

Regina Elite Tournament Rules

The official rules of Ringette Canada apply.

A maximum 7 goal differential will be recognized.

Teams must be ready to be on the ice 10 minutes prior to the scheduled game time. Teams not iced within 2 minutes of the referee's whistle being blown to start the game will forfeit the game. The game, however, will be played as an exhibition game. The tournament coordinators will advise teams if they are required to be on the ice before the scheduled game time.

Score sheets are to be signed at least 30 minutes prior to game time. Home and Visitors are designated in the draw. In the playoff round, the team of highest standing shall be the home team. In the event that these teams are equal in the standings, a coin toss will be used to determine the home team. This will occur 30 minutes before game time. After each game, the refs will give each team their copy of the game sheet and the white copy must be returned to the tournament registration table. In the case of color conflict, the visiting team will be required to change uniforms.

Timekeepers, Scorekeepers and Shot Clock Operators will be provided for all games. Teams may provide penalty box gate openers if desired.

Games will consist of two 20 minute stop time periods for all divisions.

There will be a 2 minute break between periods.

Each team is entitled to one 30 second timeout per game. Each team is entitled to one additional 30 second timeout in overtime play.

All games will declare a winner. If the game is tied at the end of regulation time in any game, the teams will play an additional 5 minute sudden victory period. Ring possession will be decided by a toss of the coin with the visiting team calling. The other team will get their choice of ends. In the event that the

game is still tied after the sudden victory period, a shoot-out will decide the tie.

The shoot-out will consist of 3 shooters from each team shooting alternately on the opposing goalie. The home team will shoot second. All 3 shooters will shoot from each team. If it is still tied after 3 shooters from each team have shot, teams will continue one shooter at a time until a winner is determined. No shooter may shoot again until all skaters on the roster have shot. A winner is declared when one team scores and the other does not, in sudden victory format.

One goal will be added to the winner's score after the tie is broken by the shootout. Shootout goals will not count on the scoresheet.

No more than 5 bench personnel, one of whom must be an adult female, in accordance with Ringette Canada policy, will be allowed on the bench at one time.

Good sportsmanship will be stressed throughout the tournament.

Any individual assessed a Misconduct penalty during the tournament will be ejected from the remainder of that game and will be required to serve an additional 1 game suspension. Should an individual be assessed a Match penalty during the tournament, he/she will be ejected from that game and will be required to serve an additional 1 game suspension. The disciplinary committee will review the incident and the player may be required to serve additional games based on the severity of the action that caused the penalty.

All players, coaches, and bench staff must be registered with their provincial governing body in order to participate.

No game protests will be accepted. The decision of the referee and/or the Tournament Committee shall be final.

Overage players will not be allowed unless approved by the Tournament Committee. The Tournament committee will only consider overage players

where they have been registered on their team since the start of the playing season.

Player Pick Ups

All player pick-ups must be approved by the Tournament Committee prior to the tournament. The use of ineligible players will result in forfeiture of the game. An ineligible player is considered one not on the original provincial roster and/or one from an equal or higher Division than being played, without Tournament Committee approval. Players can only be picked up from the Division below or from the same age group but a classification lower. A player may only play on one team during the weekend of the tournament.

The following are examples of accepted player pull ups:

- U14AA can draw from U14A, U14B, and U12A
- U19A can draw from U16A, U16B and U19B
- Open can draw from any other Open team (equal or lower classification), or U19A/B

On ice team pictures can be taken after bronze and gold medal games if time permits.

Points Structure and Tie Breaking Procedures

Teams receive five (5) points for a win and zero (0) for a loss – except when a game goes into OVERTIME. All games will be played until a winner is declared, according to the game procedure above. If regulation time ends in a tie, the winning team will receive three (3) points and the losing team will receive two (2) points.

The team with the most POINTS in each division, will be declared the top team in that division. In the case of a tie in POINTS the following tie breaking steps will be used until a top or bottom team is identified. If more than 2 teams are tied, follow each step until one team is placed and then revert back to the first rule until all teams are placed.

1. The winner of more games between each (head-to-head) during the round robin will be declared the highest position.
2. 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.
3. If still tied, a coin toss will be used to break the tie.

Last Updated: Oct 2025