



January 14-16, 2022
Calgary, Alberta

Information Package & Tournament Rules

Please ensure that you print and
keep this information for your future reference.

Following Ringette Alberta's Return to Ringette
Policy, we are not accepting U12 and younger teams
from out of province in this year's tournament.

TOURNAMENT OUTLINE

1. Guaranteed Games:
 - AS, U10 guaranteed 4 games
 - All U12, U14, U16, U19 guaranteed 3 games
 - AA divisions of six or less will play a full round robin (i.e. five games in a six team division, four games in a five team division etc.)
2. Game Play:
 - AS, U10S1, U10S2 will have 24 minute run time halves
 - All U10S3, U12, U14 will have 18 minute stop time halves
 - U16AB, U19AB will have 20 minutes stop time halves
 - U16AA, U19AA will have four 10 minute quarters.
 - Shot clocks will be used for tournament games in all divisions except AS and U10.
3. All teams and players must be registered with their provincial association.
4. There is no mandatory stay and play policy. We ask all teams needing accommodation to please [patronize our host hotels](#) as they sponsor the tournament. See the website for host hotel information.
5. Teams must be available to play their first tournament game at the following times (guideline only-subject to change):
 - AS, U10, U12 **7:00 AM Friday, Jan. 14**
 - U14, U16..... **7:00 AM Friday, Jan. 14**
 - U19 **2:00 PM Friday, Jan. 14**
6. If a referee wishes to travel with your team, please include his/her name, address, phone number, email address and team affiliations with your application.

AS (Active Start) and U10:

- "Friendship Series" with no semi or final games, where all participants will receive a medal.
- AS and U10 will follow [Ringette Calgary league policy](#).
- No Keely Blockers for all U10 levels.
- When possible, small nets will be used for AS and U10 games, but due to limited locations may not always be available.

Application Process:

- Complete the application form on the website, essogoldenring.ca to add your team to the list of applicants.
- Once team selection is made an email will be sent to you advising you whether you have been accepted. If your application is successful you will be required to complete your Registration by paying the balance of your entry fee and submitting your team roster.
- Teams have until October 31st to withdraw their application.
- Should your team wish to withdraw your application please email us at egrtreg@gmail.com to be removed from the applicants list.

Payment:

- Payment by credit card only.
- When teams apply they are required to pay a \$250 deposit.
- If a team withdraws by October 31st the \$250 will be refunded less a \$25 administration fee.
- If a team is NOT accepted the full deposit amount will be refunded.
- If a team IS accepted the \$250 goes toward their entry fee
- If a team withdraws after October 31st the deposit and entry fee are non-refundable.

For ALL Calgary Teams:

As this is a Ringette Calgary tournament, volunteers are required from every Calgary team. Please be prepared to provide your volunteer names once you receive your notice of acceptance.

Critical Dates:

- The closing date for ALL applications is October 31st.
- Teams will be selected & notified of acceptance by November 14th.

IMPORTANT POINTS TO NOTE:

- Every effort will be made to provide teams with the best possible draw configurations. **Absolutely no changes will be made to the game schedule once it is complete.**
- The Game schedule will be posted on our website as soon it is complete, no later than the first week of January PLEASE be patient and allow our volunteers to enjoy the holiday season. **DO NOT expect a schedule to be complete before January 1st.**
- **COACHES PACKAGES:**
Coaches packages are available for pick up Thursday evening before tournament start. Teams not picking up packages Thursday evening must make arrangements with the control room for pick up. Control room staff will be busy once the tournament starts so your patience is required. Coaches packages will no longer be available for pick up after the end of the last game on Friday.
- **MINOR OFFICIALS:**
 - AS, U10S1, U10S2 **HOME** teams are required to supply a timekeeper for all games.
 - **ALL** U10S3 teams are required to supply **2 minor officials** for all games (timekeeper/scorekeeper/penalty box workers).
 - U12, U14, U16, U19 **AWAY** teams are required to supply **2 minor officials** (scorekeeper/penalty box worker) for **ALL GAMES, except the gold medal final**. Penalty box workers are still required for the gold medal final.
 - U12, U14, U16, U19 **HOME** teams are required to supply **3 minor officials** (shot clock operator/timekeeper/penalty box worker) for **ALL GAMES, except the gold medal final**. Penalty box workers are still required for the gold medal final.
 - Timekeepers, scorekeepers and shot clock operators will be provided for all gold medal finals.
 - Shot clocks will be available at all arenas.

