

2008



**MARCH 26 - 29**



# Technical Procedures

# 2008 Western Canadian Ringette Championships

## Prince George, BC

### Technical Package

#### 1. Team Eligibility

##### Participation

- 1) Participation in the Western Ringette Championships is open to all full members of Ringette Canada from Manitoba west.
- 2) Each western province or territory will have only one representative in each division, except for the host province who is also allowed to have a host team at each division.
- 3) Current divisions of the Western Canadian Ringette Championships are Tween “AA”, Junior “A” and Belle “A”.
- 4) The Western Canadian Ringette Championships shall be held for females only in the Tween “AA” division. Males are eligible to compete in the Junior “A” and Belle “A” divisions, however 80% of a team’s roster must be female. Eligible males are those who appear on the original roster of the team that earns the right to represent their provinces (male players are ineligible as pick up players).
- 5) For the Western Canadian Ringette Championships to be held in any defined division, a minimum of two (2) provincial/territorial representatives must be confirmed at the January meeting of the Western Canadian Ringette Championships Governing Authority.
- 6) All teams participating in the Western Canadian Ringette Championship shall have a maximum of 18 players and no less than 7 players registered. ”AA” Ringette players are not eligible to participate in the “A” division at the Western Canadian Ringette Championships. Any registered “A” player who is affiliated (double carded) to a “AA” roster is ineligible to participate. Temporary participation with a “AA” team, to a maximum of 10 games (league or tournament) in the current season, is acceptable. Experience exceeding 10 games will define a “A” athlete as ineligible.
- 7) Teams participating in the Western Canadian Ringette Championships must have their team roster by [March 16, 2008](#).

**8)** Individual(s) under the age of 12 may be not on the bench during the Western Canadian Ringette Championship, except for:

- players in uniform duly registered on the team registration form for the Western Canadian Ringette Championship.
- injured players not in uniform with a medical certification, up to a maximum of 18 players on the bench. It is recommended that injured players not be on the bench, however, if the team staff feels that further injury is not likely, they may allow that player on the bench.
- hostess as so designated, and so identified by the Host Committee for the Western Canadian Ringette Championship.

**9 a)** Any team staff member or player entering the Western Canadian Ringette Championship under suspension by their provincial/territorial sport governing body or Ringette Canada, or suspended during the course of the event, will not be permitted to direct any member of the team during any game, carry out any official duty on behalf of any member of the team, be in or about the dressing room or bench area before, during or after any game played by any member of the team, or situated anywhere in the arena in a position to direct any member of the team for the duration of the suspension.

**b)** Any team staff member or player who violates the terms of their suspension as outlined above will be reported both to the President of their respective provincial/territorial sport governing body for further discipline.

**c)** Should the suspended individual be participating in more than one (1) role in the Western Canadian Ringette Championship (e.g. as a player and a team staff member), the suspension applies to all roles held by that individual during the Western Canadian Ringette Championship until the completion of the suspension.

**10)** Any territorial team attending WCRC will be allowed to select five skaters and one (1) goalie from north of the 55th parallel in the province of Alberta.

**11)** Any territorial team at WCRC will be permitted to register up to two (2) staff from north of the 55th parallel in the province of Alberta.

### **1.2 Competitor Eligibility**

All players wishing to participate in Western play shall be registered with Ringette Canada by February 15th of the playing year. Players and teams must also be duly registered with their Provincial Ringette Association and by the

dates outlined in the provinces policies and procedures. Players who are not completely registered on teams by the dates outlined above will not be eligible for participation in the Western Canadian Ringette Championship. This will be strictly enforced.

The Western Canadian Ringette Championship (WCRC) is open to Canadian Citizens and landed immigrants. A non-Canadian citizen must be a continuous resident of Canada for at least six (6) months prior to the dates of the WCRC in which the individual wishes to participate.

An athlete's domicile or actual residence must be located prior to February 15th of the year of the Western Canadian Ringette Championship, within the recognized boundaries of the province or territory they are representing except where supported by a transfer or release.

