



Policy Revision	Section(s) Revised	Change description	Effective Date
0		New	Sept 2019
1		Housekeeping	Sept 2021
2	6.6		Jan 2022
3		Updates in red	Sept 2022
4	6.4.3, 6.4.4	Added	Sept 2023

## 6. LEAGUE OPERATIONS POLICY

### 6.1 Purpose

This policy shall establish and define the requirements for Chinook League Operations.

### 6.2 Principles

- 6.2.1 All participating teams deserve fair access to league games.
- 6.2.2 It is the goal of the League to provide structure that promotes competitive equity.
- 6.2.3 The League shall operate in accordance with Critical Date (Appendix 7).
- 6.2.4 The League shall operate in accordance with the Fees and Fines structure (Appendix 6).

### 6.3 Requirements

- 6.3.1 Chinook Ringette League and Ringette Calgary Terms of Reference (Appendix 1).

### 6.4 Tournament Attendance

- 6.4.1 Tournament Blocks & Reschedules – SESSION 1 ONLY
  - 6.4.1.1 Teams may attend ONE tournament weekend through means of a RESCHEDULE REQUEST in **Session 1**.
  - 6.4.1.2 Teams who are accepted to their **Home Associations** tournament in **Session 1** may request one additional reschedule, using the form and complying with Critical Dates.
  - 6.4.1.3 Teams may not request ANY other reschedules. No tournaments in lieu of the **Home Association** tournament can be accommodated in the case a home tournament does not run all divisions or accept all teams in that division.
  - 6.4.1.4 Reschedule requests will be tracked and must be made minimum 7 days in advance.
  - 6.4.1.5 The only acceptable scheduling constraint will be for tournament attendance. Fundraising events, team activities, dryland, exhibition games, etc. are not able to accommodate reschedules or constraints. Teams must use “Events” in SportzSoft and not “Constraint” for this reason. The league may reschedule games on days that do not have constraints. Teams are expected to manage their events accordingly.



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6.4.1.6 Reschedules will not occur with less than 7 days notice to prospective teams unless mutually agreed.

6.4.1.7 Rescheduled games are subject to ice and referee availability, and at no time are guaranteed. **The League** will make best efforts to reschedule.

6.4.1.8 If a team accepts a tournament after the league schedule has been released on a weekend that they appear to be available, be advised that game reschedules for other teams may occur on that weekend. If they later accept a tournament, they must either play the league game as well, or forfeit at their own risk.

#### 6.4.2 Tournament Blocks – Session 2 ONLY:

6.4.2.1 League games in Session 2 will NOT be rescheduled to accommodate tournament acceptance.

6.4.2.2 Zone 3 teams may BLOCK (CONSTRAIN) one tournament in Session 2 in addition to the Esso Golden Ring (EGRT) weekend for a maximum of 2 total (see Critical Dates). In the case a team does not attend the EGRT, they will not be granted any additional schedule constraint in lieu.

6.4.2.3 Associations with home tournaments in Session 2 must use their tournament block to constrain the league from scheduling.

6.4.2.4 Zone 1 and 2 teams may have up to 2 tournament blocks total. This may or may not include EGRT.

#### 6.4.3 Post Session 2 Tournaments

6.4.3.1 No reschedule requests will be accepted for Session 3.

#### 6.4.4 AA Team Tournaments

6.4.4.1 Teams at the AA level participating in the Chinook Ringette League shall utilize the following policy allowing additional tournament attendance, sections 6.4.1 and 6.4.2 do not apply.

##### 6.4.4.2 Session 1 AA Team Tournament Policy

6.4.4.2.1 AA teams shall submit up to 3 tournament blocks, including their Home Association tournament, if it falls in Session 1. These must be submitted 18



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days prior to the first day of Session 1 game play for the division they are placed in, as per the Critical Dates.

6.4.4.2AA teams may request 1 additional tournament weekend reschedule (includes games Thursday – Sunday if travel is required) request within Session 1 for extenuating circumstances (i.e. not being accepted to tournaments on previously blocked weekends). It is up to the discretion of the CRL Chair & CRL Operations if this reschedule can be accommodated. One of the previously blocked weekends must be given back as available for League games.

#### 6.4.4.3 Session 2 AA Team Tournament Policy:

6.4.4.3.1AA teams from Zone 3 may block 2 tournament weekends in Session 2 in addition to the Esso Golden Ring (EGRT) by the tournament block date specified in the Critical Dates. In the case a team does not attend the EGRT, they will not be granted any additional schedule constraint in lieu.

6.4.4.3.2AA teams from Zone 1 & 2 may block 3 tournament weekends in Session 2 by the date specified in the Critical Dates. This may or may not include EGRT.

## 6.5 Forfeit, Default, and No Fault Games

### 6.5.1 Forfeit

6.5.1.1 Teams that forfeit give up the possibility of acquiring points in a game. Forfeits require the payment of league fines (Appendix 6).

6.5.1.2 The opposing team will be awarded two points for a win for the game in question. The score shall be recorded as **7-0** and will result in a League fine, in accordance with Appendix 6. For example, a forfeit would be (but not limited to):

6.5.1.2.1A team who cancels a game for any reason other than allowed in 6.4.

6.5.1.2.2A team who does not show up for a scheduled league game.

6.5.1.2.3A team who has the minimum required 7 players to start a game, and declines to game for “lack of players”. See default options below.

