams will be ranked in order of the most goals FOR in games against all teams.
- vii. If still tied, the tied teams will be ranked in order of the least total goals AGAINST in games against all teams.
- viii. If still tied, the teams will be ranked in order by applying the formula in 4) to all games.
- ix. 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.

6. 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 Any team forfeiting a mini-game will be eliminated.
- 5.6 Teams required to play more than one mini-game will be given a minimum of TEN (10) minutes of rest between games.
- 5.7 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.
- 5.8 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.
- 5.9 Each team is entitled to one (1) thirty (30) second time out per mini game and one (1) additional time out per overtime period. viii. At the conclusion of the mini-game(s), the final positions of teams advancing and teams not advancing to the Championship round play will be determined using the normal tie breaking procedure.
- 5.10 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.
 - a) Should the mini game end in a tie, a 5 on 5, ten (10) minute sudden victory overtime period will be played.
 - b) No time out is permitted in the sudden victory period.
 - c) 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 will be given the choice of which end to defend.
 - d) If teams are still tied after the sudden victory over time the game will be decided by a shootout.
- 5.11 Winner of the coin toss also starts the shootout.
 - e) The coach of each team makes a list of three shooters.
 - f) Teams will alternate shooters until a winner is declared.
 - g) The winner is the first team to reach a statistical win. (i.e. 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).
 - h) 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.

5.12 Exemption:

In the event we have to use 2D, 2E, 3E, 4E, 5E from the Mini Game Chart the following changes will apply due to the amount of available ice.

- a) A team required to play more than one mini-game will be given SEVEN minutes

rest between games.

- b) Teams will play one (10) minute, fully played, stop time period. If the score of a mini-game is tied at the end of regulation time, there will be one (8) min sudden victory overtime period and then if a winner is not declared a shootout will follow. The shootout will follow regular tournament rules. Free pass award and choice of ends for overtime period will be as outlined under the normal tie breaking procedure.

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 a 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.