



# 2022 Ringette Saskatchewan Provincial Championships Team Information Package

A/AA – March 4-6 – Regina

A. Provincial Championships Rules and Regulations .....	2
B. Tournament Structure .....	3
Point Structure .....	3
Breaking of Ties in Standings .....	4
Mini Games.....	5
C. Officials.....	6
D. Team Requirement for Minor Officials.....	6
E. Policy Reminder.....	6
F. Additional Information .....	6
G. Schedule.....	7

## A. Provincial Championships Rules and Regulations

1. Ringette Canada Official Rules will be enforced
2. All rules and regulations contained in the Ringette Saskatchewan Policy and Procedures Manual will apply in their entirety to this competition.
3. All teams were required to submit rosters to the Ringette Saskatchewan office by January 31, 2022 for verification. Any changes to these rosters must be reported and approved by Ringette Saskatchewan prior to the Championship. Therefore, only persons on the approved rosters will be listed on the game sheets and allowed to participate.
4. ALL team staff listed on the game sheet must sign in for each game at the Ringette Saskatchewan Control Desk at the venue prior to the start of each game.
5. Home and Visiting teams will be designated on all game sheets. If uniform colours conflict, the visiting team will be required to change jerseys. As noted on the team roster forms, teams will be required to wear their home jerseys unless otherwise determined by Ringette Saskatchewan.
6. No jewelry (with the exception of medical alert items) will be permitted for any on-ice participant. This rule will be strictly enforced throughout the Championship.
7. Teams must be ready to play at the scheduled game time.
8. Teams are not allowed on the ice surface prior to the officials. Any team entering the ice surface prior to the officials may be assessed a penalty.
9. There will be a 3-minute warm-up before the game and a 2-minute break between periods. Teams must be ready to immediately start game play when the 3-minute warm-up and 2-minute break between periods are complete. There will be no additional time allowed. Any team not ready to immediately start game play at the end of the 3-minute warm-up or 2-minute break between periods may be assessed a penalty.
10. All games will consist of **two 20-minute stop time periods**.
11. Game scores posted on the scoreboard will not show more than a 7-goal spread.
12. All games will be played until a winner is declared. In the event of a tie at the end of regulation time, consecutive 20-minute sudden victory periods will be played until a winner is declared. Possession of the ring to start the overtime period will be determined by a coin toss, with the home team calling. The team winning the coin toss will get the free pass and the other team will get choice of ends. If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams. Teams will also exchange ends for each overtime period.

13. Regulation game winners will be awarded **3 points**, while the losing teams will receive **0 points**. In the event of overtime, game winners will be awarded **2 points** and losing teams will receive **1 point**.
14. All rules are at the sole discretion of the on-ice officials and officers/designates of Ringette Saskatchewan. Officials' judgement calls are not subject to protest.

## **B. Tournament Structure**

In all divisions, the following series will be played to determine the two teams to participate in the Championship game.

- a. Two (2) teams – there shall be a best of three (3) game playoff. If a third game is not needed, the ice will be given to the home team as practice ice.
- b. Three (3) teams – a double round robin series will be played. The top (2) teams will advance to the Championship game; no bronze medal will be awarded.
- c. Four (4) and Five (5) teams – a single round robin series will be played. Semi-Finals will be 1<sup>st</sup> place versus 4<sup>th</sup> place and 2<sup>nd</sup> place versus 3<sup>rd</sup> place. Winners of the Semi-Finals will advance to the Gold Medal Game and defeated teams will advance to the Bronze Medal Game.
- d. Six (6) and Eight (8) teams – the division will be divided into two (2) pools for round robin play. The winner of each pool will receive a bye to the Semi-Finals. 2<sup>nd</sup> place in Pool A will play 3<sup>rd</sup> place in Pool B. 2<sup>nd</sup> place in Pool B will play 3<sup>rd</sup> place in Pool A. Winners of these games will move on to the Semi-Finals. Semi-Finals will be the winner of 2<sup>nd</sup> Pool A/3<sup>rd</sup> Pool B versus 1<sup>st</sup> place in Pool B and the winner of 3<sup>rd</sup> Pool A/2<sup>nd</sup> Pool B versus 1<sup>st</sup> place in Pool A. Winners of the Semi-Finals will advance to the Gold Medal Game and defeated teams will advance to the Bronze Medal Game.
- e. Seven (7) teams – all teams will be put in a random draw to determine a team number of 1-7. Each team will play four (4) round robin games – Team 1 versus 4, 5, 6 & 7; Team 2 versus 3, 5, 6 & 7; Team 3 versus 2, 5, 6 & 7; Team 4 versus 1, 5, 6 & 7; Team 5 versus 1, 2, 3 & 4; Team 6 versus 1, 2, 3 & 4; Team 7 versus 1, 2, 3 & 4. Following round robin play, teams will be ranked 1<sup>st</sup> place to 7<sup>th</sup> place based on points and tie breaker procedures. Semi-Finals will be 1<sup>st</sup> place versus 4<sup>th</sup> place and 2<sup>nd</sup> place versus 3<sup>rd</sup> place. Winners of Semi-Finals will advance to the Gold Medal Game and defeated teams will advance to the Bronze Medal Game.

