

CHINOOK LEAGUE

U12 League Championships Technical Manual

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A. GENERAL

U12 League Championships are intended to provide a season ending Championships for players in the U12 Division in place of U12 Provincials. While Black Gold League and Chinook will each organize and run their own tournaments, this document is intended to provide each league with a set of rules so that each event will be as consistent as possible.

1. Leagues will meet in May to agree on the dates and formats in which these tournaments will occur.
2. Format of championships will include medals (Gold, Silver, Bronze) and varying pool sizes. Championships banners will be at the discretion of each league
3. Final formats will be determined by each league either at the start of the season or after repooling and the number of teams is determined.
4. Remuneration for officials will be in the amounts as determined by each league
5. All applicable Ringette Alberta policies are in full effect

B. WHO CAN PARTICIPATE IN LEAGUE CHAMPIONSHIPS

1. Only teams that participate in the league during the season may participate in League Championship Tournaments. All teams must be registered with Ringette Alberta by December 1st of the current playing season. ALL PLAYERS MUST BE REGISTERED WITH RINGETTE ALBERTA in full compliance with Ringette Alberta policies.
2. The deadline for registered teams to declare, to the individual leagues, their commitment to attend League Championships, is December 15th of each season. Only teams who complete their commitment to attend on time, pay their fees and have approved Team Roster Forms (TRFs) by January 31 will be eligible to participate in the Championships.
3. Teams participating in League Championship Tournaments are responsible for their travel, meals, and accommodation expenses.

C. CHAMPIONSHIP DATES

1. For the purpose of the 2020 League Championship Tournaments, the two leagues agreed that the tournaments will be played one of the following two weekends:
 - a. March 13-15, 2020 (U12A and U12C)
 - b. March 20-22, 2020 (U12B)
2. The League Championship Tournament dates for each year will be determined by the two leagues for the upcoming season.
3. The League Championship Tournament will be scheduled on Friday, Saturday, and Sunday of the assigned weekend, with no round robin games scheduled on Sunday

D. LEAGUE CHAMPIONSHIPS SIZE

1. To accommodate securing the appropriate amount of ice, the League Championship sizes will be determined based on the number of teams registered after the Commitment to Attend date (December 15).

E. MINOR OFFICIALS

1. Minor officials must be provided by both teams for ALL GAMES as follows:
 - a. Three (3) minor officials from the home team shall operate the shot clock, operate the time clock and work one (1) penalty box gate
 - b. Two (2) minor officials from the visiting team shall manage the game sheet and one (1) penalty box gate
2. Minor officials must be in their respective positions when the competing teams' step on the ice. It is up to the on-ice officials to determine if the minor officials are in position.
3. Teams that do not provide minor officials for the game will forfeit that game and the score will be recorded as a 0-7 loss.
4. If both teams fail to provide minor officials for the game, the score will be recorded as a 0-0 tie and both teams would be awarded 0 points in the standings.

F. LEAGUE CHAMPIONSHIP FORMATS

1. In each tournament, the following series will be played to determine the four teams to participate in the championship games and the placement games:
 - a. Five (5) teams, a single round robin series will be played, (4 games RR, 1 placement game/2 medal games) 4 teams-5 games/1 team-6 games
 - b. Six (6) teams, a modified round robin series, (2 pools of 3 round robin + 2 cross games, placement, medal games) 4 teams-5 games, 2 teams-6 games)
 - c. Seven (7) teams, a modified round robin series, (each team plays 4 games, placement and medal games) 6 teams play 5 games 1 plays 6
 - d. Eight (8) teams, the division will be divided into two (2) equal pools for a single round robin play, 1 cross, placement and medals) 6 teams play 5 games 2 play 6 games.
 - e. Nine (9) teams, the division will be divided into three (3) equal pools for round robin play and 2 cross games, placement and medal games. 8 teams play 5 games and 1 plays 6 games.
 - f. Ten (10) teams – a modified round robin series (each team plays 4 games within two pools, semifinals with A1 vs B2, B1 vs A2, placement and medal games).
 - g. Eleven (11) teams – a modified round robin series (each team plays 4 games within two pools, semifinals with A1 vs B2, B1 vs A2, placement and medal games).
 - h. 12 teams – a modified round robin series (each team plays 4 games within two pools, semifinals with A1 vs B2, B1 vs A2, placement and medal games).

