



PROCEDURES & GUIDELINES

Revised March 2009

Tween Eastern Canadian Championships (TEC'S)

Team(s) Eligibility:

Participation

- Participation in the Tween Eastern Canadian Championships is open to all Full Members of Ringette Canada
- The provinces of Ontario, Quebec, New Brunswick, Prince Edward Island, Nova Scotia and Newfoundland/Labrador will each have only one representative team. Should one Province not have a Tween team to participate in the Eastern Championships, a host team will be allowed.
- The Tween Eastern Canadian Championships shall be held for females in the Tween Age group.
- Provinces participating in the Tween Eastern Canadian Championships are expected to declare whether or not they expect to send a team by the Ringette Canada January Board meeting.
- Each participating province will be asked to name an individual from their provincial body to approve various decisions of event preparation, ensuring fair decision as outlined further in this document.
- All teams participating in the Tween Eastern Canadian Championships shall have a maximum of twenty-two (22) players and no less than seven (7) players registered. Only eighteen (18) shall be permitted on the bench in a given game. No pickups will be allowed unless the team has less than 10 skaters or only one goalie. All pickups must be from the same association.
- No individual(s) under the age of 9 may be on the bench during the Tween Eastern Canadian Championships, except for:
 - 1) Hostess as so designated and so identified by the Host Committee for the Tween Eastern Canadian Championships.
- Any team staff member or player entering the Tween Eastern Canadian Championships under suspension by their provincial sport governing body or Ringette Canada, or suspended during the course of the event, will not be permitted to direct any member team during any game, carry out any official duty on behalf of any member team, be in or about the dressing room or bench area before, during or after any game by any member team, or situated anywhere in the arena in a position to direct any member team for the duration of the suspension.
- Any team staff member or player who violates the terms of their suspension as outlined above will be reported to the President of their respective provincial sport governing body for further discipline.

Team Verification

- The provincial representative and host team(s) shall be eligible to participate in the Tween Eastern Canadian Championships upon verification by their respective governing body.

Team Selection/Host Teams

- Selection of the provincial representative team shall be left to the discretion of the province.
- The host community will be allowed to enter a host team if only five Provinces participate. If the provincial championship team is from the host community, the province may enter another team (e.g. runner up) as the provincial team and as a full participating team.

Team Rosters and Entry Fee

- Teams participating in the Tween Eastern Canadian Championships must have their team roster submitted through the provincial association to the host Province within seven days following their provincial championships or team selection date.
- Teams wishing an extension of the deadline must submit such a request in writing to the host Province before this date.
- Entry fees for all teams entered in the TEC's must be paid to the Host Committee by March 5th of that playing

season. Any teams withdrawing after this date will forfeit the entry fee. No entry will be accepted after March 5th.

- In order to participate in the Tween Eastern Canadian Championships, all team staff must be registered with Ringette Canada by January to verify that certification requirements are satisfied.
- The provincial association must submit with the Team Roster Form, proof of certification of all Team Staff which do not appear as certified at the appropriate level on the latest computer printout (i.e. for coaches and managers).
- All changes made to the official roster (players, coaching staff) must be sent in writing to the organising committee office by the provincial association requesting the change.

Selection of Venue for the Tween Eastern Canadian Championships

The Tween Eastern Canadian Championships will alternate locations between the six provinces:

2002 - Quebec	2007 – PEI	2012 - Quebec
2003 – Nova Scotia	2008 – Quebec	2013 – Nova Scotia
2004 – Ontario	2009 – Ontario	2014 - Ontario
2005 – New Brunswick	2010 – New Brunswick	2015 – New Brunswick
2006 – Nova Scotia	2011 – PEI	2016 - PEI

- Formal application to host the Tween Eastern Canadian Championships must be submitted by the provincial association to the Eastern Province Presidents. The application must be presented at the Annual General Meeting of Ringette Canada in June. Initial application should include availability of facilities, accommodations, travel, etc.
- The final site selection shall be determined by the Host Provincial Association.
- The committee formed by volunteers from the hosting centre shall be known as the Tween Eastern Canadian Championships Host Committee. The hosting centre shall establish its relationship with its provincial association.
- The Tween Eastern Canadian Championships will be held by the third weekend in April, with preference given to the first ten days of the month. Special consideration should be made to the CRC's and their location and timing. When an Eastern CRC's is being held, the TEC's should be timed to allow families to attend both.

