2027 DÉFI RINGUETTE MONTRÉAL
RINGETTE RULINGS and GENERAL RULES

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 a shot clock, except no shot clock for the U10 Division. For the U10: only 3 players from each teams are allowed in the restricted area. (Attacking zone and defending zone).
4. Pre-game warm-up will be 2 running time. Teams must provide their own rings.
5. The home team chooses its zone during the warm-up period and will be changed in the 2nd period.
6. If there is a difference of 7 goals or more at any time in the 2nd period, the remainder of the game will be played running time. The scoreboard will never reflect a goal differential of more than 7.
7. PENALTY: Misconduct OR Match Penalty: Abusive Language or Dangerous Gestures towards an official or player, voluntary/deliberate attempt to seriously injure: **expulsion for the current game + the following game**; FIGHT or WITHDRAW the team before the end of the game without officials' authorization: **expulsion for the REST of the tournament.**
8. **GAME FORMAT** – **Preliminary Rounds:** 2-periods of 15-min stopped timed. No overtime at the end of regulation time in the preliminary round.

   GAME FORMAT –**Playoff rounds:** 2-périodes de '13-min' stopped time:
   a. **Overtime Period:** 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 possession of the ring and the other team will choose their section of the ice.
   b. **SHOOTOUT:** If still **EQUALITY**, 3 penalty shots are given to each team. Should a TIE persist after the first round of 3 shooters, teams will 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 PLAYERS HAVE TAKEN A SHOT. A winner is declared when one team scores and the other does not in shootout format.

GENERAL RULES

1. The **Protective EQUIPMENT** worn by the athlete in this tournament must meet Ringette Canada Playing Rules. ARJ SPORTS is not responsible for injuries caused by NON-compliant equipment.
2. Wearing a certified throat protector is required.
3. **Planning a game ahead of the schedule:** The Tournament Direction reserves the right to start a game earlier. Teams must be ready to play at least 15 minutes before the scheduled

game time. The Tournament Direction will advise you at least 30 minutes before the start of the game of this possibility.

4. 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.
5. 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.
6. 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.
7. At any time, the Tournament Direction in concert with the referees may stop a game if they judge that the safety of the participants could be compromised.
8. The ice will be resurfaced after each game unless the Tournament Direction of the event decides otherwise.
9. **Time-out:** Each team is allowed one 30-second time-out per game only during the tournament.
10. **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.
11. **Modifications to the schedule:** Following a situation, event, circumstance, or other etc. and which are beyond the control of the tournament organization, the Tournament Direction can, at any time, modify the schedule. The Tournament Direction'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.
12. No Protests accepted during the tournament.
13. **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.
14. **STANDING /RANKINGS:** The point system for teams ranking in the standings will be as follows:
    - 2 points for a WIN,
    - 1 point for a TIE
    - 0 point for a LOSS.

    No matter what the score ends up, a team can only get credited a **maximum 5 goals difference for standings calculations.
15. **TIEBREAKER RULES:** To determine teams advancing to the playoff rounds. If more than two teams are TIED, the following criteria from 1 to 8 will be applied until all teams are properly ranked:

    1. Total Team Points
    2. Head-to-Head (two-team tie breaker only)
    3. Team with most **W**INS
    4. GQ (Goal Quotient) = Goals For / (Goals For + Goals Against)
    5. Least Goals Against (**GA**)
    6. Most Goals For (GF)
    7. Fewest Penalty Minutes

8. Flip of a coin by the tournament coordinator

16. **PLAYERS' ELIGIBILITY & ROSTERS**: All players must be of the appropriate age/caliber to play in their respective division. 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 Tournament Direction 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 Direction.
17. A player can only play for one team in a specific age category during this tournament. Players can be called up to a higher age category team, if necessary, with the Tournament Direction 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. A player needs to play 2 games with the team 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 HOME team has priority to pick jersey color. The visiting team will have to change jerseys. (A set of jerseys or bibs will be provided to the visiting team if possible).

The Tournament Direction may, without right of appeal, expel, without reimbursement, any participating team, coach, player, parents or any other team leaders, who show misconduct (Aggressive or abusive behavior, 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 Tournament 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.

IMPORTANT NOTE: The coach/manager is responsible for checking the players' room after the team leaves to ensure that the room is CLEAN. Otherwise, the team will be possibly fined.