BEACONSFIELD – KIRKLAND RINGUETTE ASSOCIATION

TOURNAMENT RULES

The official rulebook of Ringuette Quebec (as defined in section 5 of the *Guide d'opération*) shall be the official playing rules unless specified otherwise herein.

1. The playing style recommended by Ringette Canada (latest version) will be in effect therefore, the « any-three-in » rule will be played. However, the « no zone » rule will be in effect for all teams in Moustique C, Novice B and C divisions.

2. Teams must be at the arena at least sixty (60) minutes prior to each game in order to register the team members. (30 min. for the first game of the day). The coaching staff must sign the game sheet thirty (30) minutes prior to the game.

3. Coaches must have their personal coaching identity card. Quebec teams must show the official Ringuette Quebec player's card identification. Out-of-province teams must have an equivalent form of identification (TRF) and the parents should have the OHIP number of their daughter (s) with them at all the games.

4. All games in the preliminary round and semi-final will consist of two (2) thirteen (13) minutes stop-time periods. In the event that games are running late or for scheduling purposes, the tournament committee may choose to eliminate the ice resurfacing after a game. All Finals will consist of two (2) fifteen (15) minutes stop-time periods.

5. All games will be played using the shot clock except for Pre-Novice, Novice B and C.

6. If there is a difference of seven (7) goals at any time during the game, the remainder of the game shall be played with running time. Running up the score is useless as only the maximum of 7 goals is accounted for in the goal differential calculation. (see RQ. 3.3.04.03).

7. In the event of a conflict of sweater colors, the visiting team (as indicated in the Tournament Master schedule) will be required to change sweaters.

8. A maximum of five (5) and a minimum of two (2) persons (coaches, managers, trainers, and assistants) must be behind the bench at any one time. One (1) person must be a female of at least 16 years of age and not a player on the team (for minor age categories).

9. Teams must be ready to go on the ice ten (10) minutes before game time. In the event of unforeseen circumstances that affect a team's ability to start their game within ten (10) minutes of the scheduled start time. The Tournament Committee will make a decision to default, depending on the circumstances.

10. Each team will receive two (2) points for a win, one (1) point for a tie and no (0) point for a loss. For a game won by default, 7 goals will be registered on the score sheet for the winning team and none for the loosing team.

11. Should a game be cancelled due to a snowstorm or any other major reason, it will be rescheduled if possible. If the game can not be rescheduled, one (1) point and one (1) goal will be given to each team.

12. A round robin or modified round robin format (including crossover games) will be used in all divisions. The two teams with the most points in their pool, after all preliminary games are completed will advance to the Championship game. In a division at 5 teams, one team plays 4 games to balance the schedule, their first game counts only for their opponent.

13. The Ringuette Quebec rules will be used for establishing the team standings. In the case where two (2) teams or more have accumulated the same number of points after the

preliminary round, the following tiebreaker rules will be applied to determine the highest position of the tied teams using the games' "official score":

I. the team with the most wins in games between the tied teams during the preliminary round will be awarded the highest position;

II. if still tied, the team having the largest net difference between *goals scored* and *goals against* in games between the tied teams during the preliminary round will be awarded the highest position;

III. if still tied, the team having the fewest *goals against* in games between the tied teams during the preliminary round will be awarded the highest position;

IV. if still tied, the team having the largest net difference between *goals scored* and *goals against* in all games played during the preliminary round will be awarded the highest position;

V. if still tied, the team having the fewest goals against during the preliminary round will be awarded the highest position;

VI. if still tied, the team having scored the first goal in games played between the tied teams will be awarded the highest position;

VII. if still tied, the team having scored the earliest goal during the preliminary round will be awarded the highest position;

VIII. Important notes:

a. These tiebreaker rules must be applied one after the other and in the sequence outlined above until the tie is broken. Once a team is eliminated from the tie, the procedure reverts back to step (I) for the remaining teams.

b. This procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams and that team shall be dropped from the tie breaking procedure (ex. The higher teams remain tied). In that case, we also revert back to step (I) for the remaining teams.

c. In all cases, the maximum difference (spread) between goals scored and goals against in a game will be set to seven (7) goals, which become the "official score".

d. This procedure could also be used to determine the team standings before the start of inter-division games.

14. Breaking ties in Championship games: if a tie exists at the end of regulation time of a final game, a 5-minute stop-time sudden victory overtime game will be played. If no overtime goal is scored, a "shoot-out" will determine the winner. A semi final goes to shoot-out (no overtime).

15. If a match penalty or misconduct penalty is assessed against a person, he or she will be expelled for the duration of the game. Additional penalties may be assessed as per section 6 of Ringuette Quebec regulations.

16. These are the general Tournament rules. Additional details concerning Ringuette Quebec experimental and other rules will be provided to the coaching staff at registration (reservists RQ 2.2.06 and coaching certification RQ 5.02.04).

17. All the Major officials will be assigned by the Lac St-Louis Referees Committee. All their decisions are final and no protest arising out of any game will be entertained.