Hosting Centre and Relationship with Ringette Canada

- The chairperson of the Tween Eastern Canadian Championships shall report to the Executive Director or designate of the respective host province and to the Eastern Province Presidents.

The Executive Director/designate shall

- Be responsible for overseeing the Tween Eastern Canadian Championships and liaise with the Host Committee Chairperson.
- Represent Eastern Provinces and co-ordinate Host activities.
- Ensure that the hosting centre adheres to the Policies established by the Eastern Provinces.
- Ensure that the host centre is properly prepared to host the Tween Eastern Canadian Championships, and that preparations are in keeping with the objectives, goals and philosophy of Ringette.
- Obtain a major sponsor or sponsors for the event: (This responsibility should not be confused with that of the Tween Eastern Canadian Championships Host Committee Chair who is responsible for obtaining sponsors in the host city or province, for example, advertisements in the program, hospitality, banquets, free transportation, etc.).
- Obtain national media coverage and arrange for all media relations, working in conjunction with the host public relations committee.
- Be responsible to invite dignitaries to opening ceremonies
- Provide at the earliest possible time the following information to the host committee:
 1. Players lists of all participating teams
 2. Game sheets

3. Results sheets for display in arena
4. Representatives and officials
5. Receive written reports from the host committee

The Host Committee Chair shall

1. Be responsible for developing the event and acquiring approval for the activities from the Executive Director/designate.
2. Be responsible for reporting regularly to the Executive Director/designate with regards to the progress of the Tween Eastern Canadian Championships
3. Be responsible for reserving all facilities (tournament site, hotels, etc.)
4. Appoint a Chair to each committee
5. Conduct committee meetings at their discretion, and
6. Submit minutes of meetings to the Executive Director/designate
7. Prepare a time schedule that the various committees must follow
8. Conduct a review of the budget with each committee Chair before submitting it to the host provincial body for approval
9. Approach all possible people in the host province and community for financial assistance (e.g. sponsors, provincial and municipal government etc. (not federal government).
10. Invite Eastern provincial and local dignitaries to the event, be responsible for co-ordinating the opening and closing ceremonies, provide the Executive Director/designate and provincial associations with information letters keeping them posted on recent developments

The Host Provincial Organizing Body shall

- Ratify the site selection of the host community as presented by the hosting province
- Obtain gold, silver and bronze medallions, and present participation awards to all teams. Host Province will be responsible for all awards and their presentation
- Attend the Tween Eastern Canadian Championships to assist the hosting centre
- A member from the Host Province's Executive Committee or designate shall chair the Protest and Grievance Committee
- Ensure that the technical requirements for the Tween Eastern Championships are outlined, available to the host committee, and carried out through the event
- Prepare the draw and deal with inquiries related to the schedule
- Work with and assist the Executive Director/designate prior to, during, and after the Tween Eastern Canadian Championships to ensure that the event runs smoothly
- Be an ex-officio member of the Protest and Grievance Committee

The Schedule

- The schedule for the Tween Eastern Canadian Championships will be prepared by the Host Provincial office in conjunction with a named representative from each Eastern provincial office
- Where possible, no team will be required to play more than 3 games per day. Games will not start before 7 a.m. nor begin later than 9 p.m.
- The championships will be conducted using a round robin format

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 tied 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 following formula will be used to determine the highest position: for the games between the tied teams in the round robin, divide the total goals for plus the total goals against, by the goals against.

i.e. Goals For + Goals Against

Goals Against

The teams with the HIGHEST resulting number will be declared the highest position:

- i) 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.
- ii) 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
- iii) if still tied, the same formula as in (iv) will be applied to all games during the round robin. The team with the HIGHEST resulting number will be declared the highest position.