Students attending school on a full-time basis outside their province of permanent residence during the year of the Western Canadian Ringette Championship shall be permitted to compete for either their home province or the province in which the athlete attends school. To be eligible to compete for the province where the athlete attends school, the student must be enrolled on a full-time basis during that year's academic year. Proof of full-time student status must be provided to the Western Canadian Ringette Championships Governing Authority when the team roster is submitted for event registration. The student must declare prior to February 15th which province they choose to play with.

### **1.3 Team Staff Qualifications**

All Team Staff for the Western Canadian Ringette Championship must be fully registered with Ringette Canada and their Provincial Ringette Association by the dates indicated in the provinces Policies and Procedures.

There shall be no more than five (5) team staff permitted to occupy the Player's bench. Team Staff positions shall include and be limited to those of coach, assistant coach, manager and trainer. Team staff must include a minimum of one coach and a maximum of one manager and one trainer. Individuals may be registered as a team staff member on more than one team roster provided that teams come from the same province/territory and are in different age categories. Should a female coach also be participating in the event as a player, and there is a scheduling conflict, the team will be permitted to play the game without a female coach on the bench.

Teams must have a female 18 years of age or older as a member of the team staff. No member of the team staff may be listed on the Official Game Report as a player.

The minimum certification requirement for each team staff position shall be as follows:

#### **1.4 Coaches/Assistant Coaches**

AA”: All coaches and assistant coaches must have obtained their full Level 2 Ringette coaching Certification, or new NCCP equivalency. One of the certified coaches must be a female 18 year so age or older.

“A”: All coaches and assistant coaches must have obtained full certification as outlined in the Provincial Ringette Association’s coaching certification requirements for that particular age division.

#### **1.5 Manager**

Successful completion of Ringette Canada's Manager's Certification Program

#### **1.6 Trainer**

Current certification in one or more of the following:

- Medical Doctor/Student
- Firefighter
- Registered Nurse
- Ambulance Training
- Athletic Therapy
- Equivalency for any certified first aid course, seven (7) hours or more in duration, which includes the following content:
  - Principal of First Aid and Safety
  - Artificial Respiration
  - Wounds and Bleeding
  - Shock, Unconsciousness and Fainting
  - Fractures
  - Head and Spinal Injuries
  - Joint Injuries
  - Medical Conditions (Diabetes, Asthma, etc.)
- For equivalency, course content must be submitted to the Western Canadian Ringette Championships Governing Authority for approval.

## **2. AGE DIVISIONS AND LEVELS**

- Tween “AA” - 13 years of age or under
- Junior “A” - 15 years of age or under
- Belle “A” - 18 years of age or under

## **3. COMPETITION**

All divisions will play a full round robin, wherein each team plays every other team in their division. Teams will not be required to play more than 1 game in a 2.5 hours time period. Games will not start before 8:00 a.m. nor begin later than 9:00 p.m.

All games will be played until a winner is declared. Teams receive two (2) points for a win and zero (0) points for a loss.

At the end of the respective round robin formats, the teams will be ranked in each division from first to last, using the round robin point structure. The first place team will have a bye into the finals. The second and third place teams will play off in a semi-final, with the winner advancing to the final. The loser of the semi-final will be awarded the bronze medal. The 4th and 5th teams (if necessary) may participate in a seeding game, as approved by the host Ringette Association.

Mini games will be played in all divisions if necessary.

The host organizing committee is permitted to adjust the above competition format as required should the actual number of participating teams in a division be less 5 (i.e. 4 provincial teams and 1 host team).

#### **4. BREAKING OF TIES IN GAMES**

All games will be played until a winner is declared.

If the score of a game is tied at the end of regulation time, there will be one (1) overtime period, stop time, which will be sudden victory (i.e. the first team to score will be declared the winner).

If neither team scores during the first over time period, there will be successive sudden victory overtime periods until a goal is scored to break the tie.

Possession to start the first overtime period will be decided by the tossing of a coin by an on-ice official. The team winning the toss will get the free pass. The other team will get the choice of ends.

If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams. The teams will also exchange ends for each overtime period.

#### **5. POINT STRUCTURE**

Teams receive two (2) points for a win and zero (0) points for a 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.

