

Welcome to the 2025 U14AA  
Blue Ring in the New Year Tournament  
January 3<sup>rd</sup>-January 5<sup>th</sup>, 2025

This weekend is about the players and their love for the game. Please make sure all team staff and fans contribute to create a great environment for players, officials and volunteers alike. Good sportsmanship and fair play are essential.

**Registration and Payment**

The Blue Ring in the New Year tournament will be held at Optimist, Springbank, Jimmie Condon and Southland arenas in Calgary.

The cost is **\$1500**

Payment confirms your registration in the tournament.

Please e-transfer [U14AAblueringette@gmail.com](mailto:U14AAblueringette@gmail.com) and indicate **TEAM NAME**, and **ASSOCIATION** in the e-transfer details.

**Hotels**

This is a "Stay to Play" tournament. Hotels must be booked with the Sandman Hotel & Suites Calgary South. The hotel is located near the Farmer's Market, Costco, Walmart, Chinook Mall and numerous dining establishments. Discounts will be offered at Denny's for your team and families. Reference the booking ID and your team's name at the time of booking.

**Sandman Hotel & Suites Calgary South**  
**8001 - 11th Street SE,**  
**Calgary, T2H 0B8**

Booking Name: AA Ringette Calgary

Booking ID: 468340

Rate: \$140 Rooms: Various room type available (including kitchenettes)

Date: Jan 2-5, 2025

Cut-Off: Dec 18, 2024

Phone: 403-252-7263

**Cancellation/Refunds**

Refunds will not be given unless a suitable replacement approved by the tournament committee is found.

For any questions or inquiries, please contact the Tournament Director:

Madhu Brar-Hayer

403-473-2214

## Tournament Rules and Regulations

### **TOURNAMENT FORMAT:**

The tournament will be a round robin format with playoff games. Guaranteed 5 games.

- Teams will play five games, 3 round robin and two playoff games.
- All teams must be ready to play at 8:00AM on January 3, 2025
- Last game on Sunday, January 5, 2025 at 11:15AM

### **GAME LENGTH:**

- Games are 2 twenty-three (23) minute stop-time periods for round robin games. Playoff games will be 2 twenty (20) minute periods with allowance for overtime or shoot out.
- If needed, any time beyond the 60 or 75 minutes will be strictly used for overtime and medals.
- All games will have a 3 minute warm up.
- There will be a 1 minute break between periods and a flood will be scheduled between all games.
- At the discretion of the Tournament Committee, running time may be reverted to at any time if the games are running behind to an extent that the Tournament may be jeopardized.
- If only five (5) minutes remain in an assigned time slot, the clock will be reset to two (2) minutes at the first stoppage of play.
- The team designated as HOME shall supply a Scorekeeper (Game Sheet on RAMP) and Game Clock Operation. VISITING team will supply the Shot Clock operator. Each team playing must also supply a minor official to work the penalty boxes.
- Round Robin games may end in a tie. Medal round games will be decided as per the rules underlined in the section TIE-BREAKING PROCEDURES FOR PLAYOFF GAMES below.

### **TOURNAMENT RULES:**

1. Rules from the Official Ringette Canada rule book and Ringette Alberta Rules and Operating Procedures shall apply if not covered below.

2. All participants must be registered with Ringette Alberta, Ringette Canada or their respective provincial Ringette association.
3. There will not be more than 5 non-players (coaches) allowed on the bench at one time. Bench staff must be certified as per Ringette Alberta.
4. Any **TEAM** accumulating **MORE THAN 30** penalty minutes in any **ONE GAME** shall see the head coach or acting coach from that game suspended for their next tournament game. (No grievances will be accepted)
5. A **MATCH** penalty will automatically result in suspension from all subsequent tournament games.
6. Teams will declare goalies, captains and alternate captains on the game sheet by indicating (G), (C), or (AC). Affiliate players will be declared by (AP). Ringette Alberta affiliated player rules must be followed.
7. Players, coaches and parents are all reminded that fair play, gamesmanship and fun must be a priority at this tournament.
8. Referees' decisions will be final.
9. Game sheets will be at the registration table if needed for scorekeeping.
10. Teams must be ready to go on the ice ten (10) minutes before game time. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. The game will be played as an exhibition only. The score, credited to the team that has been given the win, will be recorded as 1-0.
11. In the event of uniform color conflict, the **VISITING** team must change their uniforms. If the visiting team does not have a second color, the **HOME** team may be required change its uniform, at the direction and discretion of the Tournament Official.
12. In medal games the higher placed team shall be **HOME** team.
13. No game protests will be accepted. The decision of the referee and/or the Tournament Coordinators shall be final.
14. Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures, with a **MAXIMUM SEVEN GOAL** difference.
15. Time-Outs: Each team is entitled to **ONE** 30-second timeout per regulation. Each team is entitled to **ONE** additional 30-second timeout in overtime.