## **Point Structure**

All games will be played until a winner is declared. Teams will receive three (3) points for a win and zero (0) points for a loss. If a game requires overtime (OT), teams will receive two (2) points for an OT win and

one (1) point for an OT loss. The team with the most points in each division will be declared the top team in that division. The second place team is the team having the second highest number of points, etc.

### **Breaking of Ties in Standings**

When two or more teams have an equal number of points after the completion of round robin play, the highest of the tied teams will be determined in the following order using the "Official Score" of the games. In order to apply tie breaking rules a through c, all teams must have played each other in round robin play.

- a. The winner of more game(s) between each other during round robin play will be declared in the highest position.
- b. If still tied, the team having the greatest positive difference between goals for and against in games between the tied teams during round robin play will be declared in the highest position.
- c. If still tied, the team having the least total goals against in games between the tied teams during round robin play will be declared in the highest position.
- d. If still tied, the tied team having the greatest positive difference between goals for and against in all games during round robin play will be declared in the highest position.
- e. If still tied, the tied team with the least goals against in all games during round robin play will be declared in the highest position.
- f. If still tied, the team having the lowest number of penalty minutes in games between the tied teams will be declared in the highest position.
- g. If still tied, the tied team having the lowest number of penalty minutes in all games during round robin play will be declared in the highest position.
- h. If still tied, a coin toss will be used to break the tie.

### **Important Notes**

1. This tie breaker 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) in Breaking of Ties in Standings.
2. This tie breaker procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between the tied teams, and that team shall be dropped from the tie breaking procedures (i.e. the top two teams remain tied). In these cases, the procedure shall also revert back to (a) in Breaking of Ties in Standings in order to break the tie between those teams that remain tied.

3. In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the “Official Score”.
4. In the event that after round robin play teams are tied for a position which entitles a team to participate in any Semi-Final or Final game (Gold or Bronze), the following rules will apply:
  - a. Once tied teams have been ranked, from highest to lowest, then ten (10) minute mini game(s), starting with the two (2) lowest ranked teams, will be played to determine the team(s) who advance to either the Semi-Final or Final games.
  - b. If three (3) or more teams are tied for one (1) position, then the two (2) lowest ranked teams will play in a mini game, the winner of this mini game will move on to play the next highest ranked team directly following the previous mini game. This process repeats with each winner successively playing the higher ranked team until there is one (1) winner from the mini games.
  - c. If three (3) or more teams are tied for two (2) positions, then the team ranked in 1<sup>st</sup> place through normal tie breaker procedures shall automatically advance to the Semi-Final or Final games, and the mini game procedure will be applied to determine the second position between the two (2) lower ranked teams.
  - d. For more than two (2) positions, teams will be ranked using normal tie breaker procedures and mini games will be used to determine the last available spot between the lowest ranked teams.

### **Mini Games**

Each mini game will consist of one (1) ten (10) minute, fully played, stop time period. If the score of a mini game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared.

Playing rules for the mini game(s) will be applied as though the game was tied at 0-0 with the ten (10) minutes remaining in regulation time. The higher seeded team, following application of the normal tie breaking procedures, will be designated as the HOME team and will be awarded the free pass to start the mini game and the choice of ends. Additional period(s) shall be considered overtime (OT) and a coin toss will determine ring possession and choice of ends, as per OT rules found in the Provincial Championships Rules and Regulations.

Each team is entitled to one (1) thirty (30) second timeout per mini game and one (1) additional timeout per each overtime period.

### **C. Officials**

Officials for the Championships were chosen based on officiating level, rank, and the success they have had over the season. Ringette Saskatchewan has **ZERO** tolerance for official abuse from athletes, team staff, and spectators.

### **D. Team Requirement for Minor Officials**

For all games, the **HOME** team will be required to provide a scorekeeper and shot clock operator and the **VISITING** team will be required to provide a timekeeper.