#### **6. BREAKING OF TIES IN STANDINGS**

When two (2) or more teams have an equal number of points after the completion of the round robin games, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games.

- i) The winner of more game(s) between each other during the round robin will be declared the highest position.
- ii) If still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.
- iii) If still tied, the team having the least total goals against in games between the tied teams during the round robin will be declared the highest position.
- iv) If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
- v) 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.
- vi) If still tied, a coin toss will be used to break the tie.

### **6.1 Important Notes:**

These shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one (1) team is eliminated from the tie, the procedure reverts back to (i).

1. This procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and that team shall be dropped from the tie breaking procedure (e.g. the top two teams remain tied). In these cases, the procedure shall also revert back to (i) in order to break the tie between those teams, which remain tied.
2. In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the "Official Score".
3. Following the completion of round robin play, should one (or more) team(s) be eliminated from medal round play as a result of the application of the normal tie breaking procedure (as outlined in i – vi above) to ties with any of the medal round positions (as shown in Table 1), one or more “mini-games” will be played in order to advance the required number of teams to the medal round.

### **6.2 Mini-games**

1. Mini-games will not begin earlier than one hour and twenty minutes after the completion of that division's last round robin game.
2. It is the responsibility of the teams involved to be ready to play at the scheduled time. Failure to do so will result in forfeiture of the minigame(s) by the offending team(s). Any team forfeiting a mini-game will be eliminated from medal round play.
3. A team required to play more than one mini-game will be given a minimum of fifteen minutes rest between games.

4. Teams involved in mini-games will be seeded using the tie breaking procedure outlined in 6) i) – vi). The respective mini-game format will depend on the number of teams advancing. Table 1 indicates the format to be used dependent on the situation (where "x" indicates team positions in the final standings):

**Table 1. Ties Within Medal Round Positions**

1 <sup>st</sup> Place	2 <sup>nd</sup> Place	3 <sup>rd</sup> Place	# Mini-Games	Format Table 2-4
X	X	X	0	N/A
X	X	XX	1	2A
X	X	XXX	2	2B
X	X	XXXX	3	2C
X	X	XXXXX	4	2D
X	X	XXXXXX	5	2E
X	XX	-	0	N/A
X	XXX	-	1	3A
X	XXXX	-	2	3B
X	XXXXX	-	3	3C
X	XXXXXX	-	4	3D
XX	-	X	0	N/A
XX	-	XX	1	2A
XX	-	XXX	2	2B
XX	-	XXXX	3	2C
XX	-	XXXXX	4	2D
XX	-	XXXXXX	5	2E
XXX	-	-	0	N/A
XXXX	-	-	1	4A
XXXXX	-	-	2	4B
XXXXXX	-	-	3	4C

5. Each mini-game will consist of a one 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. Free pass award and choice of ends for each overtime period will be as outlined under the normal tie breaking procedure.
6. Playing rules for mini-games will be applied as though the game was tied at 0-0 with ten (10) minutes remaining in regulation time. The higher seeded team, following application of the normal tie breaking procedure, will be designated as the HOME team and will be awarded the free pass to start the mini-game and the choice of ends.

7. At the conclusion of the mini-game(s), the final positions of teams advancing and teams not advancing to medal round play will be determined using the normal tie breaking procedure.

