

Ringette Ontario



One/Two Day Event Host Guide

2021-2022

Introduction

The 2021-2022 Ringette Ontario Event Host Guide is a resource to assist Event Chairs to prepare and effectively manage an RO Sanctioned Event. The information offers a basic overview of what is expected from a host, along with relevant policies and procedures.

Should there be any revisions or updates to this Guide, RO will provide you with it prior to your event.

For further information please contact your Regional Competitions Coordinator or Karla Xavier, techdirector@ringetteontario.com.

Sanctioning

Ringette Ontario sanctions ALL Invitational Tournaments. Getting this approval must be included in your planning and organization.

To apply for sanctioning a Club/Host must complete the [Application Form](#). Registration should not begin until after the Event Sanction approval has been given.

Rules

Playing Rules:

This event has been sanctioned by Ringette Ontario and therefore all Ringette Ontario Rules and Ringette Canada Official Rules will be followed unless otherwise specified and approved.

Event Rules:

All Athletes, Bench Staff and Officials participating in event, must be registered with Ringette Ontario.

All members of the Bench Staff must sign the game sheet prior to game time.

Teams must be ready to go on the ice 10 minutes prior to the scheduled game time for all games. Failure to be on the ice on the ice at the specified time may result in a delay of game penalty to start the game.

Teams will be given a 3-minute warm up, unless otherwise specified. At 30 seconds left in the warmup team should do cheer and/or go to bench and get ready to start the game. Non-observance of this rule may result in a delay of game penalty.

Goaltender Injury: In the event of an injury to a goalie, the goalie is permitted up to 5 minutes to recuperate or to leave the ice. If the injured goalie is replaced, the original goalie may not return to the ice until the play has resumed.

If an alternate goalkeeper is already dressed, that player must immediately replace the injured goalie – no warmup is permitted. If no alternate goalie is dressed, an additional 5 minutes is allowed to dress and warm up a replacement goalkeeper.

If the goalie receives a major or misconduct penalty a maximum of 5 minutes will be allowed to replace the goalie with an eligible teammate.

A summary of substitution and suspension information **must** be received by Ringette Ontario within 72 hours after the event. Substitutions (players and team staff) must be submitted via [Substitutions Form](#).

Tie Breaking Rules:

Ringette Ontario Tie Breaking Rules will be used. See Appendix A.

Schedule

Things to consider:

- Flood times
- Number of teams
- Guaranteed # of games
- Rest time in between games (minimum 2 hours)
- Length of games

Game length:

U14AA, U14, U16, U19, 18+A/BB/B/CC/C/Dev should be 2x15 minute periods

*U16AA, U19AA should be 4 x 10-minute periods

*18+AA/18+U should be 2x20-minute periods

*For one/two-day events that may have 3 games per day 2x15 minute periods are permitted.

Schedule Timelines/Approval:

- 21 days prior to first day of event host must submit schedule to Regional Competitions Coordinator, Competitions Chair and RO Technical Director.
- Schedule will be reviewed and sent back within 72 hours with revisions or approval.
- Schedule will be available to be released no later than 10 days prior to start of tournament.

*Note timelines do not apply over the Christmas break and all approvals for January should be received no later than December 15th.

Approved Formats

4 Teams (3 game guarantee) One Day Event:

A/B C/D

B/C A/D

C/A D/B

No final

4 teams (3 game guarantee) Two-day Event:

Saturday:

A/B C/D

B/C A/D

C/A D/B

Sunday:

2nd place vs. 1st place

4 teams (3 game guarantee) Two-day Event:

Saturday:

A/B C/D

B/C A/D

Sunday:

C/A D/B

2nd place vs. 1st place

3 teams (2 game guarantee) One Day Event:

A/B

B/C

C/A

2nd place vs. 1st place

*Alternative formats must be pre-approved.

Additional Items Checklist

- Order Game sheets and rings
- Extra Shot clocks/Batteries
- Secure Minor Officials
- Dressing Room keys/locks
- Ensure proper Rink Markings
- Communicate with local RIC about Officials
- Substitution approvals – pre-event/during event
- Concessions open? Licensing for any sales/draws that may take place
- Skate sharpening, local restaurants, accommodation information
- Identify COVID Safety Leader/leaders for event
- Plan to ensure COVID facility requirements and protocols are being followed

TIE BREAKING RULES

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. It is preferred to decide all rankings that will eliminate a team from medal play using the mini game procedures. Where mini games are not possible, use these ranking procedures to resolve all ties in standings.

NOTES:

The maximum goals for per game is seven (7) more than the goals against.

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

Shootouts will only be used in a 3 on 3 tournament

Clarification on the process: As soon as a step is completed, and one or more teams are ranked as a result of fully completing that step; go back to the top of the ranking of tied teams' process.

For example: If 4 teams are tied, a tie between all 4 teams could be broken in step 9.

If the tie is only broken between two teams at the end of step 9, then go back to step 1.

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, in every game played between the tied teams, rank that team highest.

Note: In a Split Round Robin format, all games count as Round Robin games. In the Split Round Robin format, team "x" is considered as an outside team and their results don't count for ranking or tie breaking.

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

3. If still tied, rank the teams in order of wins between only the tied teams.

4. If still tied, rank teams in order of the plus/minus (goals for minus goals against) only in games between the tied teams.

5. If still tied, rank teams using the following formula only in games between the tied teams:

Goals For + Goals Against

Goals Against

(With the highest value being the higher ranked team)

6. If still tied, rank teams in order of the most goals for only 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:

Goals For + Goals Against

Goals Against

(With the highest value being the higher ranked team)

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 the least fully served penalty minutes in all games between all teams.

12. If still tied, rank teams using least penalty minutes in games between the tied teams.

13. If still tied, rank teams using least penalty minutes in games between all teams.

14. At this point, if still tied, the following may be considered to break the tie:

- a) Mini game
- b) Coin Toss
- c) Draw from a hat