Ringette Saskatchewan will have a volunteer schedule posted to our website prior to the Championship weekend. If a minor official position has been filled in the volunteer schedule, the team will not be required to provide a minor official.

[2022 A/AA Provincials Volunteer Sign-Up](#)

### **E. Policy Reminder**

Individuals and participants are expected to fulfill certain responsibilities and obligations during the Championship weekend including, but not limited to, complying with Ringette Saskatchewan policies, bylaws, rules and regulations. Irresponsible behaviour by individuals can result in severe damage to the integrity of Ringette Saskatchewan. Conduct that violates these values may be subject to sanctions under Ringette Saskatchewan's Discipline and Complaints Policy.

*"Individuals" – all categories of membership defined in Ringette Saskatchewan's bylaws, as well as individuals employed by, or engaged in activities with, Ringette Saskatchewan including, but not limited to, athletes, coaches, convenors, officials, volunteers, managers, administrators, committee members, directors and officers of Ringette Saskatchewan.*

### **F. Additional Information**

Any person that is not a member of Ringette Saskatchewan is **not allowed** on the ice surface at anytime. This includes parents on-ice for photos after games. **Please share this information with your team prior to the Championship weekend.**

## G. Schedule

Arena address: Cooperators Centre, 1700 Elphinstone Street, Regina SK, S4P2Z6



### 2022 A/AA Provincials - March 4-6 - Regina - Cooperators Centre

FRIDAY, MARCH 4, 2022						
TIME	ARENA	DIVISION	VISITOR	SCORE	HOME	SCORE
6:30-7:45PM	C4 - Prairie Mobile	18+A - 1	BP Elite		Regina Chaos	
6:45-8:00PM	C3 - RMP	18+A - 2	BP Grit		Regina Jetts	

SATURDAY, MARCH 5, 2022						
TIME	ARENA	DIVISION	VISITOR	SCORE	HOME	SCORE
8:00-9:15AM	C3 - RMP	18+A - 3	Saskatoon Wild		BP Elite	
9:30-10:45AM	C3 - RMP	18+A - 4	Regina Jetts		Saskatoon Stealth	
11:00-12:15PM	C4 - Prairie Mobile	U14AA-1	Saskatoon Saints		BP Rush	
12:30-1:45PM	C3 - RMP	18+A - 5	Regina Chaos		Saskatoon Wild	
12:30-1:45PM	C4 - Prairie Mobile	U16AA-1	Saskatoon Selects		Regina Stingers	
2:00-3:15PM	C3 - RMP	18+A - 6	Saskatoon Stealth		BP Grit	
2:00-3:15PM	C4 - Prairie Mobile	U19AA-1	Saskatoon Blazers		Regina Bandits	
5:00-6:15PM	C3 - RMP	18+A - MG*	MINI GAMES		IF NEEDED	
5:00-6:15PM	C4 - Prairie Mobile	U14AA-2	BP Rush		Saskatoon Saints	
6:30-7:45PM	C3 - RMP	18+A - 7	3rd Pool B		2nd Pool A	
6:30-7:45PM	C4 - Prairie Mobile	U16AA-2	Regina Stingers		Saskatoon Selects	
8:00-9:15PM	C3 - RMP	18+A - 8	3rd Pool A		2nd Pool B	
8:00-9:15PM	C4 - Prairie Mobile	U19AA-2	Regina Bandits		Saskatoon Blazers	

SUNDAY, MARCH 6, 2022						
TIME	ARENA	DIVISION	VISITOR	SCORE	HOME	SCORE
8:00-9:15AM	C4 - Prairie Mobile	18+A - 9	Winner Game #8		1st Pool A	
8:15-9:30AM	C3 - RMP	18+A - 10	Winner Game #7		1st Pool B	
9:30-10:45AM	C4 - Prairie Mobile	U19AA-3*	Saskatoon Blazers		Regina Bandits	
9:45-11:00AM	C3 - RMP	U14AA-3*	Saskatoon Saints		BP Rush	
11:00-12:15PM	C4 - Prairie Mobile	18+A-11	Loser Game #7		Loser Game #8	
11:15-12:30PM	C3 - RMP	U16AA-3*	Saskatoon Selects		Regina Stingers	
12:45-2:00PM	C3 - RMP	18+A-12	BRONZE		Losers Games 9/10	
12:45-2:00PM	C6 - Cooperators	18+A-13	GOLD		Winners Games 9/10	

Semi-Final

Semi-Final

Consolation

Final

Final

\* if needed