Table 2 - Advance 1 Team	Table 3 - Advance 2 Teams	Table 4 - Advance 3 Teams
<p><b>2A - Two tied teams</b></p> <p>1 _____</p> <p>2 _____ advance</p>	<p><b>3A - Three tied teams</b></p> <p>1 _____ advance</p> <p>3 _____</p> <p>2 _____ advance</p>	<p><b>4A - Four tied teams</b></p> <p>1 _____ advance</p> <p>2 _____ advance</p> <p>3 _____</p> <p>4 _____ advance</p>
<p><b>2B - Three tied teams</b></p> <p>3 _____</p> <p>2 _____</p> <p>1 _____ advance</p>	<p><b>3B - Four tied teams</b></p> <p>4 _____</p> <p>1 _____ advance</p> <p>3 _____</p> <p>2 _____ advance</p>	<p><b>4B - Five tied teams</b></p> <p>1 _____ advance</p> <p>4 _____</p> <p>3 _____ advance</p> <p>5 _____</p> <p>2 _____ advance</p>
<p><b>2C - Four tied teams</b></p> <p>4 _____</p> <p>1 _____</p> <p>3 _____</p> <p>2 _____</p> <p>advance</p>	<p><b>3C - Five tied teams</b></p> <p>5 _____</p> <p>4 _____</p> <p>1 _____ advance</p> <p>3 _____</p> <p>2 _____ advance</p>	<p><b>4C - Six tied teams</b></p> <p>6 _____</p> <p>1 _____ advance</p> <p>4 _____</p> <p>3 _____ advance</p> <p>5 _____</p> <p>2 _____ advance</p>
<p><b>2D - Five tied teams</b></p> <p>5 _____</p> <p>4 _____</p> <p>1 _____</p> <p>3 _____</p> <p>2 _____</p> <p>advance</p>	<p><b>3D - Six tied teams</b></p> <p>5 _____</p> <p>4 _____</p> <p>1 _____ advance</p> <p>6 _____</p> <p>2 _____ advance</p> <p>3 _____</p>	
<p><b>2E - Six tied teams</b></p> <p>5 _____</p> <p>4 _____</p> <p>1 _____</p> <p>6 _____</p> <p>2 _____</p> <p>3 _____</p> <p>advance</p>		

## 7. GAME ADMINISTRATION

The following will be in effect:

- 7.1** Official Game Reports must be signed by ALL registered team staff a minimum of 20 minutes prior to scheduled game time. Captains (C's), Alternate Captains (A's), as appropriate, the starting goalkeeper (G) and alternate goalkeeper (AG) must be indicated in writing on the Official Game Report prior to the start of the game. Errors on signed Reports shall be the responsibility of that team.
- 7.2** All provincial teams will be required to wear the official Western Canadian Ringette Championships jersey as provided by the Western Canadian Ringette Championships Governing Authority. All uniform numbers must coincide with those on the team roster form (except in cases of unforeseen circumstances) and the Official Game Report, except in the case of color conflict and mandatory sweater change. Each player shall have their own number and there shall be no duplication of numbers on any one team. Uniforms not complying with the Official Rules and Tournament Rules will not be permitted for use.

- 7.3 Host teams will be required to wear their own jerseys. The Host team, regardless if they are home or visitors, will be required to change jerseys if the Officials deem a color conflict.
- 7.4 In the event of unforeseen circumstances that affect a team's ability to start their game within 15 minutes of the scheduled start time, the Tournament Director of Officials, together with at least two members of the Protest, Grievance and Discipline Committee, shall make a decision to default or to reschedule, based on the circumstances.
- 7.5 Teams will be given a minimum three (3) minute on-ice warm-up prior to each game. This three-minute warm-up may start at the scheduled game time or upon completion of ice resurfacing, whichever is latest. Teams will only be permitted on the playing surface a maximum of five (5) minutes prior to the scheduled or rescheduled game time, provided the Officials are on the ice.
- 7.6 In order to maintain the privilege of choice of goal areas to defend to begin a game, the Home team starting goalkeeper must, upon entering the ice surface for the pre-game warm-up, proceed immediately to the goal area that team wishes to defend.
- 7.7 A one (1) minute intermission will be given between periods of play.
- 7.8 The maximum spread between goals for and against (visible on the scoreboard, used in goal and assist statistics, used in tie breaking, and posted/released as the "official score") will be seven (7).

## **8. PLAYING RULES**

Ringette Canada's 2005 – 2008 Official Rules of Ringette will be in effect for this event with the following clarifications:

In the Tween, Junior and Belle, the approved 30-second shot clock rules will be in effect.