### **SCORING:**

1. At the end of round robin play, teams will be ranked according to the total points in all games played.
2. Teams will receive two (2) points for a win, one (1) point for a tie and zero (0) points for a loss in round robin play.
3. Maximum goal differential recorded in all games will be seven (7).

4. When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:

A. The winner of more game(s) between each other during the round robin will be declared the highest position.

B. If still tied, teams shall be ranked according to the difference between goals for and against in games between the tied teams in round robin play. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.

C. If still tied, teams shall be ranked according to the least goals against in games between the tied teams in round robin play. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.

D. If still tied, teams shall be ranked according to the difference between goals for and against in all games played in the round robin. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.

E. If still tied, teams shall be ranked according to the least goals against in all games played in the round robin. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.

F. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for games between the tied teams in round robin play. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.

G. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for all games played in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.

H. If still tied, teams shall be ranked according to the least total penalty minutes for all games played in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, the team with the third least penalty minutes shall be next, etc.

I. If still tied, teams shall be ranked according to the time required to score their first goal for all games played in the round robin. The team scoring the earliest goal shall be

ranked highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked next, etc.

J. If still tied, teams shall be ranked by a coin toss.

NOTE: Each step of the tie breaking rules shall apply to all teams involved in the tie. ie. according to rule B, the Green team has a difference of 5 goals, the Pink team has a difference of 3 goals and the Blue team has a difference of 2 goals. Green team shall be ranked highest, Pink team next and Blue team shall be third among these tied teams.

If three (3) or more teams are involved in the tie, the tie breaking procedure shall only revert to A if teams are still tied after the application of subsequent rules. ie. according to rule B, the Green team has a difference of 5 goals, the Pink team and the Blue team are still tied at 3 goals difference. Green team shall be ranked highest, revert to rule A to break the tie between the Pink & Blue teams.

### **TIE-BREAKING PROCEDURES FOR PLAYOFF GAMES:**

All games must be completed within their permit ice times stated above. In the event of a tied score at the end of the playoff game and time is still remaining on the permit then below is in effect.

The Tournament Committee with the collaboration of the Head coaches will move forward on the below outlines

**1. 6 minutes or more left on the permit: Five Minute overtime**

For this tie-breaking option, the permit time allows one 5-minute stop time period. Play will end when one team scores and is declared the winner.

**2. 5 minutes or less on the permit: Shootout**

In the event of a tie where there is less than 5 minutes left on the permit, each team will select three shooters and each player will take one shot each, and the shots alternate from team to team. Upon completion of the three-player shootout, the team with the most goals wins. If still tied after each team has taken three shots, then "sudden-death" shots will be taken until a winner is declared. No team shall have a skater shoot twice until all of the players on that team have taken a shot.

**3. No time remaining on the permit**

Due to the nature of the ice permit and the need for floods and other user groups needing access to the ice all games must be completed within their permit and in the event of a tie at the end of the ice permit the team who scored first wins.

### **Affiliation Rules:**

Teams using affiliates are required to strike the names of players who are not participating in a game from the game sheet to ensure proper verification. When using an affiliate the name(s) of the player(s) and their jersey number must be written in the appropriate space on the game sheet, marked with (AP) for Affiliate Player and (AG) for Affiliate Goalie. It is the responsibility of the team to ensure that Ringette Alberta affiliated player rules are followed.

From the Ringette Alberta 5.0 – Player Affiliation Policy.

5.4.3 Players “dressed” and listed on the game sheet shall be:

- A minimum of seven (7) players
- A maximum of five (5) affiliate players
- A maximum of twelve (12) players if the only affiliate player(s) participating in the game are skater(s)
- A maximum of thirteen (13) players if a combination of affiliate skater(s) and an affiliate goaltender is participating in the game
- A maximum of eighteen (18) if the only affiliate player “dressed” is a goaltender

*“Players” include goaltenders and skaters*