



## BC Sanctioned Event & Provincial Championship

### Game Rules

The BC Provincial Championships shall adhere to the Ringette Canada official rules as outlined in the current Ringette Canada Rule Book. The latest version of the Ringette Canada Shot Clock Rule shall be used in all games U12 and above, excluding Masters.

In the event that errors or omissions are found in reproductions of BCRA policy appearing in, but not limited to, tournament programs and information sheets for coach's tournament packages, the current BCRA Policy (as per the BCRA website) shall prevail. This is to include re-prints of tie-breaking rules.

The following are non-playing rules, which will be in effect for the event.

1. There will be zero tolerance for unsportsmanlike behavior by bench staff and players before, during, and after games are completed.
2. Teams must be ready to go on the ice 10 minutes prior to the original start time of the game, and be ready to start playing within 5 minutes of the game time. The officials will decide if the game starts early.
3. 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.
4. Teams will be given a 3-minute warm-up prior to starting the game, and a 1-minute rest in between periods. For U14 divisions, periods are 18 minutes long; for U16 and above, periods are 20 minutes long. The shot clock will be used for all Provincial games.
5. Should a team wish to warm up their alternate goalie in 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.
6. In the case of a possible colour conflict, the judgment is left to the on-ice officials. If the officials feel that there is a colour conflict, the visiting team must change jersey colours. The host will provide alternate jerseys. Should a team not wear their approved association colours as outlined the BCRA Policy Manual Appendices, then they will forfeit their right of sweater colours, in case of colour conflict.
7. 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 in the last two minutes of the game, except for a delayed calling of a penalty.
8. Penalized players sit in the penalty box **furthest** from their own team.
9. For Semi-Final and Medal games, all games will be played until a winner is declared. Should the game end regulation time in a tie, an additional period of equal length shall be played until a goal is scored. A coin toss will be done to decide who gets the ring to start play in the first overtime period. The home team shall call "Heads" or "Tails" while the coin is in the air. The winner of the coin toss receives the ring to start play and the other team has choice of ends. Should another overtime period be required, the teams switch ends. Each team will receive one additional time out for each overtime period played.
10. Players are allowed to play in one division only in one Provincial Championship only.
11. Protest and/or grievance procedures will be followed as outlined in the BCRA Policy Manual.
12. There shall be no more than 5 team staff allowed on the bench at any time. One of those must be a qualified female coach, 18 yr. of age or older (U19 and below). Scoresheets must be signed by ALL team staff.
13. Sportsmanship Award is based on one vote per team, to be voted on by the players after each game. Scoresheets will not be released until vote received. The officials will get one vote after each game.
14. A Team Adjustment Form must be submitted online to BCRA a minimum of seven (7) days prior to the event. It is against policy rules to use ineligible players and/or ineligible team staff during, before, or after a game. Unqualified staff may not go near or on the bench, or participate in any way during the game.



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### Tie-Breaking Rules

1. Tie games will stand in round robin play. Teams will receive two (2) points for a win, one (1) point for a tie, and zero points for a loss.
2. Breaking of Ties in Standings

**NOTE:** In ii), v) and vii) the maximum difference (spread) between goals for and goals against that will be counted per game is SEVEN (7) goals.

The maximum Goals FOR that will be counted per game is seven (7) more than the Goals AGAINST.

If a team(s) has forfeited a game, that team(s) shall be given the lowest position(s) amongst the tied teams. The score of a forfeited game shall be 7-0.

The procedures, in most cases, will declare the team(s) in individual rankings. However, in some cases teams may be tied within the rankings (i.e. in a four way tie for first in a round robin, the procedures could place a team clearly in first, two teams tied for second/third and one team in fourth). In these cases, the procedures shall revert back to i) in order to break the tie between teams, within ranking positions.

When two (2) or more teams have an equal number of points after the completion of the round robin games, the ranking of the tied teams will be determined in the following order:

- i) The teams will be ranked in order of the winner(s) of more games between each other during round robin play. The tied teams MUST have played each other or the procedure starts with v) unless one of the tied teams have beaten all other tied teams in which case that team is ranked highest and the procedure reverts back in order to break the tie within the remaining ranking positions.
- ii) If still tied, the teams will be ranked in order of the largest (positive) net difference between Goals FOR minus Goals AGAINST in the games between the tied teams.
- iii) If still tied, the team(s) will be ranked in order of the most Goals FOR in games between the tied teams. The maximum Goals FOR that will be counted per game is seven (7) more than the Goals AGAINST.
- iv) If still tied, the teams will be ranked using the following formula in games between the tied teams:

Goals For + Goals Against

Goals Against

- v) If still tied, the teams will be ranked in order of the largest (positive) net difference between Goals FOR minus Goals AGAINST in games against all teams.
- vi) If still tied, the teams will be ranked in order of the most goals FOR in games against all team.
- vii) If still tied, the tied teams will be ranked in order of the least total Goals AGAINST in games against all teams.
- viii) If still tied, the teams will be ranked in order by applying the formula in iv) to all games.
- ix) If still tied, the teams will be ranked in order of the fewest penalty minutes in games against all teams.



