Calgary NW Ringette Association
2026 NW Ringette Rumble Tournament
U14, U16, U19
October 30 - November 1, 2026
Great Plains Recreation Facility

OFFICIAL TOURNAMENT RULES

1. All teams, major and minor officials and fans will show good sportsmanship throughout the tournament.
2. The Official Rules of Ringette Canada will apply, except as modified below to suit this tournament.
3. All players must be registered with Ringette Alberta or Ringette Canada.
4. All players must be registered as a member or affiliate of the team with the applicable provincial or zone body unless accepted otherwise by the Northwest Ringette Tournament Organizing Committee. Teams who play an ineligible player will have the result(s) of the affected game(s) cancelled. The affected game(s) will be awarded to the team(s) not playing an ineligible player by a 4-0 score unless determined otherwise by the Tournament Organizing Committee.
5. Player Affiliation Rules: Affiliate players must be registered on provincial registrations as per the Ringette Alberta Operating Policies and Procedures
    - During tournaments, including Regional and Provincial Championships, when using affiliate skaters, teams may dress twelve (12) skaters ONLY IF the team has a regular roster of more than 11 skaters (including part-time goalies who play as skaters as well). Goaltender affiliation does not change for tournaments.
    - When using no affiliates: 18 players
    - When only using an affiliate goalie: 18 players
    - Digital Game sheets will be checked for the proper use of affiliated players.
    - Teams are required to strike the names of players who are not participating in a game from the game sheet to ensure proper verification. When using affiliates, the name(s) of the player(s) and their jersey number(s) must be written in the appropriate space on the game sheet (at the bottom of the team roster).
6. Teams must declare goaltenders(s), captain(s) and alternate captain(s) on the game sheet by indicating G, C and AC. Teams must also declare affiliate player(s) on the game sheet by indicating AP.
    - It is the responsibility of each team to ensure that Ringette Alberta affiliated player rules are followed.
7. Format of games:
    - All teams will play four (4) games, subject to change based on registration
    - All divisions will have a 1st place vs 2nd place play for Gold/Silver
    - All divisions will have a 3rd place vs 4th place play for Bronze
    - Divisions with 6 teams will have a 5th place vs 6th place game
8. All teams must be available to start tournament play by 7:15am on Friday October 30th, 2026.
9. Game sheets are to be completed and signed electronically.

10. Each team is to provide two or three minor officials for each game, as per structure issued by Ringette Alberta:
    - Home team will be doing the electronic Scorekeeping, Timekeeper and Penalty Box
    - Visiting team will do Shot Clock and Penalty Box
11. The penalty for not playing a game is forfeiture of points (2 points will be awarded to the opposing team for said game), and the posted score will be 4-0.
12. HOME team is to choose their jersey color. In case of conflict in uniform color the AWAY team will change their uniform.
13. Teams must be ready to ice their team ten (10) minutes before game time. Teams not ready to play within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. However, the game will be played as an exhibition game.
14. Ringette Canada rule 6.5 says "A team that leaves the ice then starts play within one minute of being directed to do so by an on-ice official shall be assessed a Delay of Game penalty. If the team fails to start play within one minute of being advised to do so, the game is forfeited. If a team leaves the ice for a second time during a game, the game is immediately forfeited.
15. Time-Outs: Each team is entitled to ONE (1) 30-second timeout per regulation game. Each team is entitled to ONE (1) additional 30-second timeout in overtime.
16. If only five (5) minutes remain in an assigned time slot, the clock will be reset to two (2) minutes at the first stoppage of play.
17. Game Format:
    - U14: 2 x 18 min stop time periods
    - U16/19: 4 x 11 minute stop time quarters (with a one (1) minute break between quarters, except for the 2nd/3rd quarter where there will be a two (2) minute break)
    - Each game will have a two (2) minute warm up. The ice will be flooded between each game.
18. Point Structure: Teams receive two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss. At the completion of round robin play, teams will be ranked according to the total points in all games played.
19. Games scores will be posted on the Ramp Rumble Tournament Site:
    - Ringette Alberta Games Portal : Website by RAMP InterActive (ringetteabgames.com)
    - Go To Tournaments -> Calgary Northwest Ringette Rumble, then select the Division.
20. A maximum seven-goal differential will be applied when posting game scores.
21. In medal games, the higher place team shall be HOME.
22. Breaking of Tie Scores in Tournament Games:
    - If a round robin game is tied at the end of regulation time, each team will be awarded one (1) point.
    - If a game is tied at the end of the second half of a medal game, and time permits, the teams will immediately play a five (5) minute stop time SUDDEN VICTORY period (the first team to