Important Notes:

1. 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 tied, the procedure reverts back to (i).
2. This procedure, in most cases, 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.
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. Following the completion of round robin play, should one (or more) team(s) be eliminated from medal play as a result of the application of the normal tie breaking procedure (as outlined in (i - vii) below) to ties within any of the medal round positions (as shown in Table 1, Appendix A), one or more “mini-games” will be played in order to advance the required number of teams to the medal round.

Mini-games:

1. Mini-games will not begin earlier than one hour 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 mini-game(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 procedures outlined in (i - viii). 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):

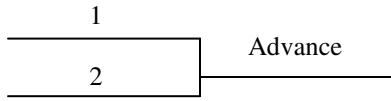
Table 1. Ties Within Medal Round Positions

1 st Place	2 nd Place	3 rd Place	#Mini-Games	Format
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

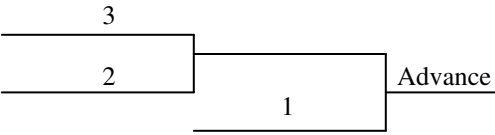
1. Each mini-game will consist of one ten (10) minute, fully played, stop time period. If the score of a mini-game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared. Free pass award and choice of ends for each over time period will be as outlined under the normal tie breaking procedure.
2. 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 designed as the HOME team and will be awarded the free pass to start the mini-game and the choice of ends.
3. Final positions of teams not advancing and teams advancing to medal round play, at the conclusion of the mini-game(s), will be determined using the normal tie breaking procedure. Insert page using tables 2, 3 and 4.

Table 2 – Advance One Team

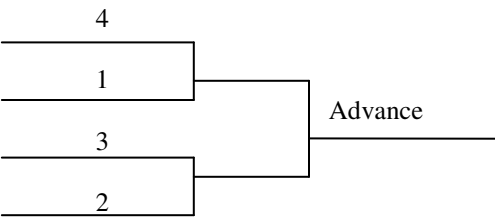
2A Two Tied Teams



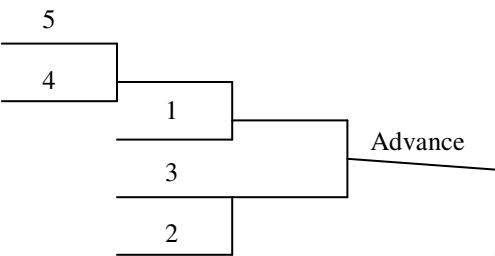
2B Three Tied Teams



2C Four Tied Teams



2D Five Tied Teams



2E Six Tied Teams

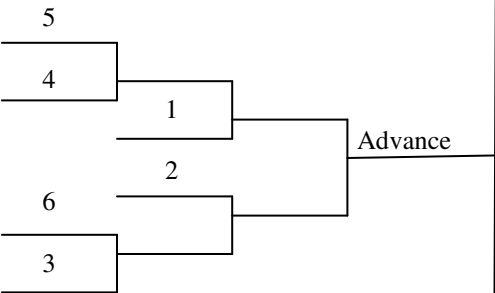
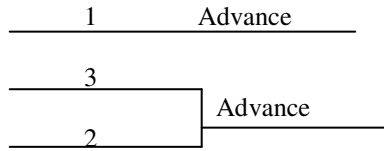
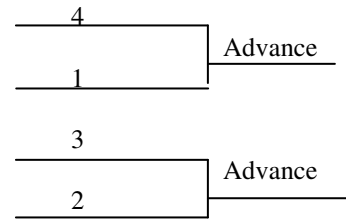


