



Lorette Ringette Association

8th Annual

3 on 3 Tournament

April 6 – 24, 2022
Ile des Chenes Arena

1) TOURNAMENT DETAILS:

- To enter a team, you must fill out the online registration form and pay the full registration fee. Teams should consist of a minimum of 1 goalie and 9 skaters:
 - R4U = \$500.00 per team
 - U10 A2, U12 A2 and U14 B = \$100.00 per player
 - U16/U19 and Open Co-ed = \$75.00 per player
- Games per Divisions:
 - R4U – 3 games, full ice, 5 on 5 play
 - U10 A2, U12 A2, U14 B – 5 game guarantee, plus Rose Final
 - U16/U19, Open Co-ed – 3 game guarantee, plus Rose Final
 - **The number of guaranteed games could vary depending on the number of teams registered**
- Payment in full must be done **online** during the registration process.
- Payment in full does not guarantee a spot in the Tournament. A completed team roster must also be received and reviewed by the Tournament Committee. Confirmation of registration in the Tournament will be sent via email.
- If roster is not attached during registration, please email it to lorette3on3@gmail.com, no later than **February 15, 2022**. Falsifying information on the roster will not be tolerated and will result in an automatic team expulsion from the 3 on 3 Tournament with no refunds.
- Refunds will be provided up to **February 15, 2022**. Once Jerseys are ordered, no refunds will be granted.
- Signed waiver forms due no later than **April 1, 2022**. Emailed to lorette3on3@gmail.com.
- No A1 players permitted in the U10 or U12 A2 loops. No A or AA players permitted in the U14B loop.
- A maximum of 3 AA or Open Elite players are eligible to play per team in the U16/U19 and Open Co-ed loops.
- 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.
- **IMPORTANT** - Team jersey colour and size preferences must be sent to the tournament coordinator by **February 15, 2022**, to guarantee delivery. If not submitted by that date, the team will be responsible to provide their own light and dark jerseys.

2) 3 on 3 RULES:

Notes: Additional R4U and Open Co-ed Rules follow in Sections 9 & 10

NEW = Covid-19 Health Orders and Vaccination Policy follows in Section 11

A Coach from each team must sign Page 8 of this document and email it to lorette3on3@gmail.com no later than April 1, 2022.

- The Official Rules of Ringette Canada will apply except for the following:
 - a. Breaking of Ties in Games and Standings as noted in sections 5 & 6 below; and,
 - b. Excluding the goaltender, only three skaters on the ice at a time per shift (with the exception of R4U).
- Game Length: 2 x 24 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.
- Periods 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 ensure player safety when leaving/entering the ice.
- If during the game a team is opening the door and releasing players onto the ice prior to the buzzer the first offense will result in a warning from the referee. Ongoing infractions will result in an unsportsmanlike penalty with a penalty shot being awarded to the other team. Please refrain from rattling the door handles, as you may be unable to hear whistles and/or buzzers.
- A seven (7) goal differential for/against shall be observed on the scoreboard, for the final game result online and in any tie breaking formulas. The scoresheet will record the actual score. ***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.

- No double shifting of players. All skaters must come off the ice at the end of shift buzzer.
- 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 will **not** stop the clock when a goal is scored, unless it is unclear if it was a goal. In that case, timekeepers will 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.
- **NEW:** Players are required to play for the entire 1 minute shift. Wasting of time in the last 10 seconds, holding the ring or passing the ring to their bench for the next shift to pick up could be considered a delay of game and refs will be encouraged to call penalties accordingly.

3) 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.
- If the penalty occurs at the buzzer, the clock will stop, both teams will change lines and the infringed upon player will stay on the ice to complete the shot. Once they shoot, they must immediately leave the ice surface and the remaining 6 players continue to play.
- 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 line behind the player taking the penalty shot).
- **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 penalty shot.
- 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.
- 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.**

4) 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.

