

## 2023 DÉFI RINGUETTE MONTRÉAL – RINGETTE RULINGS and GENERAL RULES

### RINGETTE RULINGS

1. The official rules of play are those of Ringette Canada supplemented by certain rules specific to our tournament.
2. Each team will play 4 games min including the playoffs during this tournament
3. Games will be 2 periods of 15 minutes stopped timed with shot clock, except for the U8/9 and U10 divisions. No overtime at the end of regulation time in the preliminary round
4. Pre-game warm-up will be 2 minutes continuous time. Teams must provide their own rings.
5. If there is a difference of 7 goals or more since the beginning of the second period, the remainder of the game will be played continuous time.
6. GAME FORMAT – Preliminary Round: 2-periods of '15-min' stopped timed; no overtime period.
7. GAME FORMAT – Playoff rounds: 2-périodes de '13-min' stopped time:
  - a. If EQUALITY: 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: 3 penalty shots are given to each team. Should a TIE persist after the first round of the 3 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. NO SHOOTER MAY SHOOT AGAIN UNTIL ALL PLATERS HAVE SHOT. A winner is declared when one team scores and the other does not in sudden shootout format.

### GENERAL RULES

1. The EQUIPMENT worn by the athlete in this tournament must meet CSA standards. OTHERWISE, 'ARJ SPORTS is not responsible for injuries caused by NON-compliant equipment.
2. Planning a game ahead of the schedule: The committee reserves the right to start a game earlier. Teams must be ready to play at least 15 minutes before the scheduled time. The tournament coordinator will advise you at least 30 minutes before the start of the match of this possibility.
3. The team must be present at the arena 1 hour before the time of the scheduled game. The coach must REPORT to the tournament office before the scheduled time of the game to report his presence.
4. In the event of a team arriving late for a game, a five minute grace period at the start of the game will apply but the game will start as soon as we have 5 players + the goalie on the ice.
5. A team that does not show up for a game will result in a DEFAULT of the game and COULD be suspended from the tournament. In the event of a DEFAULT, a score of 2-0 will be awarded for the winning team and 0-2 for the DEFAULT team.
6. At any time, the organization of the tournament in concert with the referee may stop a game if he judges that the safety of the participants could be compromised.
7. The ice will be resurfaced after each game unless the direction of the event decides otherwise.
8. Time-out: One '30-seconds' time-out game only during the PLAYOFF round.
9. Dressing Room: Teams must report to their designated dressing room 30 minutes prior to the start of the game. Teams must leave the locker rooms no later than 20 minutes after their game. We are counting on your cooperation to keep the rooms clean when you leave. In addition, the team will be held responsible for any damage caused by one of its members to the facilities and equipment used in the arenas.
10. Modifications to the schedule: Following a situation, event, circumstance or other, act of god and which are beyond the control of the organizing committee, the committee, at any time, can modify the

schedule. The committee's decision is final and without appeal. In addition, no modification to the schedule will be made on request, except in cases of force majeure.

11. No Protests accepted during the tournament.
12. Liability: The tournament is in no way responsible for accidents or loss of property that may occur during the tournament, as well as the cost of transportation by ambulance. This is valid for all players, team managers, and spectators.
13. **STANDING /RANKINGS** : 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. No matter what the score ends up, a team cannot get credited more than a 5 goals difference for standings.
14. Teams ranking in the standings will be sorted first by Total Points, then by the **BR**eaking 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.
15. If we have a TIE BREAKER (2 or more teams) after applying ranking criteria above, the following criteria will apply through 1 to 8 listed until all teams are properly ranked to determine the team's ranking in the standings for the playoff round:
  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
16. **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..
17. 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.
18. This player needs to play 2 games in the preliminary round to be able to play during the playoff round. Failure to do so will disqualify said player.
19. 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).

The Organizing Committee may, without right of appeal, expel, without reimbursement, any participating team, coach, parents or any other team leaders, who show misconduct (alcohol, drugs, fights, bad sportsmanship, vandalism, etc.) on the competition sites or failing to comply with the regulations. We remind coaches that they are responsible for their players while they are on the arena grounds.

*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.*