



# Lorette Ringette Association

## 3 on 3 Tournament 2018

### Tournament Rules:

#### 1) TOURNAMENT ENTRY:

- To enter a team, you must fill out the online registration form and pay the minimum registration fee. The base fee is based on up to 10 players:
  - U10, U12, U14=\$1000
  - R4U, U16, Open=\$500
- Each team can roster an additional 3 players, totalling a maximum of 13 players, however, additional costs will be incurred. (i.e. U10 - 13 players on roster=\$1300)
  - U10, U12, U14=\$100 per extra player
  - U16, Open=\$50 per extra player. R4U no additional costs for added players.
- U10-U14 – 5 game guarantee, plus Rose Final
- R4U, U16 & Open – 3 game guarantee, plus Rose Final (U16 & Open only)
- Each team will be required to provide 1 penalty box volunteer during their game for all games during the tournament.
- Refunds will be provided up to **March 2, 2018**.

#### 2) ROSTERS:

- If roster is not attached during registration, please email to [lorette3on3@gmail.com](mailto:lorette3on3@gmail.com), no later than **March 2, 2018**.
- Signed waiver forms due no later than **April 1, 2018**. Emailed to [lorette3on3@gmail.com](mailto:lorette3on3@gmail.com).
- Only 3 AA/Open Elite players are eligible to play per team. U16 level-No AA players allowed.

#### 3) RULES (Note R4U & Open Co-ed Rules in Paragraph 9/10):

**TIMEKEEPERS/COACHES, please note the highlighted text in these rules**

- The Official Rules of Ringette Canada will apply except for the following:
  - a. Breaking of Ties in Games & Standings and as noted below; and,

- b. Excluding the goaltender, only three skaters on the ice at a time per shift (with the exception of R4U).
- Game Length:  
2x24 minute periods.
  - Teams must be ready to go on the ice 15 minutes prior to game time. Penalty of 1 goal for every 3 minutes late. Tournament Committee may waive penalty if warranted.
  - Teams will maintain the same end for both periods.
  - Period(s) are Running Time with controlled shifts where a buzzer occurs every 60 seconds. **Upon buzzer**, oncoming players will enter the ice immediately. When leaving the ice, PLAYERS MUST LEAVE the ring where it is when the buzzer went off. **Please be aware to ensure player safety: If during the game a team is opening the door releasing players onto the ice prior to the buzzer the first offense will result in a warning from the referee. A second offense or ongoing infraction, will result in an unsportsmanlike penalty and a subsequent penalty shot will be awarded.** Please refrain from **rattling the door handles as you may be unable to hear whistles.**
  - Home team is the second team noted on the schedule.
  - Jerseys will be provided for each team. Pinnies are available in case of colour conflict (as determined by referees). The Visiting team will wear the pinnies.
  - Teams jersey colour and size preferences must be sent to the tournament coordinator by **March 2, 2018**, to guarantee delivery. If no response is received by that date, the team will be responsible to provide light and dark jerseys.
  - **A seven (7) goal differential for/against shall be observed on the score board.** *Please respect true sportsmanship and values of fair competition when exceeding this goal differential.*
  - Point Structure - In round robin play, Teams receive two (2) points for a win, one (1) point for a tie and zero (0) for a loss. The team with the most points in each loop will be declared the top team in the division. The second place team is the team having the second highest number of points.
  - Rose/Playoff Games - Overtime period will be 5 minutes, running time, sudden victory. Flip coin & winner chooses either ring possession or choice of end. If still tied, see "Shoot Out".
  - Shot Clocks will NOT be used during any games in the 3 on 3 tournament.
  - **In the event of a player injury, the referee will blow the whistle to indicate a stoppage of play in order for the injured player to be attended to.** Once the injured player has left the ice surface, a free pass or penalty shot will follow in order for play to continue.

- All coaches are required to make every effort to ensure EQUAL ICE TIME for all 3 on 3 participants.
- **Timeouts - No timeouts will be awarded.**
- After each Goal, play will resume immediately from the Defending zone. The Scoring Team must **all completely** clear the center ice line prior to re-entry into the defending zone. A skater can take the ring from the net after their own team gets scored on, the goalie DOES NOT have to throw it out. (Timekeepers: the clock is **not** to be stopped when a goal is scored, unless it is unclear if it was a goal. In that case, timekeepers to buzz the horn and stop time to discuss with the refs.)
- Teams may pull their goalie for an extra attacker only in the **LAST 2 MINUTES** of a game, or on delayed penalty calls. Goalies cannot participate in play past the blue line.

