Technical Package

Updated: January 7, 2025

PACIFIC CHALLENGE CUP TECHNICAL PACKAGE

The purpose of the Ringette BC Technical Package is to govern play at the Pacific Challenge Cup Tournament.

The Pacific Challenge Cup Tournament is a True Sport event and all teams, coaches, spectators, volunteers, and any other personnel are expected to demonstrate the True Sport Principles throughout the event and adhere to the Ringette BC Codes of Conduct.

The Pacific Challenge Cup Tournament runs in accordance with rules and regulations as set out by Ringette Canada and all applicable Ringette BC Policies, unless otherwise noted in this document. The package summarizes sections of Ringette BC Policy and, while every effort has been made to ensure that the information in this package is up to date in all aspects, the current version of the Ringette BC Policy Manual takes precedent over what is in this package.

1. DIVISIONS AND LEVELS OF PLAY

1.1. All registered players, coaches, and volunteers who are in Good Standing with their Club Association and League, and have registered prior to the roster deadline, are eligible to participate in the Pacific Challenge Cup Tournament

1.2. Number of teams required to host a division:

a. This tournament requires a minimum of three (3) teams in a single division to submit commitments to attend to host that division.

b. Where a division is comprised of more than five (5) teams, Ringette BC will conduct a random draw for seeding.

2. LENGTH OF PERIODS IN THE GAMES

2.1. All U12 division games shall be two 18-minute stop-time periods.

2.2. Ties will stand in round robin play.

2.3. All semi-final games and final games must have a declared winner. See Section 4 – Overtime.

3. GAME PLAY

3.1. Games will start no earlier than 7:00 AM and no later than 9:00 PM.

3.2. No team will play more than three full length games in one day.

3.3. 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 will forfeit the game. Should players be unable to continue in the tournament due to injury and the remaining number of players is below seven but more than five, players will be

allowed to complete the event, unless otherwise required to under Ringette Canada's rules.

3.4. 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. The time clock will not start until the on-ice officials have entered the field of play.

3.5. Between period breaks and overtime periods shall be one (1) minute long. Breaks between each game on the schedule shall be a minimum of 15 minutes. Breaks between each game (end of one game to the start of the next) for any given team will be a minimum of 120 minutes.

3.6. Teams must be ready to start round robin games ten (10) minutes prior to the scheduled start time. Officials will notify both teams should the game start early. Semi-final and final games will not start early.

3.7. Mercy Rule: When a team is winning by 10 goals, the remainder of the game is run time. The losing team has the option to continue the game with stop time. The team leading by 10 goals is not permitted to pull its goalie in the last two minutes of the game, except for a delayed calling of a penalty. During run time, minor penalties will be 3 minutes, and major penalties will be 5 minutes. Once run time has commenced, stop time will not be reinstated, regardless of the goal difference.

3.8. Tournament formats will be determined each season depending on team commitments and ice availability.

3.9. In all formats, ties in standings will be determined using the tie-breaking rules.

4. OVERTIME AND SHOOT-OUT

4.1. All semi-final and final games must have a declared winner. If a game is tied at the end of regulation time, one full length, sudden victory overtime period will commence, followed by a shoot-out if no winner is declared during the overtime period.

4.2. Rules for overtime period

a. A coin toss will determine which team is awarded possession of the ring, and which end each team will defend to begin the overtime period.
b. The home team will call the coin toss. The winner of the coin toss will be awarded possession of the ring, the other team will indicate which end they choose to defend.
c. There will be a one (1) minute break between the end of regulation time and the beginning of the overtime period.
d. The game will end when a goal is scored.
e. Each team is entitled to one additional time-out in the overtime period.
f. If a team does not use their time-out in regulation time, that time-out carries forward into overtime.
g. No more than one time-out shall be permitted during the same stoppage in play.
h. Any penalties still running at the end of regulation time will carry over to overtime.
i. For the purposes of participant ejection penalties, games entering overtime are a

continuation of the same game. The participant remains ejected.

