



RINGETTE 4-CITÉS TOURNAMENT

December 6-10 2017

Tournament Rules

1. The tournament will be played according to the rules of Ringette Canada, (any three in and shot clock) for all categories of class A, B and C except U8-Pre-Novice and U10-Novice B/C
2. Rules relating to the eligibility of reserve players will be those as defined by Ringette Quebec **5.02.03**.
3. There must be a minimum of seven and a maximum of eighteen players per team.
4. There must be a minimum of two certified personnel and a maximum of five behind the bench for all categories, and one of which must be a female aged 16 years and over, for all categories except for Inter/Open **5.02.04**.
5. Players allowed to go to the official are the captain and assistants who should be identified for this purpose on the score sheet with a C and an A.
6. The head-coach or manager will present one (1) hour before the scheduled game time to the Registrar with the registration information which includes the team card, the cards of the players, the coaching cards and proof of certification and / or any other required documentation. Out of province teams are to provide similar documentation from their home province.
7. The home team will be determined by draw and indicated as such in the schedule.
8. All games will be play in full, 2 periods of 13-minutes stopped time each.

Semi-finals and finals will be 2 periods of 13-minutes stopped time each.
9. Each team is allowed 1 time one per game.
10. No protests will be accepted during the tournament.

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11. Teams must be present at least one (1) hour in advance before the start of the game, and be prepared to commence the game up to 15 minutes in advance. If at the specified time of the game, the team is not on the ice, it will automatically lose the game by default, except for reasons deemed uncontrollable by the committee.
12. The visiting team is responsible to change jerseys (the tournament will provide the said team, a set of shirts or pinnies).
13. Any player or team official who shall be assessed a Misconduct or Match penalty will serve his suspension in accordance with Chapter 6 of the guide d'opération of Ringuette Québec.
14. The organizing committee may expel from the tournament, with no right of appeal and without refund, a team, a player, team official or an official who demonstrates misconduct at competition venues (alcohol, drugs, fights, poor sportsmanship, vandalism, etc...) or who fails to comply with the regulations.
15. **Round-Robin:** If after two periods the score is tied, there will be 5 shots on goal (shootout). 5 players from each team are pre-determined on the scoresheet before the match. A coin-toss will determine which team shoots first. If the score is still tied after 5 shots, any player may shoot, even those who have already gone until that there is a winner.
16. **Semi-finals and Finals:** if after two periods the score is tied, there will be an overtime period of 5 minutes continuous time. If still tied after the overtime see Rule 15.
17. **TIE-BREAKER:** Refer to the rules of Ringuette Quebec. Chapter **3.04.03**

When two or more teams have an equal number of points after the completion of the round robin games, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games.

i) the winner of more game(s) between each other during the round robin will be declared the highest position.

ii) if still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.

- iii) if still tied, the team having the least total goals against in games between the tied teams during the round robin will be declared the highest position.
- iv) if still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
- v) if still tied, the tied team with the least total goals against in all games during the round robin will be declared the highest position.
- vi) If the tie persists, the team scoring the quickest goal in all games played between the tied teams will be classified higher
- vii) If the tie persists, the team scoring the quickest goal in all games played will be classified higher

Important Notes:

1. This procedure shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts back to (i).
2. 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 (i.e. the top two teams remain tied). In these cases, the procedure shall also revert back to (i) in order to break the tie between those teams that remain tied.
3. In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the "Official Score".