

Queen City Classic Tournament Rules

The official rules of Ringette Canada apply

Teams must be ready to be on the ice ten (10) minutes prior to the scheduled 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, however, will be played as an exhibition game.

Score sheets are to be signed at least 15 minutes prior to game time. Home and Visitors are designated in draw. In the playoff round, the team of highest standing shall be home team. In the event that these teams are equal in the standings, a coin toss will be used to determine home team. This will occur ½ hour before game time. In the case of colour conflict, the visiting team will be required to change uniforms.

Games shall consist of two fifteen (15) minute stop time periods for U10 (Novice) and U12 (Petite). U14 (Tween) and U16 (Junior) will play two seventeen (17) minute stop time periods at the referee's discretion. U9 (Bunny) will play two twenty-four (24) minute non-stop time periods with a line change buzzer every three minutes.

Shot Clocks will be used for all U14 (Tween) & U16 (Junior) games.

There will be at least a two (2) minute break in between periods.

Each team is entitled to one 30-second time out per game. Each team is entitled to one additional 30-second time out in overtime play.

Goal cap for our league as outlined:

- A. U9 (Bunny) Division - maximum 3 goals per player per game (including overtime)
- B. U10 (Novice) Division - maximum 3 goals per player per game (including overtime)
- C. U12 (Petite) Division - maximum 4 goals per player per game (including overtime)
- The games would be officiated as usual with the Referees reporting the goal-scorer to the Scorekeepers. Goals in excess of the Goal Cap would not count, however, the game would continue as usual after a goal is scored (with a Free Pass at center ice). The Scorekeepers will be responsible for ensuring that goals exceeding the limit are not recorded on the score sheet or scoreboard.

If the game is tied at the end of regulation time in any playoff 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 players from each team shooting alternately on the opposing goalie. All three players will shoot from each team. In the event that there is still a tie after the initial shoot out, three different players will be selected and the shootout will continue. The shootout will continue until there is no longer a tie after all three players from each team have shot.

Good sportsmanship will be stressed throughout the tournament.

The Tournament Committee's decision is final on all game protests.

For the purpose of the tie breaking procedure, no more than seven (7) goal differences will be recognized.

After each game, all copies of the game sheet are to be turned in to the Regina Ringette control desk at each rink. The team may pick up their copy there.

Photographers will not be allowed on the ice. Team pictures are to be taken off the ice.

No more than five (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.