Table 3 – Advance Two Teams

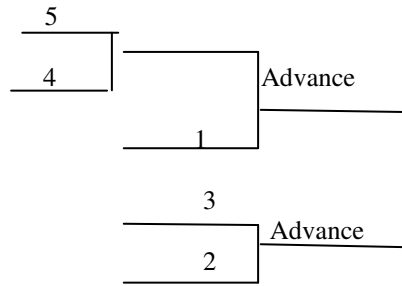
3A Three Tied Teams



3B Four Tied Teams



3C Five Tied Teams



3D Six Tied Teams

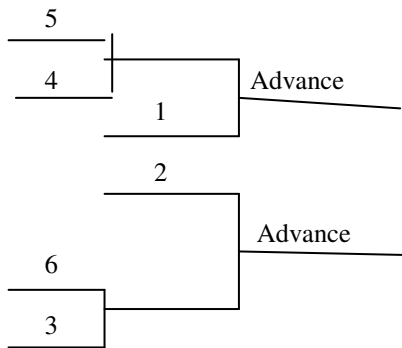
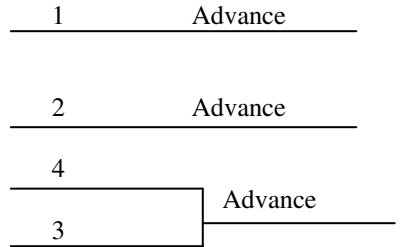
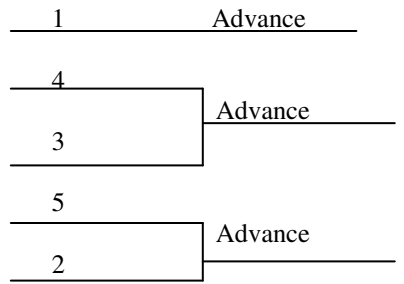


Table 4 – Advance Three Teams

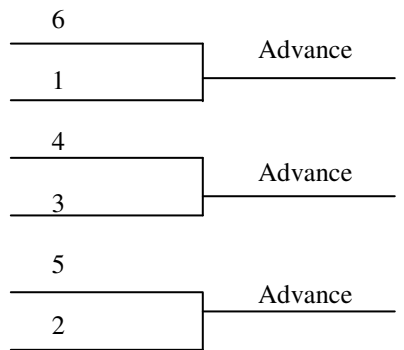
4A Four Tied Teams



4B Five Tied Teams



4C Six Tied Teams



Game Administration

The following will be in effect:

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.
2. 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 colour conflict and mandatory sweater change. Each player shall have her own number and there shall be no duplication of numbers on any one team. Uniforms not complying with the Officials Rules and Tournament Rules will not be permitted for use.
3. 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.
4. Teams will be given a minimum three (3) minute on-ice warm up prior to each game. This three (3) 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.
5. In order to maintain the privilege of choice of goal areas to defend to being 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.
6. A one (1) minute intermission will be given between periods of play.
7. 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).

Playing Rules:

Ringette Canada Official Rules apply and shot clocks will be used for all Tween Eastern Canadian Championships.

1. All skaters must wear full-length pants. Pant suspenders/belts must be secured (i.e. ends taped or tucked in).
2. In the case of uniform sweater colour conflict and mandatory sweater change, the **visiting team** will be required to change uniform sweaters. Teams will have the choice of wearing uniform colours as stipulated for their province by the Canada Games Council, or carrying a second set of uniform sweaters (e.g. "home" and "away" sweaters).
3. 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. Each stick must be a uniform colour within itself, with exceptions only to brand names, player's names and manufactured tips. 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). In the case of composite sticks, which employ more than one material in their construction, only shafts and tops specifically manufactured for each other are considered legal for use.
4. All helmets and facial protectors must be CSA approved, have that approval clearly indicated, be compatible and have all straps affixed. Facial protectors worn by skaters must be Type 5 or Type 6. Goalkeepers must wear either Type III (goaltender specific combination helmet and wire cage) or Type 5 or Type 6 protector. BNQ approved neck protectors, with the BNQ logo clearly visible, are mandatory for all players.
5. Gloves that expose the dorsal aspect (i.e. underside) of the wrist to the risk of injury from skates (e.g. lacrosse gloves with the cuff lacing removed or excessively loose) will not be permitted in play.
6. 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. The player marked as "G" must start the game in goal and is limited to the position of goalkeeper for the duration of the game, 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. The player marked as "AG" may participate in the game as a skater prior to participating as a goalkeeper, after which time her participation is limited to the position of goalkeeper. Should transfer of goalkeeping equipment currently in play by 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.
7. Length of games shall be as two fifteen (15) minute stop time periods.

