



## 2017 CANADIAN RINGETTE CHAMPIONSHIPS - TECHNICAL PACKAGE - U16 DIVISION

### SEEDING: Seeding for the 2017 CRC can be found here.

1. Past three CRC Results (65%)
  - a. This calculation will be based on the following:
    - i. 1<sup>st</sup> Provincial Team (ex: Team Manitoba): Average of the final placements of the top ranked team of that province at the last 3 CRC.
    - ii. 2<sup>nd</sup> Team from any province (ex: ON2): Average of the final placements of the second ranked team at the last 3 CRC.
    - iii. All other teams (ex: AB5): Average of the final placements of the second ranked team at the last 3 CRC.
2. Current Provincial Championship Results (35%)
  - a. The larger the provincial championship (more teams participating), the higher the score for a provincial champion.
  - b. Teams will receive a score based on their placement at Provincial Championship.
    - i. For example: AB4 placed 4<sup>th</sup> at a provincial championship with 6 teams. Placing 4<sup>th</sup> at the provincial championships will result in a score that will be used as the 35% score in the final calculation.
3. Step 1 + Step 2 = seeding position
4. Advisory committee review.
  - a. The advisory committee will review the final seeding to establish whether slight movement by any teams is necessary for proper pool play in Round 1.

### 1. COMPETITION

- a. **FORMAT:**
  - i. Tournament size: 21 Teams
  - ii. Rounds: 2
  - iii. Pools: 3
  - iv. Teams per pool: 7
  - v. Seeding: CRC entry seeding
  - vi. **Bonus point:** All provincial representatives will receive 1 bonus point, which will be added to the total at the end of this round.
- b. **ROUND 1**
  - i. Format: Round Robin within pool
  - ii. Guaranteed games: 6
  - iii. Timeframe: Monday – Thursday Morning
  - iv. Mini-games: if required on Thursday afternoon.
- c. **ROUND 2:**
  - i. **Championship Pool:**
    1. Teams: Top 4 teams from each pool after round 1
    2. Seeding: based on round robin play
      - a. First place team from each pool + best seeded 2nd place team get a bye to the quarter final
    3. Games: 1 to 4
    4. Format: Single elimination (as outlined in appendix A)

- a. 2nd, 3rd and 4th place from each pool →Playoff
- b. Winner of playoff + 1st place teams +best seeded 2nd place team → Quarter Final
- c. QF winners → Semi-final games
- d. SF losers → Bronze medal game
- e. SF winners → Gold medal game
5. Timeframe: Thursday afternoon - Saturday
- ii. **Consolation pool:**
  1. Games: 1 - 4
  2. Teams: bottom 3 teams from each pool after round 1
  3. Format: Single elimination (as outlined in appendix B)
    - a. 7th place team from each pool will be ranked, with the bottom two teams competing in a playoff game.
    - b. Winner of playoff + 5th - 7th place teams → Quarter Final
    - c. QF winners → Semi-final games
    - d. SF winners → Gold medal game
  4. Timeframe: Thursday afternoon - Saturday

## 2. AGE DIVISIONS

- a. Age Division for the 2016/17 Season:
  - i. U16 Under 16 Years of Age as of December 31, 2016

The selection and number of teams will follow section 49 of the Ringette Canada Competitions Policy.

## 3. PARTICIPATION

- a. ALL PARTICIPANTS:
  - i. All athletes, team staff and officials participating in the Canadian Ringette Championships must be fully registered and members in good standing with their Provincial Sport Organization (PSO)
- b. TEAM COMPOSITION:
  - i. ATHLETES:
    1. Minimum: 7 players
    2. Maximum:
      - a. Roster: 22 players.
      - b. Bench (game): 18 players
  - ii. STAFF:
    1. Minimum:
      - a. 1 coach
      - b. 1 certified female coach
    2. Maximum:
      - a. 1 Team Manager
      - b. 1 Trainer
      - c. 5 staff on bench, limited to individuals with bench staff designation
    3. **Team bench staff** positions shall include and be limited to those of coach, assistant coach and trainer.
    4. **Team support staff** position shall include and be limited to that of manager.
    5. 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.

