



Tournament Rules

This tournament is governed by Ringette Canada and Ontario Ringette Association sanctioned event rules. The tournament will abide by ORA sanctioned event rules, unless specified differently below. The Ontario Ringette Association Code of Conduct will be enforced. *See below.*

All divisions will play two 15 minute periods with the following exceptions:

- Bunny Minor will play two 14 minute periods (running time) with a 2 minute buzzer.

ALL TEAMS MUST BE PREPARED TO START EACH GAME 15 MINUTES PRIOR TO SCHEDULED GAME TIME. A team requested to start early can lose by default if they are not ready to play 15 minutes before their scheduled game time.

IMPORTANT - Warm up times will be limited to 3 minutes from the time the Zamboni doors close. These times will be STRICTLY adhered to.

All games (except Bunny Minor) are stop time. The tournament chair in conjunction with the arena convener may switch to running time. This rule is in place to avoid cancellation of late games due to an arena falling behind schedule (injury, weather, power failure etc.). If there is a seven or greater goal spread between teams in the second period, running time will be declared. Running time will be maintained as long as there exists a seven or greater goal spread between the teams.

Shot Clocks will be used for all Provincial division.

Teams will be awarded two points for a win and one point for a tie. Round robin games may end in a tie. Final games will be played until a winner is declared. The maximum number of goals per game is 7 more than the goals against. If a team has forfeited a game, that team will be ranked the lowest position amongst tied teams. Ties in the standings will be broken by ORA Sanctioned Tournament Tie-Breaking rules as detailed below.

SPECIAL RULES FOR BUNNY MINOR DIVISION

- Games will be two 14 minute periods with a 2 minute buzzer.
- The clock will stop on the buzzer and remain stopped for 30 seconds to allow for line changes. After 30 seconds, the Referee will whistle in play and the game will continue.
- The clock will not be stopped for goals or penalties.
- Players serving penalties will come out of the box on the 2 minute buzzer.
- A maximum of TWO coaches shall be permitted on the ice during play, for instructional purposes

ORA Sanction Event CODE of CONDUCT

Any person who interferes with the game, or verbally abuses an OFFICIAL, COACH or PLAYER will be asked to leave the playing area and not return. The HEAD COACH will be notified by an on ice OFFICIAL to remove the person. If the person refuses to leave the arena playing area after a reasonable period of time, the game will be called and the team the person is associated with will forfeit the game.

PROTESTS & GRIEVANCES

No protests or grievances will be considered regarding an official's on-ice judgement or application of the rules. Questions regarding rule interpretations can be directed to the tournament Referee-In-Chief through the tournament staff at the arenas.

In the unlikely event that there is a protest or grievance - a committee has been established to determine whether it will consider the protest, and to render any related decisions. All decisions of this committee will be considered final.

DIVISION FORMAT

More details to follow.