Teams will be assessed delay of game penalties for unnecessary delays during stoppages in play. There will be only one line change allowed per team during each stoppage in play.

8. Should player or team staff member be assessed a Misconduct penalty during a game, the resulting one (1) game suspension will apply to that team's next scheduled game in the tournament. Should a player or team 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 (1) 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 a minimum of that team's next two (2) scheduled games in the tournament. Minimum suspension guidelines as outlined in Section 21 of the current Ringette Canada Policy Manual (see section 12 of Technical Package) are in effect.
9. Any team staff member or player entering the Canadian Ringette Championships under suspension by his/her provincial sport governing body or Ringette Canada, or suspended during the course of the event, will not be permitted to direct any member team during any game, carry out any official duty on behalf of any member team, be in or about the dressing room or bench area before, during or after any game played by any member team, or situated anywhere in the arena in a position to direct any member team for the duration of his/her suspension.
10. Any team staff member or player who violates the terms of his/her suspension as outlined above will be reported to the President of his/her respective provincial sport governing body for further discipline.

Selection of On-Ice Officials

Each provincial governing body has the right to send one official from their area. Each shall ensure that their on-ice official is selected in keeping with the selection process. The official's travel expenses to and from the event is the responsibility of their provincial governing body. This event is an opportunity to reward officials with the steps involved in the selection (ranking) process is as follows:

- 1) the official must hold a minimum Rank of 3C and is in good standing with both the provincial association and Ringette Canada

The Officiating Chair shall be responsible for identifying qualified officials, supervisors, arranging for their attendance, and assigning them to games. Each on-ice official will be expected to officiate a minimum of three (3) and maximum of five (5) games per full day of the event.

Team Staff Qualifications

There shall be not 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. Individuals shall be registered as a team staff on only one team roster.

The minimum certification required for each Team Staff position shall be as follows:

Coach/Assistant Coach – must be fully qualified at the level required by their provincial association for that age division and level of play in their provincial championships.

Manager - successful completion of Ringette Canada's Manager's Certification Program.

Trainer - current certification in one or more of the following

Medical Doctor/Student

Fireman

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 Ringette Canada for approval.

Team staff must include a minimum of one coach and may include a maximum of one manager and one trainer. **Teams must have a female 18 years of age and 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.

All Team Staff for the Tween Eastern Canadian Championships must be fully registered with Ringette Canada as indicated in the team rosters and entry fees section of Chapter 17 of the current Ringette Canada By-Laws and Policy Manual.

Competition

There are 6 teams entered into the TEC's. The format is a full round robin, wherein each team plays every other team (in their division). At the end of the round robin, teams will be ranked first to last. The playoff format will see first and fourth place play and second place versus third place. The two winners advance to the gold medal game with the other semi-finalists meeting in the bronze medal game. A seeding game will be played for the fifth and sixth place teams

Length of Periods

Each game will consist of two fifteen minute stop time periods.

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.

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.

Statistician

The host committee shall select a head statistician who shall be responsible for:

Selecting a committee to assist with the statistics.

Arranging for the use of a computer system which will be compatible with the existing software and utilize current

technology preparing game sheets, representation at the registration table arranging for all equipment and forms required for the processing of statistics keeping current, verified statistics (e.g. scores, standings, penalties, leading scorers, etc.) and having copies available for the media at least daily and more frequently if possible ensuring that the arena results charts are kept current preparing a master copy of the official statistics for submission to Ringette Canada subsequent to the competition.