A fine of \$100.00 CASH may be levied against teams who fail to provide minor officials.

COVID-19

For the safety and protection of our community, The City of Calgary requires people to wear a face covering or mask in indoor public spaces. Further information regarding mandatory face covering is provided at the City of Calgary [website](#).
The City of Calgary [Vaccine Passport Bylaw 65M2021](#) requires many businesses and organizations to require proof of vaccination, recent negative COVID-19 test, or valid medical exemption letter to gain entry. Please be kind to all staff and business owners as they help ensure our safety. Further direction regarding the vaccine passport bylaw is provided at the City of Calgary [website](#).
Requirements for entry to indoor public spaces may change before the commencement of the tournament.



TOURNAMENT RULES

General Rules

1. The Official Rules of Ringette Canada will apply.
2. Teams must be ready to go on the ice 10 minutes before game time. Teams not iced within 2 minutes of the referee's whistle being blown to start the game will forfeit the game. The game will be played as an exhibition.
3. Game Reports are to be picked up at the check-in table of the arena. They are to be completed and signed by the coach at least 15 minutes before game time and returned to the table. Coaches must declare goaltenders (G), captains (C), alternate captains (A).
Coaches **MUST** also declare affiliate players (AP) / affiliate goalies (AG) on the game report if any are being used for that game. It is the responsibility of the team to ensure that both Ringette Alberta and the Tournament affiliated player rules are followed.
4. In the case of conflict in uniform color, the VISITING team must change their uniforms.
5. There will be at least a 2 minute break between halves or quarters, whichever the case may be.
6. In Quarter, Semi and Final games, the home team is determined by the published schedule.
7. Length of Halves or Quarters:

AS, U10S1, U10S2	24 minute halves run time with 90 sec buzzer
U10S3	18 minute halves stop time (no shot clocks)
U12, U14	18 minute halves stop time
U16AB, U19AB	20 minute halves stop time
U16AA, U19AA	10 minute quarters stop time

The game clock will be dropped to 2 minutes when there is 5 minutes of ice time remaining

8. Good sportsmanship will be stressed throughout the tournament.
 - The head coach or acting head coach for any TEAM accumulating MORE THAN 30 Penalty Minutes in any ONE GAME, shall be suspended from that game and for their next tournament game.
 - (No grievances will be accepted)
 - A MATCH penalty will automatically result in suspension from all subsequent tournament games plus possible additional games after Provincial Association review.
 - A MISCONDUCT penalty will result in a one tournament game suspension for players. A MISCONDUCT penalty will result in suspension from all subsequent tournament games for coaches plus possible additional games after Provincial Association review.

9. Game scores for U12 to U19 will be displayed, posted, and recorded for tie-breaking procedures, with a MAXIMUM SEVEN GOAL difference.
10. Any team wishing to file a protest may do so by submitting their request in writing, along with \$250, to the Control Centre at the North East Sportsplex. Notification of a protest must be received within one hour of the completion of game or incident. A grievance committee comprised of five members of the EGRT committee, Ringette Calgary Board member and a referee representative will meet to deal with any protests received. (If the protest is upheld the \$250 will be refunded). No game protests involving referee judgment will be accepted.
THE REFEREE'S DECISION SHALL BE FINAL.

Player Affiliation Rules

For ALL Teams:

Game Reports are checked at the Control Centre for proper use of affiliated players. Teams are required to strike the names of players who are not participating in a game from the game report to ensure proper verification. When using an affiliate, the name(s) of the player(s) and their jersey number must be clearly identified on the game report by writing "AP" or "AG" by their name.

The **Maximum** number of players listed on a game report:

NOTE: "**players**" includes goaltenders, skaters and affiliates.

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

No more than 5 affiliate players in any one game

For ALBERTA Teams:

Affiliate players must be registered on your Provincial Roster as per the Ringette Alberta Operating Policies and Procedures.