G. LEAGUE CHAMPIONSHIP TOURNAMENT RULES

1. All League Championship Tournaments will be played according to the Ringette Canada Official Rules and Case Book, current to that season.
2. All applicable Ringette Alberta policies are in full effect. Teams should be sure to review the following policies, which are of particular importance:
 - a. Registration Policy
 - b. Player Affiliation Policy
 - c. 10.0 Team Staff Policy
 - d. 15.0 Suspension Policy (Subsequent Discipline)
3. The shot clock will be used for all League Championships.
4. Ringette Alberta or Chinook game sheets, will be used. A copy of the game sheet will be distributed by a representative at the control desk following the completion of the game. Distribution will be as follows; one copy to the home team, one copy to the visiting team and one copy to the League upon completion of the League Championship Tournament.
 - a. Game sheets must be completed and signed at the control desk by the coach or manager a minimum of twenty (20) minutes prior to game time. Teams will indicate the starting goaltender (G), alternate goaltender(s) (AG), affiliate players (AP), captains (C) and assistant captains (A) on the game sheet, ensuring transfer or copy to each sheet. A delay of game penalty may be assessed for noncompliance with this rule.
 - b. All uniform numbers will coincide with the game sheet. Each player shall have an individual number and there shall be no duplicating of numbers on any team.
 - c. Teams will be required to provide a label or write in their team rosters on each game sheet unless instructed otherwise by the host committee.
5. When the reference is made to the home team it will be the first team listed on the schedule.
6. In case of conflict in uniform colors, the visiting team will be required to change uniforms.

ON-ICE PROCEDURES FOR LEAGUE CHAMPIONSHIPS

1. Period Length - For all U12 divisions, periods will be eighteen (18) minutes in length for all games..
2. There will be a three (3) minute warm-up and a one (1) minute break between periods.
3. The first game on each ice surface of each day will start on time. Subsequent games may start up to ten (10) minutes early, at the discretion of the Officials Supervisor. Teams must be ready to go on the ice ten (10) minutes before game time. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. The game will be played as exhibition.
4. Alternate goalkeepers may be warmed up between periods in the end their team will defend for the second period. They may use one (1) skater and two (2) rings for the purposes of warm-up. There will be no time outs permitted to warm up an alternate goaltender except in the case of an injury to the starting goaltender in which case the Official Rules of Ringette will be followed.
5. If a misconduct or match penalty is assessed during a game, that person will be ejected from the game. Suspensions resulting from this ejection will be handled by the Protest and Grievance Committee
 - a. Players or Team Staff that are ejected may not participate in any other tournament games until their suspension has been fully served.
6. If any team accumulates more than 24 minutes in penalties in any one game during the League Championship Tournament, the head coach or acting coach from that game shall be suspended for that team's next game.

7. Game Score

- a. In all cases, the maximum difference (spread), between goals for and against in each game is seven (7). This is the 'Official Score' and is the most that will be displayed on the score board.
 - b. If a team defaults a game, the team is disqualified from competition with the right of appeal to the Protest and Grievance Committee. The 'Official Score', credited to the team which has been given the win, will be recorded as 7-0.
 - c. For any forfeited game, the 'Official Score' will be recorded as a 0-7 loss for the penalized team.
8. There will be NO Overtime periods for Round Robin games.

H. POINTS

1. Points for the games played in the round robin series will be awarded as follows:
 - a. 2 points for a win
 - b. 0 points for a loss
 - c. 1 point for each team if tied
2. In semi-final or final games, home will be the team:
 - a. With the most points, or, if not decisive
 - b. The team that ranked the highest as per the tie breaking procedures in Section I, or, if not decisive,
 - c. From Pool A

I. TIEBREAKERS – AT THE END OF ROUND ROBIN PLAY

1. These steps shall be followed in sequence until the tied teams have been ranked in order in the standings. Once one team has been ranked, the procedure reverts back to (a). The top team shall be ranked first. If all tied teams have not played an equal number of games amongst the tied teams, the tie breaker procedure will start at step d. (this may apply for the seven (7) team League Championship format).
 - a. Among the tied teams, the winner of more game(s) between the tied teams during the round robin will be declared the highest position.
 - b. If still tied, the team that has more points from wins than ties will be declared in the highest position.
 - c. 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.
 - d. If still tied, the team having the fewest total goals against in games between the tied teams during the round robin will be declared the highest position.
 - e. If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin, including cross-over games will be declared the highest position.
 - f. If still tied, the tied team with the fewest total goals against in all games during the round robin, including cross-over, will be declared the highest position.
 - g. If still tied, the team having the fewest penalty minutes in games between tied teams will be declared the highest position.
 - h. If still tied, the team with the fewest of penalty minutes in all round robin games, including cross-over games.
 - i. If still tied, a randomly drawn team.

J. TEAM PROTOCOL

1. Shaking Hands
 - a. At the end of each game, players and coaches should line up on their respective blue lines and then proceed to shake hands at center ice.
2. Receiving Trophies and Medallions
 - a. Only players and Team Staff members listed on the game sheet will receive medallions, to a maximum of 18. If extra medals are needed, they may be purchased from the league.

K. PROTEST AND GRIEVANCE

1. Each league will appoint a Protest and Grievance Committee for each of the League Championship Tournaments. This committee will consist of the League Representative (or designate) and the Officials Supervisor for the Tournament (or designate).
2. At least one member of the committee shall be present at the arena at all times. All members should be readily available to meet and decide upon any protest or grievance within thirty (30) minutes of submission.
3. The Committee will handle any suspensions resulting from misconduct or match penalties assessed during League Championships.
4. The Committee will consider all appeals, protests, and grievances related to the League Championship Tournament. They will not consider an appeal based upon a referee's judgment call.
5. Protests will only be entertained from a registered team staff member.
6. All protests must be submitted in writing to any member of the Protest and Grievance Committee within thirty (30) minutes of completion of round robin and semi-final games or forty-five (45) minutes of completion of medal round game leading to the protest.
7. All protests must be accompanied by a deposit in the amount of \$200 cash. The deposit will be refunded only if the protest is upheld. Lost protest funds will be deposited to the respective league's general account.
8. The Protest and Grievance Committee's decision is final and no further appeals will be entertained.