#### 4) SERVING PENALTIES:

- Game Penalties will be served as a Penalty Shot (**where the clock will be stopped to serve the Breakaway Shot**). The Penalty shot must be taken by the player infringed upon (if applicable) and all players on the ice must remain there until the shot is taken.
- The player taking the penalty shot will line up at the centre ice.
- All other players from both teams will line up by the far blue line (the blue behind the player taking the penalty).
- **One** player from the offending team will be allowed to chase the player taking the penalty shot. The chaser cannot start skating until the player taking the penalty shot has crossed the blue line.
- All players will start from the standing position.
- The referee will blow the whistle to start the play.
- All other players will be able to re-enter the play as soon as a goal is scored or the shot has been taken. Should the player miss the penalty shot, play will continue **and the clock will be restarted at this point**. If a goal is scored, players must clear the zone as normal.
- Any individual receiving 4 penalties in one game will receive a game ejection. The player may also receive a suspension for the following game.
- Coincidental minor penalties will result in no penalty shots for either team but the timekeeper will mark this penalty down to be counted toward the maximum of 4 penalties before receiving a game ejection. A 4 minute major penalty will result in the offending player(s) ejection from the game and two goals being awarded to the opposing team. The player will also be suspended for the next game.

- Any match penalty, misconduct or fighting will result in an automatic minimum three game suspension, a second offense will result in an automatic expulsion from the tournament. Any player ejected from a game shall immediately leave the ice surface. Failure to leave the ice surface will result in the ejected player's team forfeiting the game.
- In the event that there is no goalie on a team and a penalty is called against that team, the goal will be automatically awarded (rather than having a player take a shot on an empty net).
- If a delayed penalty is called near the end of the game and the clock runs out, and where an additional goal would change the outcome of the game, the penalty shot will be taken.
- **During the course of the game, the referee's decision is final. A zero tolerance approach will be used by the referee towards aggressive and/or abusive coaches, players and spectators.**
- Match penalty may result in suspension from tournament.

#### **5) PROTESTS:**

- Protests must be presented by the Head Coach to the Tournament Co-ordinator in writing within 45 minutes following the game. Decision of Tournament Committee will be final and binding for all teams. Protest to be accompanied with a \$50.00 fee, which will be returned if protest upheld. Judgement calls of officials are not grounds for protest.
- The Tournament Committee reserves the right to change/alter/adjust the tournament schedule and any/all game times at any time.
- No protests will be allowed over timekeeping error if the result gives equal opportunity to both teams.
- Decision of the Protest Committee shall be final and binding on all parties.

#### **6) BREAKING OF TIES IN PLAYOFF/ROSE GAMES:**

- Regular round-robin tied games will stand.
- All playoff/rose games will be played until a winner is declared.
- If the score of a game is tied at the end of regulation time, there will be one 5-minute overtime period, running time, which will be sudden victory (i.e. the first team to score will be the winner).
- If neither team scores during the overtime period, shoot out rules apply.

- Possession to start the overtime period will be decided by the tossing of a coin by an on-ice official. The team winning to toss can elect to have ring possession.
- If the teams are tied after the overtime period, then the teams will proceed to a shoot-out to determine the winner. Please see the Shoot-Out Rules below.

### **7) BREAKING OF TIES IN STANDINGS:**

- 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 from the game sheets.
- The winner of more game(s) between each other during the round robin will be declared the highest position.
- If still tied, the team having the greatest positive difference between goals for and against, **only to a max of 7 goal spread**, in games between the tied teams in the round robin will be declared the highest position. If still tied, the team having the least total goals against between the tied teams during the round robin will be declared the highest position.
- If still tied, the team having the greatest positive difference between goals for and against, only to a max of 7 goals, in all games during the round robin will be declared the highest position.
- 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.
- If still tied, a coin toss will be used to break the tie.

### **Important Notes**

- 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 (a) above.
- 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 (a) above in order to break the tie between those teams which remain tied.

### **8) SHOOT OUT RULES:**

- Each team selects 3 shooters
- Visiting team takes a penalty shot first, starting from centre ice.

- Shooter cannot enter crease with body or ring.
- No rebounds are allowed.
- Goalie starts in crease and, may leave crease after the shooter crosses the blue line.
- Home team shoots next and teams alternate until both teams have taken 3 shots. The team with the most goals wins.
- If still tied after the first 3 shooters, each team selects 1 NEW shooter. If a team's shooter scores and the other team's shooter does not, then the tie is broken.
- If still tied, continue selecting 1 NEW shooter from each team until the tie is broken.

#### **9) R4U RULES:**

- 5 on 5. 5 players plus goalie.
- Buzzer every 2 minutes.

#### **10) OPEN CO-ED RULES:**

- 18+ co-ed team. No minimum or maximum of male/females.
- Maximum of 3 Open Elite/AA players per team.
- Ringette cage not required for males. Visor or full cage acceptable.