## **BC Sanctioned Event & Provincial Championship**

### **Mini-Games**

In the AA Provincials, and occasionally at other championships should ice time permit, should a team or teams be eliminated from the medal round using the tie-breaking rules then mini-games will be used to determine who is eliminated (see BCRA Policy Manual).

Mini-games will not begin earlier than one hour and twenty minutes after the completion of that division's last round robin game.

- a. It is the responsibility of the teams involved to be ready to play at the scheduled time. Failure to do so will result in forfeiture of the mini game(s) by the offending team(s). Any team forfeiting a mini-game will be eliminated from medal round play.
- b. A team required to play more than one mini-game will be given a minimum of fifteen minutes rest between games.
- c. Teams involved in mini-games will be seeded using the tie breaking procedure outlined in 6) i) – vi). The respective mini-game format will depend on the number of teams advancing. The table 1 below indicates the format to be used dependent on the situation (where "x" indicates team positions in the final standings).
- d. Each mini-game will consist of a one ten (10) minute, fully played, stop time period. If the score of a mini-game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared. Free pass award and choice of ends for each overtime period will be as outlined under the normal tie breaking procedure.
- e. Playing rules for mini-games will be applied as though the game was tied at 0-0 with ten (10) minutes remaining in regulation time. The higher seeded team, following application of the normal tie breaking procedure, will be designated as the HOME team and will be awarded the free pass to start the mini-game and the choice of ends.
- f. At the conclusion of the mini-game(s), the final positions of teams advancing and teams not advancing to medal round play will be determined using the normal tie breaking procedure.

See the following page for mini-game formats.



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Table 1 - Ties within Medal Round Positions				
1 <sup>st</sup> Place	2 <sup>nd</sup> Place	3 <sup>rd</sup> Place	# Mini-Games	Format Table 2-4
X	X	X	0	N/A
X	X	XX	1	2A
X	X	XXX	2	2B
X	X	XXXX	3	2C
X	X	XXXXX	4	2D
X	X	XXXXXX	5	2E
X	XX	-	0	N/A
X	XXX	-	1	3A
X	XXXX	-	2	3B
X	XXXXX	-	3	3C
X	XXXXXX	-	4	3D
XX	-	X	0	N/A
XX	-	XX	1	2A
XX	-	XXX	2	2B
XX	-	XXXX	3	2C
XX	-	XXXXX	4	2D
XX	-	XXXXXX	5	2E
XXX	-	-	0	N/A
XXXX	-	-	1	4A
XXXXX	-	-	2	4B
XXXXXX	-	-	3	4C

Table 2 - Advance 1 Team	Table 3 - Advance 2 Teams	Table 4 - Advance 3 Teams
<b>2A - Two tied teams</b> 1 _____ 2 _____ advance _____	<b>3A - Three tied teams</b> 1 _____ advance _____ 3 _____ 2 _____ advance _____	<b>4A - Four tied teams</b> 1 _____ advance _____ 2 _____ advance _____ 3 _____ 4 _____ advance _____
<b>2B - Three tied teams</b> 3 _____ 2 _____ 1 _____ advance _____	<b>3B - Four tied teams</b> 4 _____ 1 _____ advance _____ 3 _____ 2 _____ advance _____	<b>4B - Five tied teams</b> 1 _____ advance _____ 4 _____ 3 _____ advance _____ 5 _____ 2 _____ advance _____
<b>2C - Four tied teams</b> 4 _____ 1 _____ 3 _____ 2 _____ advance _____	<b>3C - Five tied teams</b> 5 _____ 4 _____ 1 _____ advance _____ 3 _____ 2 _____ advance _____	<b>4C - Six tied teams</b> 6 _____ 1 _____ advance _____ 4 _____ 3 _____ advance _____ 5 _____ 2 _____ advance _____
<b>2D - Five tied teams</b> 5 _____ 4 _____ 1 _____ 3 _____ 2 _____ advance _____	<b>3D - Six tied teams</b> 5 _____ 4 _____ 1 _____ advance _____ 6 _____ 2 _____ advance _____ 3 _____	
<b>2E - Six tied teams</b> 5 _____ 4 _____ 1 _____ 6 _____ 2 _____ advance _____ 3 _____		