L. ON-ICE PLACEMENT, MEDAL GAMES, OVERTIME & SHOOTOUT PROCEDURE FOR LEAGUE CHAMPIONSHIP TOURNAMENTS

1. In the event that a placement, semi-final or final game is tied at the end of regulation time,
 - a. A maximum of one (1), five (5) minute sudden victory overtime period will be played.
 - b. There will be a one (1) minute break between overtime periods.
 - i. The possession of the ring for the opening free pass for the first overtime period will be decided by the referee's toss of a coin. The Home team will call the coin toss.
 - ii. The team winning the toss will get possession of the ring for the free pass and the other team will get choice of end for the first overtime period.
 - c. If still tied after the overtime period, the game will be decided by a shoot-out. The procedure for the shootout is as follows:
 - i. The selection of shooters will occur at the start of the shoot-out within the two (2) minute time limit at the end of the overtime period.

- ii. The coaches will be required to note these shooters on the forms provided (League rep will have them with the minor officials).
- d. Coaches will select five (5) shooters from all players for their team listed on the game sheet for that game. Two (2) additional shooters will be designated, to be used only in the event of an injury to any of the first 5 shooters. Ejected or suspended players are not eligible to participate in the shoot-out. Players serving a penalty at the end of the overtime period will be eligible for the shootout.
- e. Home team will shoot first.
- f. The five (5) players from each team will alternate shots until each shooter has shot.
- g. If the teams are still tied after this shootout, then a sudden victory shoot out will occur. The same five (5) players will again alternate shots and when one team scores and the other does not, the game will be deemed over.

M. ASSIGNING OF OFFICIALS TO LEAGUE CHAMPIONSHIPS

1. Ringette Alberta recommends the following be considered in the assigning of officials. Ringette Alberta is committed to supporting the league in using this process
 - a. For U12 Provincials, first and second year officials were considered a bit too 'green' (with some exceptions) but 3rd year officials with a good amount of U12 games under their belts were more appropriate.
 - b. League Championships will still have a competitive edge, and pressure for officials, their training and experience should reflect an ability to handle these
 - c. It is recommended that each tournament should have a certified Evaluator as the Officials Supervisor
 - d. RICs potentially could also take up that role, but feedback during the event is key to development of the official, so an Evaluator will be the best fit
2. Referee-In-Chiefs must send their recommendations for Officials to work the League Championships to Ringette Alberta by December 15
3. Ringette Alberta will identify and approve for each tournament, Officials, Supervisors and Evaluators and put into a master excel spreadsheet with their associations)
4. Host Associations will be given a fixed amount for a hosting grant to pay for ice and officials. To minimize Officials costs (travel, housing), each host association, may select their own officials under the following MANDATORY conditions:
 - a. Officials, Supervisors, Evaluators, must be from the approved list as supplied by Ringette Alberta.
 - b. Payment per game is at the discretion of each league.
 - c. Must have an officials supervisor selected from the RAB approved list
 - d. Evaluators and supervisors will be given honorariums at the same rate as provided by RAB
5. Host Associations are also strongly encouraged to consider the following in selecting their officials:
 - a. To support the development of officials in the region, each host association is encouraged to include Officials from outside their home association
 - b. If officials from outside the area, budget funds for hotel and/or travel
 - c. Budget funds so each official can be evaluated during the tournament

N. RANKING AND PLACEMENT OF TEAMS FOR REGIONAL CHAMPIONSHIPS

1. Zone 123 will use regular season rankings to place teams in positions for Regional Championships. The cutoff for rankings to be established is 14 days prior to the start of the Regional Championship. For example, if a division starts on Friday, March 20 – the games considered for team rankings will be taken from the start of league play up to and including Friday, Mar 6.
2. Rankings are done using a Win Percentage (win percentage ratio = points earned divided by total possible points), to account for differences in number of games played among teams. Teams will be ranked from high to low win percentage.
3. Teams that moved divisions mid-season will be ranked ONLY on games played within their current division.
4. In the event of a Win Percentage tie, teams will be ranked by Goals For divided by Goals Against.
5. Once teams are ranked, teams will be placed in a “snake draw” from highest to lowest to try and fairly balance each pool. Placements will be issued on the first business day following the cutoff date.
6. Zone 123 league, may, in consultation with participating teams, elect to pool any particular division into red and white pools for in effect, separate championships within a given tier if the competitive evidence demonstrates it to be advantageous for developmental opportunities. For example, a division could be sub-divided into red and white pools with fully separate finals and medals. This decision will be made no later than end of January in the year of the competition.
7. Example of the “snake draw”

8. A1	9. B2
10. A4	11. B3
12. A5	13. B6
14. A8	15. B7
16. A9	17. B10
18. A12	19. B11