6. Team support staff will not be allowed on the bench for games for the duration of the event.
  - a. Should the team be awarded a medal, managers will be permitted to join the team on the ice at the conclusion of the game and for the duration of the medal presentation.
7. No member of the team staff may be listed on the Official Game Report as a player.
8. Only team staff listed on the roster submitted to Ringette Canada by January 31<sup>st</sup> will be eligible to participate in the event. No additions can be made after this date.
  - a. Should a member of the team staff be unable to attend the event, a PSO may request to remove this individual from the roster and replace them with a certified individual in the same role. Change must be made by 12:00 on Friday prior to the first day of competition.
  - b. It is the responsibility of the team to ensure the female on the bench requirement is met for the entire event.
9. Should a female coach also be participating in the event as a player, or coach with another team and there is a scheduling conflict, the team will be permitted to play the game without a female coach on the bench.

iii. TEAM STAFF QUALIFICATIONS:

1. The minimum certification requirement for each team staff position is as follows:
  - a. COACH: Requirements are clearly defined on the Coaching requirements page of the Ringette Canada coaching Information Management System (IMS) website.
    - i. Ringette Canada will contact coaches directly should there be any concerns regarding coaching certification.
  - b. MANAGER: Successful completion of Ringette Canada's Manager's Certification Program.
  - c. TRAINER: Current certification in or employment as one or more of the following:
    - i. Medical Doctor/Student
    - ii. Firefighter
    - iii. Registered Nurse
    - iv. Ambulance Training
    - v. Athletic Therapy, Physiotherapy
    - vi. Equivalency for any certified first aid course, seven (7) hours or more in duration, which includes the following content
      1. Principles of First Aid and Safety
      2. Artificial Respiration
      3. Wounds and Bleeding
      4. Shock, Unconsciousness and Fainting
      5. Fractures

6. Head and Spinal Injuries
7. Joint Injuries
8. Medical Conditions (Diabetes, Asthma, etc.)

*For equivalency, course content must be submitted to Ringette Canada for approval.*

c. **TEAM ROSTER ALTERATIONS**

i. As per Ringette Canada's Competition Policy, Section 49:

1. Alterations to the team roster after the roster deadline shall be made only in the case of injury (with medical documentation indicating that the athlete is not medically fit to participate) and players may only be added to the roster if another has been removed due to medical reasons.
2. Process and guidelines for roster changes will be as follows:
  - a. Medical documentation indicating that the athlete is not medically fit to participate is required to remove a player from the roster.
  - b. Players may only be added to the roster if another has been removed in accordance with section 49 of Ringette Canada policy.
  - c. Deadline for alteration to the team roster shall be 12:00 pm on the Sunday prior to the first day of competition. Time zone where the event is being held applies.
  - d. Players added to the roster:
    - i. May not have appeared on the roster of another team selected to attend the CRC as of January 31st.
    - ii. May only replace a player who was active and duly registered with the team between the registration deadline in the teams' province and the Canadian Ringette Championships.
    - iii. May not replace a player with alternate (or equivalent) designation during the regular season, in the case where PSO rules of this nature apply.
    - iv. Must be registered with the same local association as the team competing in the Canadian Ringette Championships.
      1. In the case where the competing team is registered as regional association team, provincial region designation rules to determine player eligibility will apply.

4. **PLAYING RULES**

- a. The 2017 Canadian Ringette Championship will be played as per the playing rules effective throughout the 2016-2017 playing season.
- b. The rules and case book is available on the [officiatingringette.ca](http://officiatingringette.ca) Information Management System (IMS), as well as in app format for iOS, via iTunes, and for Android via the Google Marketplace.