5) 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).
- Possession to start the overtime period will be decided by the tossing of a coin by an on-ice official. The team winning the toss can elect to have ring possession.

- If the teams remain tied after the overtime period, the teams will proceed to a shoot-out to determine the winner. Please see the Shoot-Out Rules in Section 7 below.

6) 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:

- 1) The winner of more games between the tied teams during the round robin will be declared the highest position.
- 2) If still tied, the team having the greatest positive difference between goals for and against, using only the max of 7 goal spread, in games between the tied teams in the round robin will be declared the highest position.
- 3) If still tied, the team having the lowest total goals against in games between the tied teams during the round robin will be declared the highest position.
- 4) If still tied, the team having the greatest positive difference between goals for and against, only to a max of 7 goal spread, in all games during the round robin will be declared the highest position.
- 5) If still tied, the tied team with the lowest total goals against in all games during the round robin will be declared the highest position.
- 6) 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). If there are more than two teams tied for a position, once one team is eliminated from the tie, the procedure reverts back to step 1) and begins again.
- 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 1) above in order to break the tie between those teams which remain tied.

7) 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.

8) TEMPORARY PLAYERS: *NEW*

Teams who are short players for a game during the 3 on 3 Tournament may call up a Temporary Player (TP), provided they adhere to the following rules:

- All Temporary Players must already be registered and on a roster for the 2022 LRA 3 on 3 Tournament;
- Teams using a TP must fill out and hand in the “Add Temporary Player” form at the tournament information table no later than 30 minutes before game time;
- Teams can use a maximum of 3 TPs or up to their original roster size, whichever is less, per game; *(Example: Original roster is 10 players and you are down to 8 players for a game, only 2 TPs are permitted)*
- A team cannot use the same TP for more than 2 games;
- U10 – U16 loops are only permitted to add a TP from the same division, or the division below;
- Open Co-ed teams can only add TPs from other Open Co-ed teams;
- TPs cannot put a team over the limit of 3 AA/Open Elite players for that game;
- Teams caught using unregistered players will be subject to:
 - First Offense: Forfeiture of the game
 - Repeat Offense: Disqualified from tournament with no refunds

9) R4U RULES:

- 5 on 5 play – 5 skaters plus goalie.
- Buzzer every 2 minutes.
- 2 x 24 min periods. 2nd period may need to be adjusted based on time left in the allotted 1 hour ice.

10) OPEN CO-ED RULES:

- All players must be 18 years of age by April 1, 2022.
- Team roster **and** line up for each game are encouraged to be at least 50% female.
- Each shift must have a minimum of 1 female skater (goalie does not count as a skater).
- Maximum of 3 Open Elite/AA players per team.
- Ringette cage not required for males. Visor or full cage acceptable.
- **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.**

11) COVID-19 HEALTH ORDERS AND VACCINATION POLICY: *NEW*

- The 2022 Lorette Ringette Association 3 on 3 Tournament will follow current Manitoba Public Health Orders.
- Any additional RM of Ritchot Arena Protocols will be clearly posted on the Lorette Royals Ringette website and in the entrance of the Ile des Chenes Arena.
- Lorette Ringette Association does not provide guidance related to COVID-19 impacting teams. If guidance is required, teams should contact Manitoba Public Health.

Lorette Ringette Association
3 on 3 Tournament Rules
April 6 – 24, 2022

I hereby acknowledge that I have read the complete Tournament Details and 3 on 3 Rules of the 2022 Lorette Ringette Association 3 on 3 Tournament. I agree to follow the rules as outlined and am aware that failure to do so may result in the forfeiture of one or more games and a possible disqualification from the tournament without refund.

Coach Name: _____
(Please Print)

Coach Signature: _____

Team Name: _____

Division: _____

Please sign and return to the
3 on 3 Tournament Committee on or before April 1, 2022
(lorette3on3@gmail.com)

Thank you for registering for our tournament and good luck to all teams!

