



## 32<sup>ND</sup> SAINT-LAURENT RINGUETTE TOURNAMENT NOVEMBER 7 TO 13, 2016

### TOURNAMENT RULES

*The tournament will be governed by the rules set forth in section 5 of the Guide d'opération of Ringuette Québec, as well as those specified below.*

#### **Sanction # TN1617-14**

#### **1. Arrival**

- 1.1 Teams must arrive sixty (60) minutes before the scheduled game time, except for the first game of the day, where teams must arrive thirty (30) minutes before the scheduled game time.
- 1.2 Coaches and other team officials must present themselves at the Registrar's office thirty (30) minutes before the scheduled game time.
- 1.3 Teams will have access to their assigned dressing room thirty (30) minutes before the scheduled game time and must vacate their room twenty (20) minutes after their game.
- 1.4 Teams must be ready to play ten (10) minutes before the scheduled start time of their game. The verification of the identity of the players will take place five (5) minutes before the start of the game.
- 1.5 The tournament committee reserves the right to start games up to a maximum of ten (10) minutes before the scheduled start time, except for the first game of the day. If there is a delay in the schedule, the tournament committee reserves the right to resurface the ice every two (2) games.

#### **2. Registration**

- 2.1 A team official must provide the Registrar the Ringuette Canada registration sheet approved by Ringuette Québec, the official players' identification card, the C.S.I./C.I. certification cards and any other required documents. Teams from outside of Québec must present an equivalent proof of identity (TRF).
- 2.2 Each coach must sign the verification form that will be provided by the Registrar. This form ensures that the information provided by the coach, namely the list of players, is in conformity with the rules of Ringuette Québec set forth in the *Guide d'Opération*.
- 2.3 The team official must check and complete the scoresheet and indicate the captain ("C"), the assistants ("A"), the goalie ("GB"), call-ups ("RES"), absent players ("ABS"), the jersey colour and numbers.
- 2.4 If there is a conflict in the colour of the jerseys, the visiting team will be required to change jerseys (the tournament committee will have on hand a set of jerseys/pinnies).
- 2.5 A player who is late must present herself to the Registrar to have her identity verified and to be taken to her team's dressing room. The player must be dressed and ready to play before the start of the second period.

### 3. Number of players

- 3.1 A team may have up to a maximum of eighteen (18) players including the goalie. However, a minimum of seven (7) players is required to start the game, otherwise the team in default will forfeit the game.

### 4. Rules of Play

- 4.1 The rules of play are those of Ringette Canada, latest version. The style of play **no zone** will be in effect for teams in the U8 (Moustique) and U10 (Novice) categories. The style of play **any three in** with shot clock will apply to teams in all other categories.
- 4.2 A maximum of five (5) persons and a minimum of two (2) persons, aged 16 years or older, are required behind the bench. One (1) person must be female for all categories except the Juvenile (19-23) and Inter/Open (21+/19+) categories.
- 4.3 Any player or team official who is assessed a misconduct penalty or game penalty will be required to serve it according to the regulations of Ringette Québec. The tournament committee will transmit the notice of suspension as per Section 5.02.10.
- 4.4 No protest may be lodged during the tournament.

### 5. Tournament format and number of games

- 5.1 **U8 Bunnies Festival Saturday 8 am to 12 pm** Friendly tournament: minimum 2 games (two 10-minute periods) with stoppage of play every 2 minutes for line changes; medal for every player
- 5.2 **U10 (Novice) A, B, C** Round-robin: minimum 3 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie (The style of play "any three in" with shot clock is not applicable to U10 B and U10 C.)
- 5.3 **U12 (Petite) A, B, C** Round-robin: minimum 3 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie
- 5.4 **U14 (Tween) A, B** Round-robin: minimum 3 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie
- 5.5 **U16 (Junior) AA** Round-robin: minimum 4 games (two 17-minute periods)  
Final : two 20-minute periods, overtime and shoot-out in case of a tie
- 5.6 **U16 (Junior) A** Round-robin: minimum 4 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie
- 5.7 **U16 (Junior) B** Round-robin: minimum 3 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie
- 5.8 **U19 (Belle) AA** Round-robin: minimum 4 games (two 17-minute periods)  
Final : two 20-minute periods, overtime and shoot-out in case of a tie
- 5.9 **U19 (Belle) A** Round-robin: minimum 4 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie
- 5.10 **U19 (Belle) B** Round-robin: minimum 3 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie

