

2012 UCC Tournament Rules

Eligibility

1. Eligibility rules were provided to registering teams, and are the authoritative source should eligibility of a team, player or bench staff be in question. All exceptions to the eligibility rules must be approved by the Competitions Committee.

Round Robin, Playoff and Medal Play

2. A two minute warm-up timer starts the moment the ice resurfacing machine leaves the ice surface. In the event this is earlier than the 10 minutes referred to in the immediately following paragraph, the two minute warm up timer will start at the 10 minute mark. Play will commence immediately after the two minutes expires whether teams are on the ice or not.
3. Games will be started 10 minutes ahead of time if that possibility exists. Teams not ready to play 10 minutes ahead of time when requested will be assessed a 2 minute delay of game penalty
4. All games will be played according to the current Ringette Canada Rule Book. Special rules apply to the playoff and medal games, as detailed below.
5. The 30 second shot clock will be used for all games.
6. Regulation time will be two 15 minute periods, subject to exceptions below.
7. All round robin games may end in a tie. There will be no overtime in round robin play.
8. At the sole discretion of the tournament organizer, any game that has a 7 or more goal spread may be switched to running time. Once running time is invoked it is not reversed even if the spread becomes less than 7 goals. (This would likely only be invoked if the arena is running behind, and in no case imposed before the second period).
9. No appeal of the judgment of on-ice officials will be considered. Similarly, in an extreme situation, the event organizer may be required to make a decision regarding the expiration of a game in order to stay within contractual obligations of the ice contract. Such decisions of the event organizer will not be subject to appeal.
10. In instances where ice time does not permit conclusion of a game (injury time or other delays) the team that is leading at the expiration of the ice time, providing more than half the game has been played, shall be declared the winner. The decision to apply this provision will be at the sole discretion of the tournament organizer.

Playoff and Medal Rounds

A winner will be determined in playoff and medal games, as follows:

11. December 31st Tier 2 playoff games – Regulation time will be two 15 minute periods. In the event of a tie, there will be one 5 minute sudden victory stop time overtime. One additional time out will be provided to each team during the overtime period. Should the teams remain tied at the end of the overtime, a three player shootout will be used to determine a winner. A coin toss will be used to determine the shootout order. Should teams remain tied at the end of the best of three shootout, one additional player from each team will shoot until a winner is determined. One player may not shoot more than once in a shootout unless all players on the team have shot once.

12. January 1st Bronze, Silver, Gold medal games (Tier 1 and 2) – Regulation time will be two 17 minute periods. In the event of a tie, there will be one 17 minute sudden victory stop time overtime. One additional time out will be provided to each team during the overtime period. Should the teams remain tied at the end of the overtime, a three player shootout will be used to determine a winner. A coin toss will be used to determine the shootout order. Should teams remain tied at the end of the best of three shootout, one additional player from each team will shoot until a winner is determined. One player may not shoot more than once in a shootout unless all players on the team have shot once.

Ranking of Tied Teams

When two or more teams have an equal number of points after completion of the round robin games, the host is responsible to determine the rankings. In an ideal world, and with additional ice options, we would decide all rankings that will eliminate a team from medal play using mini games. Whereas mini games are not possible during this event, we will use these ranking procedures to resolve all ties in standings.

For the purpose of all tie breaking calculations, the maximum goals for per game is seven (7) more than the goals against.

If a team has forfeited a game, that team will be ranked the lowest position amongst the tied teams.

Typically, the points accumulated during the event should determine the individual team rankings. There could however still be a tie within the rankings. (i.e. in a four-way tie for first in a round robin, the procedures below could place one team clearly first with two teams tied for second/third and one team fourth). In these cases, start at step 1 below and follow the procedures to resolve the ranking of the remaining tied teams.

The ranking of the tied teams will be determined in the following order:

1. If one of the tied teams has beaten all other tied teams, rank that team highest.

2. If still tied, and all tied teams have not played each other go directly to Step 7.

3. If still tied, rank the teams in order of wins between the tied teams.
4. If still tied, rank teams in order of the plus/minus (goals for minus goals against) in games between the tied teams.
5. If still tied, rank teams using the following formula in games between the **tied teams**:

$$\frac{\text{Goals For} + \text{Goals Against}}{\text{Goals Against}}$$

6. If still tied, rank teams in order of the most goals for in games between the tied teams.
7. If still tied, rank the teams in order of wins between all teams.
8. If still tied, rank teams in order of the plus/minus (goals for minus goals against) in games between all teams.
9. If still tied, rank teams using the following formula in games between **all teams**:

$$\frac{\text{Goals For} + \text{Goals Against}}{\text{Goals Against}}$$

10. If still tied, rank teams in order of the most goals for in games between all teams.
11. If still tied, rank teams using least penalty minutes in games between the tied teams.
12. If still tied, rank teams using least penalty minutes in games between all teams.
13. At this point, if still tied, the teams will participate in a three player shootout to determine a winner. A coin toss will be used to determine the shootout order. Should teams remain tied at the end of the best of three shootout, one additional player from each team will shoot until a winner is determined. One player may not shoot more than once in a shootout unless all players on the team have shot once.