Protest, Grievance and Discipline Committee

The Protest, Grievance and Discipline Committee for the Tween Eastern Canadian Championships shall consist of three (3) people: the Chair of the Host Committee or designate (Chair) ,the Officiating Supervisor/Head Official or designate, the Hosting Province delegate and in case one of these is unavailable one (1) member at large appointed by the Chair.

The committee shall consider all appeals, protests, grievances and disciplinary matters related to any aspect of the Tween Eastern Canadian Championships. This committee shall not consider a protest or grievance based upon a referee's judgement call. Disciplinary matters shall be handled in accordance with:

Deliberation Procedure

The Protest/Grievance is received in writing and in the time frame specified. The head coach (or a team representative if the Head Coach is not available) of the non-filing team is advised of the Protest/Grievance immediately upon receipt of same.

The Protest and Grievance Committee meets as soon as possible and, it at all possible, prior to the next game of each team.

Note: *Any member(s) of that Committee considered by the Committee Chair to be in conflict is/are to be excused from the Committee and replaced by individual(s) suitable to the Committee Chair.*

The Officiating Supervisor (if in attendance at the game in question), on-ice officials and Minor Officials (as necessary) are interviewed independently.

One representative from each of the filing and non-filing teams is permitted to independently address the Protest and Grievance Committee.

The decision reached by the Protest and Grievance Committee is immediately communicated to the teams involved by the Committee Chair.

Checking Equipment

Equipment checks at the Tween Eastern Canadian Championships shall be organized and conducted in a manner developed by the National Officiating Committee and approved by the Executive Committee Equipment, as specified in the current Ringette Canada Official Rules, shall be used by all teams. Any dispute related to equipment shall be referred to the Protest and Grievance Committee.

Further Policies

The use of possession of alcoholic beverages and non-prescription drugs while in attendance at competition or ceremonial functions is prohibited.

Vandalism and Personal Misconduct - malicious damage to accommodation sties, competition sites, transportation vehicles, or personal misconduct causing harassment to officials, participants or audience will not be tolerated.

In all cases, damage to property will be the responsibility of the individuals at fault. (In the case of minors, it will be the responsibility of the respective Provincial Sports Governing Body). 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:

1. Disqualification from the Tween Eastern Canadian Championships for one year
2. Further suspension by the provincial association
3. Prosecution by law
4. Fine

Suspension Guidelines

Minimum suspension guidelines published by Ringette Canada are in effect.

All Match penalty assessments based on actions as outlined in the Policy must be made known to a member of the Protest, Grievance and Discipline Committee, by the on-ice official involved via the Director of Officials (or Designate), within 30 minutes of the competition 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 views would be of value.

Logo

The logo for the Tween Eastern Canadian Championships will be as on the cover and used for all Tween Eastern Canadian Championships. The official colours are blue and black.

Team Walk-out and Competition Uniforms

1. All uniforms shall be of a design, which, conforms with the Ringette Canada Official Rules.
2. All uniforms numbers will coincide with Team Roster forms. Each player shall have individual numbers and there shall be no duplication of numbers.
3. Provincial representative teams will wear their provincial on ice team uniform.
4. Any team that does not conform to the requirements regarding team colours will not be allowed to participate in the Tween Eastern Canadian Championships.
5. Host teams will be allowed to wear their home team colours. If there is a conflict of colours, they must arrange for uniforms with non-conflicting colours, or wear the extra sweaters supplied.
6. All players at the Tween Eastern Canadian Championships, with the exception of the goalkeepers, must wear a full-length pant.
7. Sponsorship advertising appearing on team uniforms will be at the discretion of the provincial association.
8. Teams will have a choice of wearing uniform colours as stipulated for their province by the Canada Games Council, or carrying a second set of uniform sweaters (e.g. home and away sweaters).

Revised March 2009