j. If the overtime period concludes and no winner has been declared, a shootout will determine the winner

4.3. Rules for Shoot Out

a. There will be a two (2) minute break between the ending of the overtime period and the beginning of the shoot out

b. Coaches will select five shooters from all players listed on their game sheet. Coaches will record these five shooters on the form provided by the official. Ejected or suspended players are not eligible to participate in the shootout. Players serving a penalty at the end of the overtime period will be eligible for the shootout

c. The home team will shoot first.

d. The five players from each team will alternate shots until each shooter has shot, with the winner declared as the best of five shooters. Goalies will stay in the net where they ended overtime. At any time that it is determined that one team can no longer statistically win the shootout, the shootout ends.

e. If the teams remained tied after all five shooters have shot, a sudden victory shootout will occur where any eligible player may be chosen to shoot, and teams will alternate shooters until a winner is declared.

f. After the first round (in which there must be five different shooters), a player may take multiple shots in the sudden-victory round(s).

5. ELIGIBILITY OF TEAMS

5.1. For the Pacific Challenge Cup, the following divisions and levels (as of December 31 of the current playing season) participating will be:

a. U12 (Competition Introduction) – 11 years of age or under

5.2. Bench staff must sign the Official Game Report for each game, beside their printed name, at least 30 minutes prior to the start of each game. Compliance is monitored by the Rink Marshall.

6. ELIGIBILITY OF COMPETITORS

6.1. Players' Eligibility:

a. All players must be registered in accordance with Ringette BC policy, or policy in accordance with their home province.

b. Underage and overage designated players as well as Released players must have been approved by Ringette BC prior to the roster deadline.

c. Athletes may only participate on one team at the Pacific Challenge Cup.

6.2. Process:
   a. Ringette BC staff review all team rosters. Teams found to have ineligible players are notified.
   b. Allegations of ineligible player(s) are to be made to Ringette BC in the form of a grievance. Ringette BC will follow the grievance procedure. If the player is found to be ineligible, Ringette BC will inform the team's Head Coach, the player and the team's Club Association President that the player is ineligible. If the determination of ineligibility is made during the play of a game that includes the ineligible player, that player is not removed from play to play the rest of the active game. The player is forbidden to play in any subsequent games in the tournament.
   c. Consequence - Any team in the Pacific Challenge Cup that knowingly or unknowingly competes with an ineligible player or Team Bench Staff will lose all points accumulated for games where ineligible persons' name appears on the Official Game Report and/or games in which the ineligible person participated.
   d. Teams that continue to compete with an ineligible person after that determination has been made known are subject to sanctions determined by Ringette BC's Discipline and Complaints Policy.

7. ROSTERS

7.1. All teams are to submit their rosters by the deadline set by the tournament committee.
7.2. Team Bench Staff adjustment requests must be submitted on the Team Staff Adjustment Form at least seven (7) days in advance of the official start of the tournament.
   a. All team staff, including additions or changes, must adhere to the Team Leadership Qualifications Policy, or the applicable policy in their home province.
7.3. Team Rosters, including Team Bench Staff, will be checked for eligibility by Ringette BC.
7.4. No changes may be made to a roster, after the Ringette BC roster deadline, without approval.
7.5. Team Roster must document these specialized positions with this designation:
   a. Goalies designated with a "G" and jersey number.
   b. Captains designated with a "C" or "AC" and jersey number to a maximum of three.
   c. Injured players that are still rostered are to have "INJ" noted beside their name.
7.6. Any amendments to the Team Rosters will be sent in writing to Ringette BC.
7.7. No changes can be made to the official roster without submitting a Team Adjustment Form or Team Staff Adjustment Form. Submitting this form does not guarantee approval. Teams will be notified whether their request has been approved or denied. See Section 11 for more information on Player Pick-ups.
7.8. Out of province teams must follow the roster deadline and registration policies of

their Provincial Sport Organization.