- 8.1** Full length, snug fitting pants must be worn by all skaters. Pant suspenders/belts must be secured (i.e. ends taped or tucked in).
- 8.2** a) The following models of sticks with the aluminum tip in place are not permitted for use during the event: Stinger 1000, 1001, 5000 and Bunny Itech R2000
- b) Each stick must be a uniform color within itself, with exceptions only to brand names, players' names, and manufactured tips.
- c) Any stick with an aluminum tip in place must have the model number clearly visible and not obscured in any way (e.g. by tape or paint).

d) The Ringette stick may be made of wood, plastic, aluminum or any similar material. In the case of composite sticks that employ more than one material in their construction, only shafts and tips that are specifically manufactured for each other may be used.

**8.3** a) The starting goalkeeper (G) and one alternate goalkeeper (AG) (dressed as such or not), must be indicated on the Official Game Report prior to the start of the game.

b) i) The player marked as 'G' must start the game in goal.

ii) The player marked as 'AG' is the only player eligible to replace the goalkeeper (to tend goal). Exception: Should both the 'G' and 'AG' be injured, another player could be dressed as a goalkeeper.

c) Should transfer of goalkeeping equipment currently in play be necessary, other than in the case of injury to the player playing goal or during the "intermission" between periods, a delay of game penalty will be assessed to that team.

**8.4** a) Length of games shall be two twenty minute stop time periods.

b) Teams will be assessed delay of game penalties for unnecessary delays during stoppages in play. One warning will be given.

**8.5** a) Should a player or team staff member be assessed a Misconduct penalty during a game, that individual will be ejected from the remainder of that game. Should a Misconduct penalty be assessed after a game, the resulting one game suspension will apply to that team's next scheduled game in the tournament.

b) Should a player or team staff member be assessed a Match penalty during a game, that individual will be ejected from the remainder of that game and will be suspended for a minimum of one game. The resulting game suspension(s) will apply to that team's next scheduled game(s) in the tournament. Should a Match penalty be assessed after a game (i.e. at its official completion or following the ejection of that individual from that game), the resulting game suspensions will apply to minimum of that team's next two scheduled games in the tournament.

c) Minimum suspension guidelines as per Section 12 of this Technical Package (as taken from Section 23 of the current Ringette Canada Policy Manual) are in effect.

**8.6** Any team staff member or player who violates the terms of his/her suspension as outlined above will be reported both to the President of his/her respective provincial/territorial sport governing body and the President of Ringette Canada for further discipline.

## **9. PROTEST, GRIEVANCE AND DISCIPLINE COMMITTEE**

The Protest, Grievance and Discipline Committee for the Western Canadian Ringette Championship shall consist of the Tournament Host Chair or designate, Director of Officials for Competition or designate, Host Provincial President or designate and Host Provincial Staff. The Staff person shall be an ex-officio member of this committee. The Provincial staff shall not vote but may be available for technical advice.

The Committee shall consider all appeals, protests and grievances related to any aspect of the Western Canadian Ringette Championship. The Committee shall not consider any protest based upon a referee's judgment call. Video replays shall not be used to verify officials' calls.

All protests or grievances are to be submitted, in writing, to any member of the Protest, Grievance and Discipline Committee within 30 minutes following the game in question. A \$100.00 deposit shall accompany all protests. This deposit is refunded only when the protest is upheld.

## **10. DISCIPLINE AND SUSPENSION GUIDELINES**

All Match penalty assessments based on actions as outlined below must be made known to a member of the Protest, Grievance and Discipline Committee, by the on-ice officials involved via the Director of Officials (or Designate), within 30 minutes of the completion of that game. Details surrounding the Match penalty assessment must also be clearly outlined in writing by the on-ice officials on the Official Game Report.

The Protest, Grievance and Discipline Committee shall meet to determine the game suspension of the individual(s) involved. This meeting shall take place as soon as possible upon receipt of notice of the Match penalty assessment and, if at all possible, prior to the next game of the team(s) involved.

In their deliberations, this Committee may interview any or all of the following: the on-ice officials; the player(s)/team staff involved; the Officiating Supervisor at that game (if applicable); and, any others whose input the Committee feels would be of value.

The final decision of the Protest, Grievance and Discipline Committee regarding game suspensions shall be immediately communicated to a member of the team staff of the team(s) involved by the Committee Chair.

