

Updated: March 21, 2022



# **Ringette BC U12 Year End Event Tournament Rules**

# Ringette BC U12 Year End Event Tournament Rules

## 1. Event Start

- 1.1. The Event begins when the Coaches meeting is called to order. The tournament ends after the last game has concluded.

## 2. Length of Periods in the games

- 2.1. Teams will play two stop time periods of 18 minutes each.
- 2.2. Round Robin games may result in a tie score.

## 3. Game Play

- 3.1. All Games will be played under Ringette Canada rules and Ringette BC rules and policies.
- 3.2. Games will start no earlier than 7:00 AM and no later than 8:00 PM.
- 3.3. Teams are expected to be ready 15 minutes prior to the scheduled game time. Games may start 10 minutes early from the scheduled start time.
- 3.4. No team will play more than three (3) games in one day.
- 3.5. On-ice pre-game warm-up shall be three (3) minutes long, starting from the start time of the game as determined by the schedule or the Officials assigned to the game.
- 3.6. Shot clocks will be used in all games.
- 3.7. Unless otherwise instructed, teams should not be on the ice surface more than 5 minutes prior to their scheduled start time. The warm up clock will not begin until the officials step on to the ice.
- 3.8. There will be a one (1) minute break between periods. Time between each game on the schedule shall be a minimum of 15 minutes. Time between each game (end of one game to the start of the next) for any given team will be a minimum of 120 minutes.
- 3.9. Should any player(s) be unable to continue in the Event due to injury, the remaining team members will be allowed to complete the event, not having to default games because of a lack of players, unless otherwise required to by Ringette Canada's rules.
- 3.10. To start a game, teams must have no less than 7 and no more than 18 players on the bench. Teams must have 5 players available to play during the game or they will forfeit the game.
- 3.11. Bench staff must sign (beside their printed name) the Official Game Report for each game at least 30 minutes prior to the start of each game. Compliance is monitored by the Rink Marshall.
- 3.12. The Team Roster must document these specialized positions with this designation:
  - a) Goalies designated with a "G" and jersey number
  - b) Injured players that are still rostered are to have "inj" noted beside their name.
  - c) Amendments to the Team Registration Form must be sent in writing to the Host Committee by the Ringette BC Office.
- 3.13. Teams will have one time out in regulation play.
- 3.14. Teams will receive 2 points for a win, 1 point for a tie and 0 points for a loss.
- 3.15. 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. The team leading by 10 goals is not allowed to pull its goalie in the last two minutes of the game, except for a delayed calling of a penalty.

3.16. A player is only allowed to score three (3) goals in any given game. When a player has scored three (3) goals, the official shall notify both teams of the player who is ineligible to score further goals. If a player scores in excess of three (3) goals in any given game, the official will follow the same on ice goal scoring process (i.e., signaling of goal and ring placement), however, the goal will not be reported on the official game sheet

#### 3.17. 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 Score Keeper
- c) Visiting Team will provide Time Keeper
- 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

## 4. Team Bench Staff

Team Bench Staff Consists of Coaches, Managers and Trainers who are in good standing with Ringette BC, their Home Association, and their League and who have achieved specific minimum credentials as set out in Ringette BC policy.

4.1 Each team must have a Head Coach who is accredited in accordance with Ringette BC Policies for the U12 division.

4.2 Only rostered coaching staff are permitted on the bench.

4.3 Each team must have a minimum of one female coach over the age of 18 who may be the Head Coach or the Assistant Coach, with the appropriate credentials for their respective position and division.

4.4 Minimum Certification level required for U12: Community Sport Initiative Trained. This applies to all Team Bench Staff at U12.

4.5 Additional Certification required for all Coaches:

- a) Must have completed *Making Ethical Decisions Module*
  - *Optional: Making Ethical Decisions Online Evaluation.*
- b) Must have completed Respect in Sport for Activity Leaders or equivalent course.
- c) The Head Coach must have completed *Making Headway in Sport* or equivalent Concussion Awareness course.

4.6 Coach in Training:

- d) Each team may have a Coach in Training/Junior Coach on the team roster in addition to the five (5) Team Bench Staff who are permitted on the bench during games.
- e) Coach in Training/Junior coach must have proof of coaching credentials and must be noted on the scoresheet.

4.7 No more than five (5) Team Bench Staff are permitted on the bench during a game in addition to the

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4.8 Coach in Training. A maximum of one Manager and one Trainer are permitted on the bench. Trainer qualifications are listed in Ringette BC policy.

## **5 Uniforms**

5.1 Teams must wear their Ringette BC designated colour.

5.2 Should game Officials determine that jersey colors worn by the two teams are too similar to allow for expedient conduct of the game, the Officials will advise teams on a required a jersey change.

5.3 In the event of a colour conflict the visiting teams must change jerseys.

5.4 All uniforms must coincide with those on the Team Roster Form. Uniform numbers may be adjusted on the Official Game report.

