



11759 Groat Road Edmonton AB T5M 3K6

[www.ringettealberta.com](http://www.ringettealberta.com)

Phone: (780) 415-1750 | Fax: (780) 415-1749

## EVENT SANCTIONING

### A. Guidelines

1. Sanctioning is required for each event on an annual basis.
2. Online applications and payment must be submitted into the Ringette Alberta office at least thirty (30) days prior to the event. Application form can be found at the bottom of the Ringette Alberta Tournaments page.
3. Applications for sanctioning will be accepted from members of Ringette Alberta only.
4. Sanctioned events will be listed on the Ringette Alberta website.

### B. Types of sanctioned events:

1. Tournaments
2. Special Events (includes schools, summer camps and "modified rules" events [e.g. 3 on 3])

### C. Special Events

Sanctioning will be provided for all special events hosted by a member of Ringette Alberta in good standing, following submission and approval of sanctioning application form.

### D. Tournaments

Sanctioning of tournaments is at the discretion of the Ringette Alberta. In order to be sanctioned the host association must abide by the regulations listed below:

*See: Criteria for a Sanctioned Tournament & Required Tournament Rules listed below.*

### E. Benefits of Sanctioning

1. Listing of the event on the Ringette Alberta website
2. All participants, coaches, instructors and officials participating in a sanctioned event are insured under Ringette Alberta.
3. Association covered by Ringette Alberta Liability Insurance.



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## CRITERIA FOR A SANCTIONED TOURNAMENT

1. Facilities must be secured which include Ringette lines on the ice surface (or permission to add them as required)
2. The required Tournament Rules (attached) must be adhered to.
3. All games must be scheduled with a flood in between (in the interest of safety)
4. Only certified Ringette officials may be used.
5. All participants must be registered with their provincial association.
6. Following the Coach Certification Deadline of December 15<sup>th</sup>, ensure all team staff are eligible, report any infractions to the Ringette Alberta office.
7. A schedule must be provided to participants a minimum of one week prior to the start date of the tournament (it is recommended that the schedule is supplied at least two weeks prior)
8. Application Packages for the tournament must include:
  - a. Payment of the \$50 Sanctioning Fee (Waived for Charity Events)
  - b. Entry fees, draw formats and minimum number of guaranteed games
  - c. Tournament Rules and tie breaking rules
  - d. Requirements with respect to "earliest game time" team must be available for
  - e. Team Registration Information
9. Acceptance Packages for the tournament may be provided to assist traveling teams, including:
  - a. Map and location of arenas
  - b. Host hotel information
10. Post-Tournament Summary must include:
  - a. Program, with scores completed
  - b. List of Noteworthy incidents
  - c. List of Officials and their assignments for the tournament

**NOTE: Game sheets for all games in which a Match or Misconduct Penalty are issued, or where penalty minutes exceed 30 Minutes for one team, must be emailed to the Ringette Alberta office by noon on the first business day following the tournament.**

If a tournament needs to fill vacancies: it is permitted to use teams of the same age division, one caliber lower and/or with teams of one age division lower, one caliber higher (to complete the pool[s]).

E.g. U14 AA may fill in the U16 A division, or vice versa.  
U12 B may fill in the U12 A division

*All participating teams must be informed and given the option to withdraw with full refund, if this option is exercised.*



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## **REQUIRED TOURNAMENT RULES FOR A SANCTIONED TOURNAMENT**

1. The Official Rules of Ringette Canada will apply.
2. In the case of conflict in uniform color, the VISITING team must change their uniforms.
3. In medal games, the higher place team shall be HOME.
4. Teams must declare goaltender(s), captains and alternate captains on the gamesheet by indicating (G), (C), (AC).
5. Teams MUST declare affiliated players on game sheets by indicating (AP) on the game sheets for which those players are used. *It is the responsibility of the team to ensure that Ringette Alberta affiliated player rules are followed.*
6. Good sportsmanship and fair play will be stressed throughout the tournament.
7. 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)*
8. A MATCH penalty will automatically result in suspension from all subsequent tournament games.
9. Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures, with a MAXIMUM SEVEN GOAL difference.

## **AFFILIATION RULES FOR A SANCTIONED TOURNAMENT**

Teams using affiliates are required to strike the names of players who are not participating in a game from the gamesheet to ensure proper verification. When using an affiliate the name(s) of the player(s) and their jersey number must be written in the appropriate space on the gamesheet, marked with (AP) for Affiliate Player and (AG) for Affiliate Goalie.

From the Ringette Alberta 5.0 – Player Affiliation Policy.

5.4.3 Players “dressed” and listed on the game sheet shall be:

- A minimum of seven (7) players
- A maximum of five (5) affiliate players
- A maximum of twelve (12) players if the only affiliate player(s) participating in the game are skater(s)
- A maximum of thirteen (13) players if a combination of affiliate skater(s) and an affiliate goaltender is participating in the game
- A maximum of eighteen (18) if the only affiliate player “dressed” is a goaltender

*“Players” include goaltenders and skaters*



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## **SUGGESTED RULES FOR A RINGETTE ALBERTA SANCTIONED TOURNAMENT**

1. Teams must be ready to go on the ice ten (10) minutes before game time. Teams not iced 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.
2. There will be at least a two (2) minute break between halves and a flood will be scheduled between all games.
3. Score 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.
4. 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 one hour of the incident occurring to enable sufficient time to deal with the protest.
5. A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$200 will be refunded). No game protests involving referee judgement will be accepted. THE REFEREE'S DECISION SHALL BE FINAL.

### **Round Robin Team Standing Rules**

**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 points in all games played.

### **Breaking of Ties in Team Standings**

*Note: Regardless of game score, only a **SEVEN goal difference** will be applied*

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, 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.
- C. If still tied, teams shall 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.
- D. 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.
- E. 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.



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- 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. 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.
- 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. 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.
- H. 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.
- 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 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.
- J. 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.

### **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 (1) one point.
- If a game is tied at the end of the second half of a QUARTER-FINAL, 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 decided by a coin toss.
  - If no goals are scored in the first overtime period, a second overtime period five (5) minute stop-time SUDDEN VICTORY period will be played. For the second overtime period teams will play "four on four" (plus a goaltender). Possession of the ring will be decided by a coin toss.
- If no goals are scored in either overtime period, the team who scored the first goal of the second regulation period shall be declared the winner.
  - If no goals were scored in the second regulation period, the team who scored the last goal of the first regulation period shall be declared the winner.
  - If no goals were scored in the game, rules for the breaking of ties in team standings shall be used to declare the winner.

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.