8. TEAM STAFF

8.1. All team staff must be recorded on the official roster and on the game sheet
8.2. No changes to team staff may be made without a Team Stalf Adjustment Form
8.3. All team staff are required to meet the certification requirements outlined in the Team Leadership Qualifications Policy.
   a. Out of province teams to follow their Provincial Sport Organization certification requirements.
8.4. For information on who is permitted to be on the bench, and what the requirements are for each position, please refer to the Ringette BC Team Leadership Qualifications Policy.

11. PLAYER PICK UP:

11.1. U12 division teams may pick up players registered in the U12 CI program, as approved by their League and Ringette BC.
11.2. Players can only play on one team during the Pacific Challenge Cup.
11.3. Teams wishing to replace athletes must submit a Team Adjustment Form to the Ringette BC office fourteen (14) days prior to the start of competition.
   a. Injured athletes may be replaced up to 48 hours prior to the start of competition with a medical note.
   b. All Team Adjustments MUST be approved by Ringette BC.
11.4. Out of Province teams to follow their Provincial Sport Organization Player Pick up Policies

12. UNIFORMS

12.1. Teams must mark their designated colour on the game sheet no less than 30 minutes prior to the start of each game.
12.2. All uniforms must coincide with those on the Team Roster Form. Uniform numbers may be adjusted on the Official Game report if the officials deem a color conflict that results in a mandatory jersey change for the team.
12.3. Should the game Officials determine the jersey colors worn by the two teams are too similar to allow for expedient conduct of the game, the Officials will require a jersey change.
12.4. If a colour change is required, the team designated as visitor shall change jerseys.
12.5. Ringette BC will provide alternate jerseys to be utilized if the teams do not have alternates available.

13. SUSPENSIONS AND PENALTIES

13.1. When a Match Penalty has been assessed:

a. The On-Ice Officials will inform the designated Officials Supervisor after the Match Penalty has been assessed.

b. The On-Ice Officials will immediately, after the end of the game and prior to starting any subsequent game, complete the "Match, Major, Ejection Form" and note on the back of the Official Game Report to see "attached form". On the Match form, a detailed synopsis of the circumstances of the Match Penalty will be provided and the report will be given to the Officials Supervisor.

c. The Officials Supervisor shall give the Official Game Report (with synopsis) to a member of Ringette BC.

d. As soon as possible upon receipt of the Official Game Report, and at least one hour prior to the next game scheduled to be played by the player involved in the Match Penalty, the Protest, Grievance and Discipline Committee shall meet to determine the full extent of the sanction to be applied to the Match Penalty assessed.

e. In their deliberations, the Protest, Grievance and Discipline Committee may interview any or all of the following: the On-Ice Official(s); the Player(s)/Team Bench Staff involved; the Officiating Supervisor at that game (if applicable); and any others whose input the Protest, Grievance and Discipline Committee feels would be of value. The Committee will ask the player to self-disclose their prior suspensions.

f. The Protest, Grievance and Discipline Committee's decision will be immediately communicated to a member of the Team Bench Staff by the Director of Officials for the tournament.

g. If a member of the Protest, Grievance and Discipline Committee is the player assessed the match penalty, then that individual will be removed from the decision-making process of the Committee regarding the Match Penalty.

14. SUSPENSIONS

14.1. Players assessed penalties for the following may be subject to the minimum suspension listed below. The Protest, Grievance and Discipline Committee may impose further sanctions upon review of the report from the game Officials.

a. Player/Team Bench Staff assessed a Match Penalty for:

Action:	Suspension (# of games)
Hair Pulling, Face Masking, Head Butting	3
Spearing, Butt Ending, Stick swinging, or Kicking or attempt to injure	4
Fighting (instigating)	4
Fighting (participating)	2

