

Spruce Grove Ringette Association
Sweetheart Tournament Rules
February 12-15, 2010

1. The Official Rules of Ringette Canada will apply.
2. All Teams must be available to start tournament play anytime after 8:00am on Friday February 12, 2010.
3. In the case of conflict in uniform color, the VISITING team must change their uniforms.
4. There will be a two minute break between halves and a flood will be scheduled between all games.
5. In medal games, the higher place team shall be home.
6. Teams must declare goaltenders(s), captains and alternate captains on the game sheet by indicating (G), (C), and (AC).
7. Teams must declare affiliated players on game sheets by indicating (AP) on the game sheet for which those players are used. It is the responsibility of the team to ensure that Ringette Alberta affiliated player rules are followed.
8. Player Affiliation Rules: Teams are required to strike the names of players who are not participating in a game from the game sheet to ensure proper verification. When using affiliates the name(s) of the player(s) and their jersey number must be written in the appropriate space on the game sheet. The maximum number of players listed on a game sheet: when using no affiliates **18**, when using affiliate skater(s) only **12**, when using affiliate skater(s) and affiliate goalie **13**, When only using an affiliate goalie **18**.
9. Length of halves shall be 25 minute running time for Bunny, 15 minute stop time for Tween and younger and 20 minute stop time for Junior and older.
10. Good sportsmanship will be stressed throughout the tournament.
11. Any team accumulating more than 30 Penalty minutes in any one game shall see the head coach or acting head coach from that game suspended for their next tournament game. (No grievances will be accepted)
12. A Match Penalty will automatically result in suspension from all subsequent tournament games.
13. Game scores will be displayed on the time clock, posted in arenas and recorded for tie breaking procedures, with a **maximum seven goal** difference.
14. 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.
15. Game sheets are to be completed and signed at the registration table 15 minutes before the game. Must be signed by the Coach.
16. Any team wishing to file a protest may do so by submitting their request in writing, along with \$200 to the tournament committee. Notification must be received within one hour of the incident occurring to enable sufficient time to deal with the protest.
17. 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 judgment will be accepted. The Referee's decision shall be final

18. Teams in all divisions will play 3 games in a round robin format. The first and second place teams will advance either to a semi-final game in the novice divisions or to the gold medal final all other divisions except Bunny. There will be no final for Bunnies; it is a friendship tournament with awards to all participants after their third game.
19. All players must be from one team and must be registered with their applicable provincial or zone body.
20. Each team is required to provide a scorekeeper and penalty box (visiting team) or a shot clock operator and penalty box (home team) for the divisions that use the shot clock. If no shot clock is used home team must still provide two workers. A time keeper will be provided for each game. All workers will be scheduled for the Final games.
21. Car keys must be left in exchange for the shot clock remote.
22. The penalty for not playing a game is forfeiture of points (2 points will be awarded to the opposing team for the game), and the posted score will be 4-0.
23. If only five (5) minutes remain in an assigned time slot, the clock will be reset to two (2) minutes.
24. NO BUNNY OR NOVICE PLAYER IS TO BE CREDITED WITH MORE THAN 3 GOALS IN ANY ONE TOURNAMENT GAME. GOALS SCORED IN EXCESS OF THIS BY ANY PLAYER SHALL NOT BE RECORDED ON THE GAME SHEET, SHALL NOT BE POSTED ON THE SCORE CLOCK AND SHALL NOT BE COUNTED IN THE FINAL SCORE AT THE END OF THE GAME.

Round Robin Team Standing Rules

Point Structure- Teams receive two (2) points for a win, one (1) point for a tie and no points (0) 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:

1. The winner of more game(s) between each other during the round robin will be declared the highest position.
2. 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.
3. 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.

4. 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.
5. 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.
6. If still tied, teams shall be ranked by a coin toss.

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 one (1) point.
- If a game is tied at the end of the second half of a 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 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 shall carry over to the next period.
- Each team is entitled to one 30 second timeout per regulation game and each team is entitled to one additional 30 second timeout in overtime.