- 5.11 **19-23 Juvenile B** Round-robin: minimum 3 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie
- 5.12 **21+ Inter A** Round-robin: minimum 4 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie
- 5.13 **21+ Inter B, C** Round-robin: minimum 3 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie
- 5.14 **18+ Open A** Round-robin: minimum 4 games (two 15-minute periods)  
Final: two 15-minute periods, overtime and shoot-out in case of a tie

## **6. Game Periods – see chart above**

- 6.1 Once the teams arrive on the ice, they will have a minute timed warm-up period of two (2) minutes prior to the start of the game.
- 6.2 There will be a one-minute break between the two official periods.
- 6.3 Each team will be entitled to one 30-second time-out per period (including the overtime period). A time-out can be called at any time.
- 6.4 As soon as there is a 7-goal spread during a game, the game will go to running time. The scoreboard will display the score with a seven-goal spread. However, the scoresheet will indicate the official score. A maximum 7-goal spread will be used to break ties.
- 6.5 Once the game is on running time, penalties will remain at stop time. If a time-out is called during running time, time will stop.

## **7. Overtime Period**

- 7.1 In the event of a tie at the end of regulation time of a final game (or semi-final game, as the case may be), an overtime period of five (5) minutes stop time will be played, with the team scoring the first goal winning the game. Before the start of the overtime period, a coin toss in the presence of the team captains will determine first possession of the ring.
- 7.2 If there is a penalty remaining at the end of regulation time, the penalty will continue to be served during the overtime period.
- 7.3 If the game remains tied at the end of the overtime period, a shoot-out will determine the tie, each team having five (5) opportunities to shoot.

## **8. Shoot-outs**

- 8.1 Before the start of a final game, the coach must determine the shooting order of the players in the event of a shoot-out. The first five (5) players must be identified from 1 to 5 on the scoresheet. In the event of injuries during the game, the referees will ensure that five (5) players are identified before the shoot-out.
- 8.2 There will be a coin toss before the start of the shoot-out and the winning team will choose whether to shoot first or second. At the whistle, the goalies will go to their respective crease. The player will skate forward and take one (1) shot at the goalie during her approach. The other four (4) players of each team will proceed in a similar fashion.
- 8.3 At the end of the initial shoot-out, the team with the most goals will be declared the winner.

- 8.4 If a tie persists at the end of the initial shoot-out, the shoot-out will continue with individual shots. The coach is free to choose any player and may choose the same player. The shoot-out will continue until one team has more goals after an equal number of shots.

## 9. Team Standings

- 9.1 Standings will be determined by the results of the round-robin games and points will be awarded as follows:

Win	2 points
Tie	1 points
Loss	0 point
Win by default	2 points*
Loss by default	0 points*

- 9.2 For a forfeited game, seven (7) goals will be indicated on the scoresheet for the winning team and no goals will be indicated for the losing team.
- 9.3 If there is a tie in the standings at the end of the round-robin, the team standings will be determined with the aid of the "official score" of the games, according to Section 3.04 *Bris d'égalité*, article 3.04.03 *Classement des équipes* in the *Guide d'opération* of Ringette Québec.

## 10. Equipment

- 10.1 Please refer to article 3.02.02 in the *Guide d'opération* of Ringette Québec.
- 10.2 The coaches of the U8 (Moustique) category must wear a helmet if they are on the ice with the team. A coach who is called to go on the ice to assist an injured player must wear a helmet.

## 11. Cancellation of Team's Participation

- 11.1 Registration fees will NOT be reimbursed if a team withdraws its participation after it has been accepted and confirmed unless its category or level is cancelled.

## 12. Miscellaneous information

- 12.1 The tournament committee may expel, without right of appeal and without reimbursement, any team, coach, parent or team official that displays misconduct (alcohol, drugs, fighting, bad sportsmanship, vandalism, etc.) at the sites of the event or that does not follow the regulations. Coaches are reminded that they are responsible for their players during the time that the players are in or around the arena.
- 12.2 All the Major officials will be assigned by the Lac St-Louis Referees Committee. All referee decisions are final and no protest can be lodged during a game or the tournament.
- 12.3 A team of qualified first-aid providers will be present at each arena.
- 12.4 Spectators (16 years and older) will be charged an entrance fee of \$2 at Raymond Bourque Arena; a tournament passport will be available at a cost of \$5. A percentage of the proceeds from the entrance fee will be donated to a local charitable organization.
- 12.5 Raymond-Bourque Arena has two ice surfaces, a pro shop and a health-wise snack bar (Café de l'Aréna).

- 12.6 Any problem/question must be submitted to the tournament director for resolution. Answers coming from other people will not bind the tournament committee nor can they be considered as the official response.

**HAVE A GREAT TOURNAMENT!!!**