Abuse of an official (verbal)	2
Physical	minimal – 3, moderate – 5, excessive – 7

b. Refusal to start play or if a team is withdrawn from a game in progress, in accordance with Ringette Canada Rule 7.5., the team forfeits that game. In addition, Ringette BC may apply an additional mandatory suspension of remaining games for that team in the Tournament served by the Coach.

c. Coaches serving suspensions are prohibited from all coaching activities including their coach duties with any other team in the tournament.

d. Any team that accumulates more than 30 minutes in penalties in a single game during the Pacific Challenge Cup will have their Head Coach suspended for the next game.

e. Players assessed penalties for the following may be subject to the minimum suspension listed below. The Protest, Grievance and Discipline Committee may impose further sanctions upon review of the report from the game Officials

14.2. Suspended Players or Team Staff

a. Any Team Bench Staff member participating in this event who is under suspension by their Club Association, League, Ringette BC or Ringette Canada, or is suspended during the Pacific Challenge Cup, 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;
   - Be situated anywhere in the arena in a position to direct any member of the team for the duration of the suspension.

b. Any player in this event who is under suspension by their Club Association, League, Ringette BC, Ringette Canada or during the Pacific Challenge Cup 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.

c. Any Team Bench Stalf or player who violates the terms of his/her suspension, as outlined, will be subject to further sanctions.

d. Refer to Ringette BC policy for more information regarding administration of suspensions.

15. GRIEVANCES

15.1. At a sanctioned event, a Ringette BC member can grieve any action that is not

covered in the protest section.

15.2. 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 sustained. Please see Ringette BC Policies, Fines and Fees, for more information.

a. The Grievance fee at the Pacific Challenge Cup is $200

15.3. No grievance will be allowed against the judgement and application of the playing rules on the ice.

15.4. All upheld grievances shall automatically go to the Grievance Committee for potential further disciplinary action.

15.5. The Grievance Committee will be made up of five people: Ringette BC Representative, Tournament Committee member, Officials Supervisor and two Ringette BC members at large.

15.6. The Ringette BC office will be copied on all minutes of a Protest and Grievance Committee meeting. Minutes must be taken.

15.7. Procedures for Protests and/or Grievances

a. The Coach will, at the end of the game before leaving the field of play, inform the on-ice Officials of their 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 Ringette BC within 30 minutes of the end of the game. The cash deposit must accompany the submission.

c. Ringette BC shall contact a member of the Protest and Grievance Committee immediately.

d. The Protest and Grievance Committee shall meet within two (2) hours of notification of a protest or grievance and will inform both Coaches of the teams involved within one (1) hour of the end of their meeting as to whether the violation is sustained or otherwise.

**NOTE: A member of the Protest and Grievance Committee may not participate in a protest or grievance involving their Home Club Association.

16. BREAKING TIES IN THE STANDING

16.1. Number of goals that count in the standings.

a. The Maximum difference (spread) between goals for and goals against that will be counted per game is seven (7) goals. Applies all tie breaking steps below

b. The maximum goals for that will be counted per game is seven (7) more than the goals against.

c. If a team forfeits 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.

16.2. The procedures will be followed in sequence until the tie is broken, and the teams are ranked in sequence. 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 Step i) in order to break the tie between teams, within ranking positions.

16.3. Procedure

a. When two (2) or more teams have an equal number of points after the completion of round robin games, the ranking of the tied teams will be determined in the following order:

- Step 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 Step 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.
- Step 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.
- Step 3: If still tied, the team(s) will be ranked in order of the most Goals FOR in games between the tied teams.
- Step 4: The maximum Goals FOR that will be counted per game is seven (7) more than the Goals AGAINST.
- Step 5: If still tied, the teams will be ranked using the following formula in games between the tied teams:

    2. Goals For + Goals Against / Goals Against

- Step 6: 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.
- Step 7: If still tied, the tied teams will be ranked in order of the least total Goals AGAINST in games against all teams.
- Step 8: If still tied, the teams will be ranked in order by applying the formula in Step 5 to all games