

2022 MONTREAL RINGETTE CHALLENGE

TOURNAMENT RULES & GUIDELINES

1. Each team will play a minimum of four games including the playoff during this event.
2. Games will be two periods of fifteen minutes stopped time (except the Bunny level) with shot clock, except the U8/9 and U10 division where no shot-clock will be used throughout the tournament. Pre-game warm ups will be two minutes continuous time. No overtime at the end of regulation time during the preliminary rounds.
3. One 30 second time out per team per game will be ONLY permitted during the playoffs.
4. No game protests will be accepted.
5. Minor penalties will be 2 minutes and Major penalties will be 4 minutes.
6. Each team should be at the rink 1 hr before the game and ready to play 15 minutes PRIOR to their scheduled start times.
7. The coach/manager needs to REPORT BEFORE EACH GAME to the tournament administration office. A team that does not present itself to a game will be subject to a disciplinary committee and expulsion from the tournament. A defaulted game result will be a 2 - 0 for the winning team and 5 – 0 result to the losing team.
8. Should an “act of god” happen (power failure, major injury ...), after 30 minutes delay the game will be called and the score will be recorded as is no matter how long the game was running at the time of the “act of god”. If there is a delay in the schedule, the Committee reserves the right to redo the ice for every two (2) games.
9. If a difference of 7 goals from the beginning of the second period, the remainder of the game will be played with running time.
10. PLAYOFF FORMAT:
 - a) Each playoff game will consist of two 15-min-periods stopped-time. There will be an overtime period followed by a shootout until there is a winner and a loser.
 - b) The following overtime rules will apply:
 1. “One-3-minute” sudden death period will be played with the usual number of players. Penalties being served at the end of regular game play will continue to be served. Before the start of this period, a draw will be made in the presence of the captains. The winning team of the toss will start overtime with the ring and the other team will choose his section of the ice.
 2. SHOOTOUT: Three penalty shots are given each team (the shooters and their order of shooting must be indicated on the score sheet prior to the start of the game). Should a tie persist after the first round of shooters, teams alternate shooters until there is a winner. The ring will be placed inside the centre circle. Goalkeepers must be in their respective goal creases. The coach has the freedom to choose any player to perform these shots. He/she is allowed to always take the same player. These individual confrontation shots are taken as long as the tie persists. The first tiebreaker ends the game.
11. STANDING /RANKINGS
 - a) The point system for teams ranking in the standings will be as follow: 2 points for a WIN, 1 point for a TIE, & 0 point for a LOSS.
 - b) No matter what the score ends up, a team cannot get credited more than a 5 goals difference for standings.
 - c) Teams ranking in the standings will be sorted first by Total Points, then by the **B**reaking formula where **BR= Goals For/(Goals For + Goals Against)** (GF: Goals For and GA: Goals Against), with the highest value being the higher ranked team
 - d) In the event of a tie breaker (2 or more teams) for a playoff seed after applying ranking

criteria in Rule 11 c), the following criteria will apply through 1 to 8 listed below until 1 team and only 1 team is identified ahead of all other teams tied. That team has the next position in the standings while we repeat the whole process from step 1 on with the remaining teams to determine the team's ranking in the standings:

1. Head-to-Head (does not apply if more than 2 teams)
 2. Most games won
 3. Least Goals Against (GA)
 4. Most Goals For (GF)
 5. Fastest goal between the teams concerned
 6. Fastest goal at the beginning of a game in the preliminary round
 7. Least penalty minutes during the tournament
 8. Flip of a coin by the tournament coordinator
12. **PLAYERS' ELIGIBILITY & ROSTERS.** All eligible players must be entered on the first game score sheet. The roster must include a unique jersey number for each player. Teams must provide a final official game roster to the Direction of the tournament prior to the start of the FIRST game with no additions being allowed from then on. The exception to this rule is that injured, sick, or unavailable goalies may be replaced with the assistance/approval of tournament organizers.
13. A player can only play for one team in a specific age category during this tournament weekend. Players can be called up to a higher age category team, if necessary, with the tournament being advised in advance of the call up. Playing for more than one team in a specific age category will disqualify said player and the games played for the teams will be forfeited.
14. The team's manager/coach/responsible must CHECK IN 40 min with the tournament office/staff in duty before each game.
15. If there is similarity in the color of jerseys, the visiting team will have to change jerseys. (A set of jerseys or bibs will be provided to visiting team if possible)
16. Teams will be responsible financially for any damage to dressing rooms. The teams will be able to use the players' dressing room thirty (30) minutes before their game and must leave them, clean, 20 minutes after their game.

ZERO TOLERANCE POLICY. Team's OFFICIALS are responsible of their actions and those of the parents and players. Aggressive or abusive behavior on the part of any player, team official, coaching staff or parent may result of your team being suspended for the balance of the tournament.

At all times, the direction of the Montreal Ringette Challenge reserves itself the final word on the interpretation of the rules and has the right to change or alter these rules without any prior notice to act in the best interests of the tournament.