### **10.1 Suspensions**

The following guidelines apply to all play directly under the jurisdiction of Ringette Canada. Members are encouraged to adopt these guidelines at all levels.

The suspensions specified (in number of games), are over and above those outlined specified below (Match penalty) of the current Official Rules of Ringette, for Match penalty infractions.

Based on the circumstances surrounding the Match penalty assessment, the Protest, Grievance and Discipline Committee may choose to impose a game suspension, without appeal, up to a maximum number of games stated for the specific infraction(s). Additional (appeal able) suspensions may be imposed should the circumstances warrant same. Should an individual commit more than one of these infractions in the same game, the suspension penalties imposed shall be additive.

Participation by suspended players/team staff having incurred said suspension during that event will be as outlined in Section 1 of the Technical package.

Responsibility for supervision of the serving of game suspensions not being served during the event in which said suspensions were invoked will be that of the home province/territory of the individual(s) involved. Suspensions must be served during regularly scheduled games, and a copy of each applicable Official Game Report must be forwarded to the attention of the host province's Technical Director or equivalent within seven (7) days of the completion of each game suspension. The name of the suspended individual must appear on the Official Game Report as a "scratch" with the term "susp" (for "suspended") appearing after it.

Player/Team Official assessed a MATCH penalty for:

<i>Action</i>	<i>Suspension (# games)</i>
Hair pulling	3
Facemasking	3
Head butting	3
Spearing	4
Butt ending	4
Stick swinging	4
Kicking	4
Deliberate attempt to injure	4
Fighting:	
instigating	4
participating	2
(Including those in addition to original two participants)	
Abuse of an official:	
excessive verbal	2
physical:	
- minimal (e.g. touch/brush)	3
- moderate (e.g. push)	5
- excessive (e.g. punch/attempt to punch/push causing fall)	7

## **11. CODE OF CONDUCT**

The overall experience for athletes participating in the Western Canadian Ringette Championship should promote the development of healthy and positive values towards fellow athletes, officials, and coaches. To this end, the following Code of Conduct is to be endorsed by all organizers, coaches, officials and players:

### **11.1 General Conduct**

It is considered unethical for players, coaches, team managers and Western Canadian Ringette Championship organizers to speak disparagingly about others involved in the Western Canadian Ringette Championship, or activities associated with the event.

### **11.2 Game Conduct**

All coaches, managers, and players are expected to show respect for their opposing teams, officials and colleagues, and shall avoid blatant humiliation of an opponent.

### **11.3 Relationship to Officials**

Team staff, coaches, managers, trainers, and players are expected to aid in the orderly conduct of the Western Canadian Ringette Championships by respecting the authority of the officials on the ice and relating to them in a positive and respectful manner both on and off the ice.

### **11.4 Vandalism and Personal Misconduct**

The use of and/or possession of alcoholic beverages and non-prescription drugs while in attendance at competition or ceremonial functions are prohibited. Non-prescription and illegal drug use shall be dealt with in a strict and severe manner.

Any malicious damage to accommodation sites, competition sites, transportation vehicles, etc., or personal misconduct causing harassment during games to participants or audience will not be tolerated.

In all cases, damage to property will be the responsibility of the individual(s) at fault. (In the case of minors, it will be the responsibility of the provincial/territorial sports governing body of the individual(s) at fault).

Any misconduct of the nature mentioned above will be dealt with by Ringette Canada. Results of misconduct could be one or more of the following:

- a) disqualification from Western Canadian Ringette Championship for one year
- b) further suspension by the provincial/territorial association
- c) prosecution by law
- d) fine
- e) in the case of illegal use, suspension or banishment from Ringette
- f) other penalties as deemed necessary by Ringette Canada.

Failure to abide by the Code of Conduct may be cause for disciplinary action by Ringette Canada against individual players, coaches, and organizers.

## **12. CHANGES TO TECHNICAL PACKAGE**

The Western Canadian Ringette Championship Technical Package will be reviewed annually. Changes to the Technical Package may take place at any time at the discretion of the Western Canadian Ringette Championships Governing Authority.