## **6 Minor Officials**

6.1 Teams are required to provide minor officials for all round robin and cross over games.

a) Home team will provide a timekeeper and shot clock operator.

b) Visiting team will provide a score keeper.

6.2 Teams may choose to have a volunteer in their designated penalty box to assist with opening and closing the penalty box gates for all games their team is competing in.

6.3 For all semifinal and final games, all minor officials will be scheduled and provided by the host.

## **7 Grievances:**

7.1 At a sanctioned event, a Ringette BC designated member has the opportunity to grieve any action that is not covered in the protest section.

7.2 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.

7.3 Fee to file a grievance is \$150.00.

7.4 No grievance will be allowed against the judgment and application of the playing rules on ice.

7.5 All upheld grievances shall automatically go to the Ringette BC Standing Discipline Committee for potential further disciplinary action.

7.6 The Ringette BC office will be copied on all minutes of a protest and grievance committee meeting. Minutes must be taken.

## **8 Procedures for Protests and/or Grievances**

8.1 The coach will inform the on-ice officials at the end of the game 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.

8.2 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.

8.3 The arena convener shall contact a member of the protest and grievance committee immediately.

8.4 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.

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8.5 A member of the tournament protest and grievance committee may not participate in a protest or grievance involving their Home 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.

## 9 Suspended Players or Team Staff

9.1 Any Team Staff member participating in U12 Year End Event who is under suspension by their League, Ringette BC or Ringette Canada, or is suspended during the Event shall not be permitted to:

- Direct any member of the team during any game;
- Carry out official duties on behalf of the team;
- Be in the dressing room or bench area before, during or after any game;
- Or be situated anywhere in the arena in a position to direct any member of the team for the duration of the suspension.

9.2 Any player in the U12 Year End Event who is under suspension by their Association, League, Ringette BC, Ringette Canada or during the Event shall not be permitted in the field of play for the games during the suspensions (bench or ice surface). Player will be noted on the game sheet with the suspension game number.

- a) Any team staff member or player who violates the terms of their suspension as outlined will be subject to further sanctions<sup>1</sup>.
- b) Should the suspended individual be participating in more than one (1) role in the U12 Year End Event (e.g., as a player and a team staff member), the suspension applies to all roles held by the individual during the Event until the completion of the suspension. Only games played or Coaches in the role where the suspension was received will count toward the suspension.
- c) Refer to Ringette BC policy for more information regarding administration of suspensions.

## 10 True Sport Fair Play Award

10.1 One vote per team, to be voted on by the players after each game. Score sheets will not be released until votes are received.

10.2 Guidelines for Fair Play: Teams and coaches that demonstrate True Sport Principles throughout the event.

**Go For It!** – Rise to the challenge – always strive for excellence. Discover how good you are.

**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 ice. Win with dignity and lose with grace.

**Keep it Fun.** Find the joy of sport. Keep a positive attitude both on and off the ice.

**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 everybody 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.

10.3 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.

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10.4 In the event team receives more than 30 minutes in penalties, their 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.

## 11 Overtime Rules

Conciliation games will end in a tie. Semi-final and final games in the championship pools must have a declared winner. In the event that a game is tied at the end of regulation time, overtime will commence.

11.1 Ringette Canada rules for overtime period(s).

- a) Full overtime sudden victory period is played.
- b) Coin toss will decide which team gets the ring to start the overtime and which side each team will get. Home team calls the coin toss. Winner receives the ring. Losing team chooses side.
- c) One minute break between regulation and overtime.
- d) Ends when a team scores.
- e) Teams will be given an additional timeout in overtime. If a team has not used their time out from regulation game time that time out will carry over to overtime.
- f) Any penalties still running at the end of regulation time will carry over to overtime. For the purposes of participant ejection penalties, games that run into overtime are a continuation of the same game-the player is still ejected.
- g) If the overtime period concludes and no winner has been declared, a best of three (3) player shootout will commence. If still tied after three (3) players have shot, each team will alternate shooting in a sudden victory format, until a tie in goals no longer exists. Each team must use their entire skater roster during a shootout. Home team decides who will shoot first.

## 12 Breaking ties in the standings:

Tie games will stand in round robin play.

NOTE: In ii), iv) and v) the maximum difference (spread) between goals for and goals against that will be counted per game is SEVEN (7) goals.

- i. The maximum goals FOR that will be counted per game is seven (7) more than the goals AGAINST.
- ii. 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.
- iii. The procedures will be followed in sequence until the tie is broken and the teams are ranked in sequence.
- iv. 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 1) in order to break the tie between teams, within ranking positions.
- v. 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:
  1. 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.

2. 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.
  3. 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.
  4. 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.
  5. 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.
  6. If still tied, the teams will be ranked in order of the most goals FOR in games against all teams.
  7. If still tied, the tied teams will be ranked in order of the least total goals AGAINST in games against all teams.
  8. If still tied, the teams will be ranked in order by applying the formula in 4) to all games.
  9. If still tied, the teams will be ranked in order of the fewest penalty minutes in games against all teams.
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