



Spirit of Winter

Tournament Rules

In the Spirit of Winter Tournament, all periods will be 18 minutes in duration.

The Spirit of Winter Tournament shall adhere to the Ringette Canada official rules as outlined in the current 2013 - 2015 Rule Book. The following are rules, which will also be in effect for the event:

Round Robin Games

Teams are expected to be ready to play 10 minutes prior to the scheduled start time.

Teams not on the ice within two (2) minutes of referee's start whistle being blown, will forfeit the game, however the game will be played as an exhibition.

Teams must start the game in the end that they are warming up in. Should the home team enter the playing surface after the visiting team, they must proceed directly to the end that they wish to begin play.

Teams will be given a 3-minute warm-up prior to starting the game. In all divisions periods will be 18 minutes long.

The length of games will be limited to one (1) hour, including warm-up. Referees or tournament directors have the right to reduce the time if the game falls behind.

The shot clock will be used in the U12 to 18+ Divisions.

In all Round Robin Games the Home team shall supply the Shot Clock Operator (if applicable) and Score Keeper and the Away team shall supply the Time Keeper.

There will be a one (1) minute break between halves.

Score sheets are to be picked up at the hospitality desk at the arena. They are to be checked and signed by the coach at least fifteen (15) minutes before game time. No additions may be made to rosters without host committee approval.

Teams must declare goaltender(s), captains, and alternate captains on the game sheet by indicating (G), (C), and (AC).

Teams MUST declare pick-up players on the game sheet by indicating (AP). It is the responsibility of the team to ensure that both "BCRA" and "Spirit of Winter" pick-up rules are followed.

In the case of a possible color conflict, the judgment is left to the on-ice officials. If the officials feel that there is a color conflict, the visiting team must change jersey colors, unless the home team is not wearing the designated association colors.

Should a team wish to warm up their alternate goal tender between periods, they may do so but with only one player and 2 rings. The goaltender and skater must proceed to the end in which they will be defending at the start of the next period.

When a team is up by 10 goals, the remainder of the game is running time. The losing team, however, has the option to continue the game with stop time.

The team leading by 10 goals is not allowed to pull its goalie, except for a delayed calling of a penalty.

Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures with a MAXIMUM difference of seven (7) goals.

- All tied games will be recorded as a tie during Round Robin play at the Spirit of Winter Tournament.

Game Format U14—Masters

When there are five teams in a division, teams will play a complete four game round robin. The 1st place team after round robin will earn a bye to the Gold Medal game. Teams placing 2nd and 3rd after round robin will compete in the semi-final game. The winner advances to the Gold Medal game and the loser is awarded the Bronze Medal.

When there are more than five teams in a division, teams will play a modified four game round robin. The 1st place team after round robin will earn a bye to the Gold Medal game. Teams placing 2nd and 3rd after round robin will compete in the semi-final game. The winner advances to the Gold Medal game and the loser is awarded the Bronze Medal.

When there are 4 teams in a division, all teams will play a complete three game round robin. All teams will advance to semi-finals. The 1st place team will play the 4th place team and the 2nd place team will play the 3rd place team. The winners of the semi-final games will advance to the Gold Medal game and the losers will compete in the Bronze Medal game.



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Semi-Final, Final Games

For Semi-Final and Final games, the host association will supply the Shot Clock Operator, Score Keeper and Time Keeper unless otherwise noted on the tournament website.

Semi Final or Final games cannot end in a tie. If a Semi Final or Final game is tied at the end of regulation time, the teams will continue on to play a five (5) minute sudden victory overtime period.

If still tied the winner will be decided by a shootout. Format as follows:

After regulation time has expired there will be a two (2) minute break. During that time each team will select 5 shooters (in the event a shootout becomes necessary).

A coin toss will decide ring possession in the five minute sudden victory period AND who shoots first in the shootout.

Teams WILL NOT change ends.

After the two (2) minute break a five (5) minute sudden victory period will be played.

Semi-Final, Final Shoot Out

If still tied, after the sudden victory overtime period, the five selected shooters will shoot once, alternately, adding up the goals. The winner of the game is the team with highest number of goals scored in the (5) player shootout.

The team winning the coin toss will shoot first.

If still tied, the rest of the roster will shoot alternately (the first five (5) shooters cannot shoot again until the rest of the roster has taken a shot).

FIRST UNANSWERED GOAL WINS.

Medals

Gold, Silver and Bronze Medals will be awarded to in the U14 to Masters divisions.

In the U10 and the U12 Divisions each team will play four (4) round robin style games.

No finals will be played.

All players will receive participation medals at the end of their fourth round robin game.

MVP Awards

Each coach will be given MVP awards to their own team, during the round robin portion of the tournament.

U10 and U12 Divisions

All teams will follow the U10 and U12 FAIRPLAY RULES:

- No U10 or U12 player to be credited with more than three (3) goals per tournament game.
- Goals scored in excess of this by any player shall not be recorded on the game sheet, shall not be posted on the score clock, nor counted in the final score of the game.
- In the interest of sportsmanship, it is strongly recommended that coaches manage their team to ensure no one player scores more than three (3) goals per tournament game.

Protest and Greivances

Any team wishing to file a protest may do so by submitting their request in writing, along with \$100.00 to the Arena hospitality desk, within one hour of the incident occurring, to allow adequate time to deal with it.

A grievance committee will meet to deal with any protests. If the protest is upheld, the \$100.00 will be returned.

NO GAME PROTESTS INVOLVING REFEREE JUDGMENT will be accepted. THE REFEREE'S DECISION SHALL BE FINAL.

Penalties/Suspensions

Ringette Canada and BCRA game suspension rules apply

Good sportsmanship will be stressed throughout the tournament. ANY team accumulating more than 30 penalty minutes in any one game, shall see the head or acting coach suspended for the next tournament game. (No grievance accepted). A match penalty will automatically result in the suspension from all subsequent tournament games.

Any coach who is suspended by BCRA is prohibited from participating in any on-ice activities.

Any team staff member who removes his/her team from the playing area during a game and does not return within the guidelines of the current Rule Book shall forfeit the game and be suspended immediately, and shall remain so until the league or BCRA makes a ruling.

Should a team use illegal team staff during any-game, they will default the game.