5. **GAME ADMINISTRATION**

- a. Official Game Reports must be signed by ALL registered team staff a minimum of 20 minutes prior to scheduled game time.
  - i. 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.
- b. 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 at the discretion of the supervisor or director of officials.
  - i. Each player shall have their own number and there shall be no duplication of numbers on any one team. In keeping with the Ringette Canada Official Rules, teams are reminded that each player must wear a clearly visible individual number on both the back and the right front of their sweater (rule 4.2). Uniforms not complying with the Official Rules and Tournament Rules will not be permitted for use.
- c. Teams designated as the provincial representative by their provincial ringette association may wear their Provincial/Territorial Team competition uniform, using the provincial colours designated for that province or territory by the Canada Games Council.
- d. 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 Technical Delegate, 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.
- e. Teams will be given a minimum three (3) minute on-ice warm-up prior to each game. These warm-ups will start at the scheduled game time or upon completion of ice resurfacing, whichever is latest. Teams must be ready to begin play promptly after the warm-up.
- f. Teams will only be permitted on the playing surface a maximum of five (5) minutes prior to the scheduled or rescheduled game time.
- g. 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.
- h. Teams will be given a one (1) minute intermission between periods of play. Teams must be ready to resume play promptly after the intermission.
- i. 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).
- j. Jersey Conflicts:
  - i. Should game officials determine that the jerseys colours worn by the teams in a game are too similar to allow for expedient conduct of the game, a change of jerseys will be required.
    - 1. In games where a designated provincial champion team is playing a non-provincial champion team the non-provincial champion team shall change jersey to negate the colour conflict.
    - 2. In all other games, the visiting team shall change jerseys in case of a conflict.
      - a. *All teams are requested to carry two sets of jerseys for this event, and if possible, to use the second set of jerseys to avoid*

*such conflicts before they occur. All teams are required to list their jersey colours as part of their team registration process.*

k. BENCH RULES:

- i. No individual may be on the bench during the Canadian Ringette Championships, except for accredited bench staff, and players in uniform duly registered on the team registration form for the Canadian Ringette Championships.
- ii. Any team staff member or player entering the Canadian Ringette Championships 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 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 the suspension.
- iii. Any team staff member or player who violates the terms of their suspension as outlined above will be reported to the Executive Director of Ringette Canada who will take any necessary disciplinary action as per the Ringette Canada Discipline and Complaints Policy.
- iv. Should the suspended individual be participating in more than one (1) role in the Ringette Championships (e.g. as a player and a team staff member), the suspension applies to all roles held by that individual during the Canadian Ringette Championships until the completion of the suspension.

6. BREAKING OF TIES:

a. IN GAMES:

- i. All games will be played until a winner is declared, in all rounds of competition.
- ii. If the score of a game is tied at the end of regulation time, there will be successive sudden victory overtime periods until a goal is scored to break the tie.
- iii. 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.
- iv. 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.

b. IN STANDINGS:

- i. When two (2) or more teams have an equal number of points after the completion of any round, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games, played in that round:
  1. the team with the most games won amongst the tied teams during the round robin will be ranked highest.
  2. 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 ranked highest.
  3. if still tied, the team having the least total goals against in games between the tied teams during the round robin will be ranked highest.
  4. if still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be ranked highest.

5. if still tied, the tied team with the least total goals against in all games during the round robin will be ranked highest.
  6. if still tied, a coin toss will be used to break the tie.
- ii. 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).
  - iii. 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.
  - iv. In all games the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the "Official Score".
  - v. At the end of the round robin, if one or more teams are eliminated from the championship round after the normal tie-breaking procedure (described above) has been applied to the tied teams, one or more mini-games will be required to allow the required number of teams to enter the medal round.

c. MINI GAMES:

- i. Mini-games will not begin earlier than one hour and twenty minutes after the completion of that division's last round robin game.
- ii. 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 Championship round play.
- iii. A team required to play more than one mini-game will be given a minimum of fifteen minutes rest between games.
- iv. Teams involved in mini-games will be seeded using the tie breaking procedure outlined in 5). 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 2 - Advance 1 Team	Table 3 - Advance 2 Teams	Table 4 - Advance 3 Teams
<b>2A - Two tied teams</b> 1 _____ 2 _____ advance	<b>3A - Three tied teams</b> 1 _____ advance 3 _____ advance	<b>4A - Four tied teams</b> 1 _____ advance 2 _____ advance 3 _____ advance 4 _____ advance
<b>2B - Three tied teams</b> 2 _____ 3 _____ 4 _____ advance	<b>3B - Four tied teams</b> 1 _____ advance 2 _____ advance 3 _____ advance 4 _____ advance	<b>4B - Five tied teams</b> 1 _____ advance 2 _____ advance 3 _____ advance 4 _____ advance 5 _____ advance
<b>2C - Four tied teams</b> 1 _____ 2 _____ advance 3 _____ advance 4 _____ advance	<b>3C - Five tied teams</b> 1 _____ advance 2 _____ advance 3 _____ advance 4 _____ advance 5 _____ advance	<b>4C - Six tied teams</b> 1 _____ advance 2 _____ advance 3 _____ advance 4 _____ advance 5 _____ advance 6 _____ advance
<b>2D - Five tied teams</b> 1 _____ 2 _____ advance 3 _____ advance 4 _____ advance 5 _____ advance	<b>3D - Six tied teams</b> 1 _____ advance 2 _____ advance 3 _____ advance 4 _____ advance 5 _____ advance 6 _____ advance	
<b>2E - Six tied teams</b> 1 _____ 2 _____ advance 3 _____ advance 4 _____ advance 5 _____ advance 6 _____ advance		

Table 1. Ties Within Medal Round Positions				
1st Place	2nd Place	3rd 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

- v. 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.
- vi. 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.

- vii. Each team is entitled to one (1) thirty (30) second time out per mini game and one (1) additional time out per overtime period.
- viii. At the conclusion of the mini-game(s), the final positions of teams advancing and teams not advancing to the Championship round play will be determined using the normal tie breaking procedure.

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

- a. The Discipline, Protest and Grievance Committee for the Canadian Ringette Championships shall consist of the Director of HP and Events (Chair), the Chair of the Host Committee or designate, the Director of Officials or designate and the Executive Director shall be an ex-officio member of this committee.
- b. The Committee shall consider all protests and grievances related to any aspect of the Canadian Ringette Championships. The Committee shall not consider any protest or grievance based upon an official's judgement call. Video replays will not be considered in any deliberation.
- c. 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. All protests shall be accompanied by a \$100.00 deposit. This deposit is refunded only when the protest or grievance is upheld.
- d. The committee will follow the procedure outlined in the Policy Manual.
- e. Appeals will follow the process as laid out in the Ringette Canada Policy Manual.

## **8. DISCIPLINE AND SUSPENSION GUIDELINES**

- a. All Match penalty assessments based on actions as outlined below (as per the section on Match Penalty Assessments (points 42 to 46) in the Ringette Canada Competitions Policy 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.
- b. 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.
- c. 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.
- d. 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.
- e. Suspensions:
  - i. The following guidelines apply to all play directly under the jurisdiction of Ringette Canada.
  - ii. The suspensions specified (in number of games), are over and above those specified and outlined in Section 20.3 e) (Consequences of Penalties) of the