score will be declared the winner), Ring possession to start will be determined by coin toss, with the home team captain calling the toss. Teams do not change ends.

- If after one period of overtime the game is still tied; or time did not permit an overtime to occur, the game will be decided by a shootout.
    - Coaches shall submit a prepared list of 5 shooters to the officials.
    - Teams alternate shots on goal, visiting team first.
    - Each team must go in order of their list.
    - After each team has had 3 shooters shoot, the team that is ahead will be declared the winner.
    - If still tied, the teams will alternate shooters in a sudden victory shootout (i.e. If team A scores and team B does not, team A will win), one shooter at a time following the submitted list.
    - After all 5 pre-determined players have shot, alternate the rest of the roster until the first 5 shooters can shoot again.
- The final game score will not reflect the number of goals that occurred during the shootout. The winning team will have their score from the regulation time score increased by 1. For example, if the score is 4-4 at the end of regulation time, the score after the shoot-out should be recorded as 5-4 regardless of how many goals were scored during the shoot-out. Penalties assessed in regulation time, shall carryover to the overtime period.

23. BREAKING OF TIES IN TEAM STANDINGS:

***NOTE: actual game scores will be used to calculate the following:**

When two or more teams have an equal number of points after round robin games have been completed, the teams will be ranked according to the following rules. These shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie).

A. In cases where the tied teams have played an equal number of games against each other, the winner of more game(s) between each other during the round robin will be declared the highest position. (If the teams have not played an equal number of games against each other, then the procedure will start at Step B)
    a. If still tied, teams shall be ranked according to the difference between goals for and against in games between the tied teams in round robin play. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
    b. If still tied, teams shall then be ranked according to the least goals against in games between the tied teams in round robin play. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.

B. If still tied, teams shall be ranked according to the difference between goals for and against in all games played in the round robin. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
C. If still tied, teams shall be ranked according to the least goals against in all games played in the round robin. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
D. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for games between the tied teams in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc
E. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for all games played in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
F. If still tied, teams shall be ranked according to the least total penalty minutes for all games played in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, the team with the third least penalty minutes shall be next, etc.
G. If still tied, teams shall be ranked according to the time required to score their first goal for all games played in the round robin. The team scoring the earliest goal shall be ranked highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked next, etc.
H. If still tied, teams shall be ranked by a coin toss.

24. A match penalty will automatically result in suspension from all subsequent tournament games. Match penalties are submitted to Ringette Alberta with the Officials report on the Monday following the tournament for further suspensions/review. Any participant receiving a misconduct penalty will be required to attend a discipline hearing before returning to competition.
25. Any TEAM accumulating MORE than thirty (30) minutes in penalties in any ONE GAME, shall see the head coach or acting coach from that game suspended for the next tournament game. (No grievances will be accepted)
26. **Protests** will be accepted with a certified cheque or cash of $200 and a letter outlining the reason for the protest. The cash and letter must be turned into the registration table within 90 minutes of the game's completion. A Grievance Committee will need to deal with any protests received. If the protest is upheld, the $200 will be refunded. **No protests will be accepted based on a referee's decision. THE REFEREES' DECISIONS ARE FINAL!**