For OUT-OF-PROVINCE Teams:

- A. A team may have affiliated with it, a player (s) in a lower level of the same age group and or player(s) of the same level in a lower age group from within the same community or boundary. (For example, a U16A team may have affiliated with it, U16B players or U14A players. However, a U16B team may NOT have a U14A player affiliated with it)
- B. The team using the affiliated player must have written permission from the coach of that player's regular team (without this permission the affiliated player will be deemed ineligible). We must also have a copy of the affiliate players' regular team provincial registration.

Esso Golden Ring RULES for TIE BREAKING

Round Robin Team Standing Rules

POINT STRUCTURE - Teams receive **2 points for a win, 1 point for a tie, and 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.

Breaking of Ties in Team Standings

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. In cases where the tied teams have played an equal number of games against each other, the **winner of more game(s) between each other during the round robin** will be declared the highest position.
 - i. if still tied, teams shall be ranked according to the difference between goals for and against **in games between the tied teams in round robin play.** The team with the **highest positive difference** shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
 - ii. if still tied, teams shall then be ranked according to the **least goals against** in games **between the tied teams** in round robin play. The team with the **least goals against** shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
- B. If still tied, teams shall be ranked according to the difference between **goals for and against in all games played in the round robin.** The team with the **highest positive difference** shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
- C. If still tied, teams shall be ranked according to the **least goals against in all games played in the round robin.** The team with the **least goals against** shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
- D. 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. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
- E. 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. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
- F. If still tied, teams shall be ranked according to the **least total penalty minutes** for all games played in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, the team with the third least penalty minutes shall be next, etc.
- G. 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 shall be ranked highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked next, etc.
- H. If still tied, teams shall be ranked by a coin toss.

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

ie. According to rule B, the White team has a difference of 5 goals, the Red team has a difference of 3 goals and the Blue team has a difference of 2 goals. White team shall be ranked highest, Red team next and Blue team shall be third among these tied teams.

If three (3) or more teams are involved in the tie, the tie breaking procedure shall only revert to A if teams are still tied after the application of subsequent rules. *ie. According to rule B, the White team has a difference of 5 goals, the Red team and the Blue team are still tied at 3 goals difference. White team shall be ranked highest, revert to rule A to break the tie between the Red & Blue teams.*

"WILD CARD" teams are determined by using the round robin standings (and tie breaker rules if required) to find the highest place team who did not qualify as 1st or 2nd in their pool.

Breaking of Tie Scores in Games

- If a **ROUND ROBIN** game is tied at the end of regulation time, each team will be awarded **1 point.**

If a **QUARTER, SEMI or FINAL** game is tied at the end of the second half:

The referee will determine how much time is left on the permit and determine what step of overtime will take place. Extra time on the ice permit will not be permitted regardless of any discussions with arena staff as it impacts all subsequent games.

If the referee determines that time permits teams will play a **"four on four"** (plus a goaltender) **5 minute stop time SUDDEN VICTORY** overtime period:

- Penalties assessed in regulation time shall carry-over to the overtime period, if a team has one player serving a penalty, regular Ringette rules will apply and only 2 players will be allowed in the defensive zone. Possession of the ring will be determined by a coin toss.
- If the referee determines that **time does not permit for an overtime period OR, if no goals were scored in the overtime period,** the winner of the game will be decided by a **Shoot-Out:**
- If an overtime period did not take place, a coin toss will determine the order of the shootout. The winner of the coin toss has the choice to shoot first or second. If there was OT, the team that lost the coin toss for OT will have choice to shoot first or second in the shoot-out.
 - Coaches will have 2 minutes to produce their list of shooters (including all skaters on the bench)
 - Penalties do not carry over into the shoot-out.

Shoot-Out Procedure:

3 players for each team alternate shots. The winner is declared to be the team with the most goals for 3 players. The shootout will end if it becomes impossible for one team to score sufficient goals to tie the other team.

If it is still tied after 3 shooters from each team have shot, teams will continue one shooter at a time until a winner is determined. No shooter may shoot again until all players have shot. A winner is declared when one team scores and the other does not in sudden victory format.

- * **If at any time during the shootout the referee determines there is no more time left on the permit and no winner has been determined, a coin toss will determine the winner.**

Time-Outs:

Each team is entitled to:

- ONE 30-second timeout per regulation game
- ONE additional 30-second timeout in overtime.