



Tournament Rules

The rules of Ringuette Quebec (chapter 5 of the Operation Guide) will be applied during the tournament in addition to the rules listed below:

- 1) The style of play will be "any-three-in" style. However, the "no zone" style of play will be applicable for teams in the U10 Novice B and C categories.
- 2) Teams must be at the arena at least sixty (60) minutes before their games to register (30 minutes for the first game in the morning). Coaches must sign the score sheet thirty (30) minutes before the game.
- 3) Coaches must have their coach identification card in their possession. Quebec teams must present RQ player cards. Teams from outside Quebec must present proof of equivalent identification (TRF). Parents must have in their possession the medical insurance number (OHIP) of their daughter(s) at all games.
- 4) All round robin and semi-final games will consist of two (2) thirteen (13) minute timed periods. In the event of a delay or if necessary, the organizing committee may decide not to have the ice cleaned between games. The finals will consist of two (2) fifteen (15) minute timed periods.
- 5) All games will be played with the shot clock except for the U10 Novice B and C categories.
- 6) As soon as a difference of 7 goals is reached during a game, the rest of the game is played in continuous time, regardless of the time remaining in the game. It is useless for the winning team to continue counting goals since the maximum goal difference to count for the final classification is 7 goals maximum (see RQ 3.3.04.03).
- 7) When two teams meeting have jerseys of similar colors, the players of the visiting team (as mentioned on the master schedule of the tournament) will have to change their jerseys.
- 8) A maximum of five (5) people and a minimum of two (2) (coaches, managers, trainers and assistants) must be behind the players' bench at all times. One of these must be a female aged minimum 16 years old, and cannot be a player on the team (for minor age categories).
- 9) Teams must be ready to play ten (10) minutes before the start of the game. In the event that a team cannot start the game within 10 minutes of the scheduled time, the game may be considered "lost by default" by the tournament organizing committee.
- 10) The point allocation for round robin games will be as follows:
victory: two (2) points, draw: one (1) point and loss: none (0) point For a game won by default, 7 goals will be registered on the score sheet for the winning team and none for the losing team.
- 11) If we have to cancel a game because of a snowstorm or for any other major reason, we will try to reschedule it as much as possible. If we are unable to reschedule a game, each team will be awarded one (1) point in the standings as well as one (1) goal scored.



BEACONSFIELD KIRKLAND Ringette Association

- 12) "Round robin" or "Inter-divisional round robin" format will be used for all divisions. The two (2) teams having obtained the greatest number of points in their group, following the preliminary games, will participate in the final of their category. In a 5-team division, one of the teams plays 4 games to balance the schedule, their first of these games only counts for the opposing team.
- 13) The rules for determining the ranking of teams will be those recommended by Ringette Quebec (rule 3.04.03):

When two (2) or more teams have accumulated the same number of points after the elimination round, the way of determining the ranking of the teams, using the "official scoring" of the games, is as follows:

- i) The team having won all its matches against the other tied teams will be ranked higher; (Jul 2019)
- ii) If the teams are still tied, the team with the most wins, in games played between the tied teams, will be the higher-ranked team;
- iii) If there is still a tie, the team with the better difference between goals scored and conceded in the games played between the tied teams, will be ranked higher;
- iv) If the tie persists, the team having allowed the fewest goals in the games played between the tied teams, will be ranked higher;
- v) If still tied, the team with the best difference between goals scored and conceded in all games played will be ranked higher;
- vi) If there is still a tie, the team with the most games won will be ranked higher, (July 2023);
- vii) If the tie persists, the team with the best difference between goals scored and goals conceded in all games played, will be ranked higher;
- viii) If there is still a tie, the team having conceded the fewest goals in all games played which will be ranked higher;
- ix) If the tie persists, the team having scored the first goal between the tied teams will be ranked higher;
- x) If there is still a tie, the team having scored the goal the earliest in all games played will be ranked higher;



BEACONSFIELD KIRKLAND Ringette Association

Important Notes:

- a) These tie-breaking procedures must be followed one at a time, in order, until the tie is broken (i.e. one team is separated from the others). As soon as a team is eliminated from the tie, the procedure is repeated in paragraph (I)
 - b) In most cases, these procedures will determine the HIGHEST RANKED team. However, in some cases, these procedures will determine the LOWEST RANKED team among the tied teams. This team is then eliminated before starting the tie-breaking procedures again (between the higher-ranked teams that remain tied). In these cases, the procedure in paragraph (I) is also resumed. vs. In all cases, the maximum difference (spread) between goals scored and conceded in each game is set at seven (7) goals, and this is the “official mark”. d. These procedures may also be used to determine the seeding of teams prior to inter-divisional games.
- 14) To break the tie in a final game, the two (2) teams will play a timed overtime period of five (5) minutes. Victory will go to the first team to score a goal during this overtime period. If the tie persists after the overtime period, the “shootout” format will be used to determine the winning team. A semi-final does not have an overtime period but goes into a 'shootout' after the two regulation periods.
- 15) If a match or misconduct penalty is awarded to a person, that person will be ejected for the balance of the game. Additional penalties may be supported as per Section 6 of the Ringette Quebec Rules.
- 16) All major officials are designated by the Lac St-Louis Referees Committee. All decisions of the referees are final. No protest can be lodged in the course of a game or the tournament.