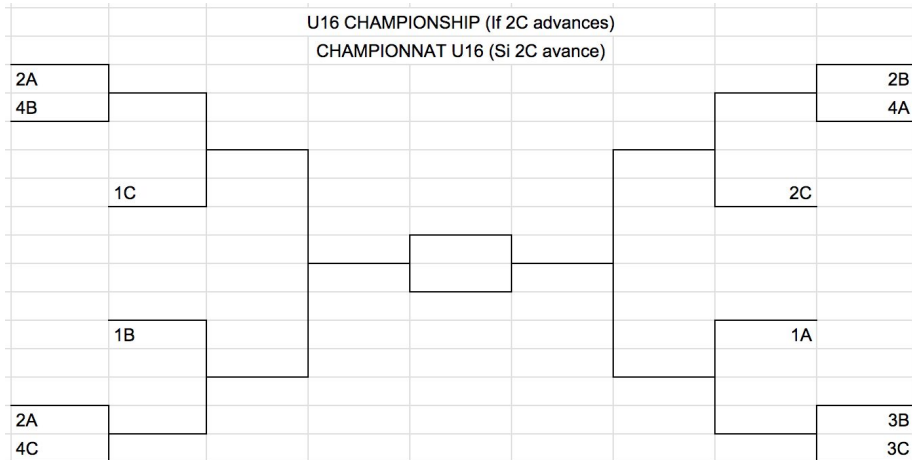
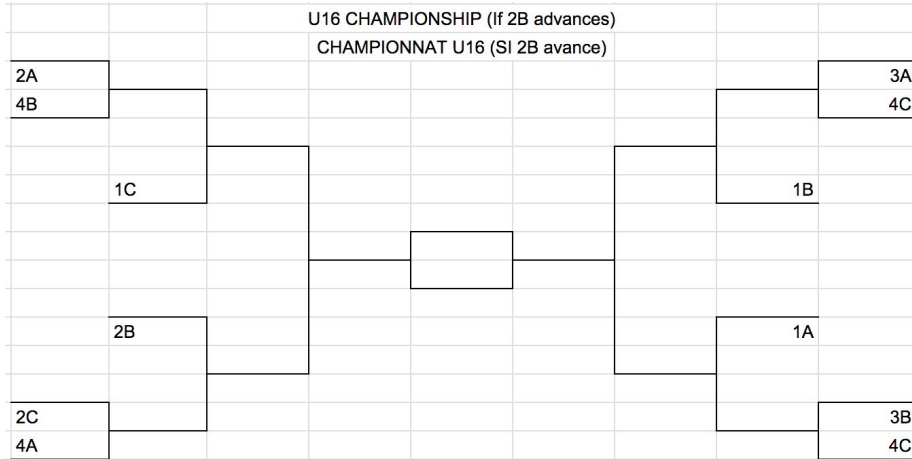
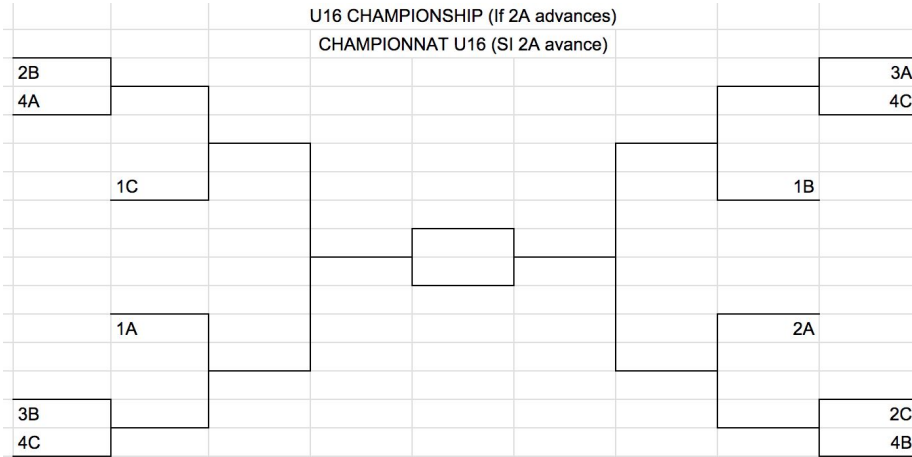


- current Official Rules of Ringette, for Match penalty infractions.
- iii. Based on the circumstances surrounding the Match penalty assessment, the Protest, Grievance and Discipline Committee may choose to impose a game suspension, without appeal, up to a maximum number of games stated for the specific infraction(s). Additional 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.
  - iv. Participation at the 2017 Canadian Ringette Championships by suspended players/team staff having incurred a suspension during a previous event or this event will be as outlined in the participation section of this Technical Package.
  - v. 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 Ringette Canada office 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.

#### **9. CODE OF CONDUCT**

- a. The overall experience for athletes participating in the Canadian Ringette Championships should promote the development of healthy and positive values towards fellow athletes, officials, and coaches. To this end all organizers, coaches, officials and players are expected to abide by Ringette Canada's Code of Conduct, Ethics, and Anti-Harassment Policy. Any misconduct of the nature mentioned above will be dealt with by Ringette Canada by following Ringette Canada's Discipline and Complaints Policy. Ringette Canada's Policy Manual can be found on the Ringette Canada website.

## APPENDIX A



## APPENDIX B