6.5.1.2.4A team who uses illegal players and the opposing team does not agree to play the game or becomes aware after the game has started, shall be issued a forfeit. The opposing team shall notify the **Chinook League Chair** and the game



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is played under protest. Additionally, the head coach will be subject to discipline action, and the team will be fined in accordance with Appendix 6.

6.5.1.2.5 **A team who refuses to complete the game without the referees permission. Permission shall be granted by the referee at their discretion (i.e. injury making ice surface unusable, facility problems).**

## 6.5.2 Default

6.5.2.1 Teams that default give up the possibility of acquiring points in a game.

6.5.2.2 The opposing team will be awarded two points for a win for the game in question. The score shall be recorded as **7-0** and does not result in a League fine. For example, a default would be (but not limited to):

6.5.2.2.1 A team who has less than the required 7 legal players to start a game and does arrive at the arena at the scheduled time. The teams may combine players, the game marked as exhibition, and a default awarded to the team with sufficient players.

6.5.2.2.2 If two teams believe at any time they are unbalanced and jointly agree to combine teams for a game or part of a game. The weaker team would be issued a default, the game marked as exhibition, and a default awarded to the stronger team.

6.5.2.2.3 Using a player/goaltender who is not a registered member of that team. If the opposing team agrees to play the game anyway, the default is awarded to the compliant team.

6.5.2.2.4 Failure to finish the game due to an injury sustained by a team's only available goaltender, and the team will not utilize any other player in goal.

## 6.5.3 No Fault Game

6.5.3.1 Recognizing that some scheduled games may not be completed to circumstances beyond either team's control, teams will be issued one point each (tie). The score recorded for that game shall be 0-0. These games will not be rescheduled. For example, a no fault game would be (but not limited to):

6.5.3.1.1 Lack of available ice (double booking, power/equipment failure, communication problems).



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6.5.3.1.2 Referee no shows.

6.5.3.1.3 Inclement weather - see sections 6.5.4

#### 6.5.4 Cancelling of League Games Due to Inclement Weather

6.5.4.1 The League encourages participants to leave enough travel time to arrive safely and drive according to weather conditions.

6.5.4.2 In the case of moderate travel games (less than 2 hours) – any decision relating to the cancellation of games will be made by 4pm on a weekday, or a minimum of 3 hour prior to the commencement of the game on a weekend.

6.5.4.3 In the case of high travel games (over 2 hours) – the decision will be made a minimum of 5 hours prior to the commencement of the game.

6.5.4.4 League games canceled due to weather will NOT be rescheduled. Teams will be issued at a no-fault tie (0-0).

6.5.4.5 If a decision is made to cancel games, the League will send notification through the following means:

- Email notification to the affected team contacts as listed on the website.
- Email to League Scheduler
- Email to Referee Assignor

6.5.4.6 Due to the geographic size of the league, safety requires attention from all participants. Nominated team representatives may submit ONE game cancellation request by filling in the online form (on the website under “Forms”). The form will notify the **League Chair**, Scheduler and Referee Assignor. Note:

- The form requires documentation of inclement weather conditions from either Alberta Roads (511.alberta.ca or generally recognized Canadian National Weather Service).
- The nominated team representative will receive confirmation of cancellation from the League upon receipt of the game cancellation form.
- The League encourages teams to reorganize cancelled games and play them as exhibition, so the teams still get a game. In such cases the teams involved are responsible for providing the ice and booking/paying for the referees. The League will not get involved and the game will NOT count in standings.



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## 6.6 Standings

- 6.6.1 Statistics and standing for U12 Divisions and higher shall reflect a maximum seven (7) goal differential on score clock during the game, and in final score displayed on the website. The actual goal spread (as reported on the gamesheet and stored in league software) will be used when evaluating advance and retreat options.
- 6.6.2 To account for differences in number of games played between teams, team standings will be decided using a Win Percentage for scheduled league games. Win % = points earned divided by total possible points. Teams will be ranked from high to low win percentage.
- 6.6.2.1 For U16A and U19A Divisions, League games against AA teams will be removed for final rankings.
- 6.6.2.2 In the event that a team has advanced or retreated across divisions, only their Win % in the division in which they ended the season will be counted.
- For example: Team X advances from UxxB to UxxA. Only the games at UxxA will count toward Win %. All teams remaining in division UxxB will have games against Team X removed from their standings.
- 6.6.2.3 All games cancelled because of government of public health restrictions will be fully removed from the Win % calculation.
- 6.6.2.4 In the case of teams being tied after the application of Win %, the tie will be broken by:
- 6.6.2.4.1 Goals For divided by Goals Against for all League Games.

## 6.7 Advance, Retreat, Overage (League Request) Policy

- 6.7.1 The Chinook Ringette League hold paramount the principles of fair play and competitive equity. For this reason, the League will utilize the following League Request Policy and Procedure to address team advances and retreats, as well as overage player requests.
- 6.7.2 All League Requests must comply with current Ringette Alberta Policies. Chinook Ringette League will manage league requests for the season start and for the transition between Session 1 and Session 2. Any transition of divisions between Session 2 and Session 3 will be managed by Ringette Alberta.
- 6.7.3 All League Request decisions are final and cannot be appealed or disputed with the Chinook Ringette League.



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6.7.4 The Advance, Retreat, Overage Procedure will be followed as outlined in Appendix 5.

## 6.8 References and Attachments

- Appendix 1: League Committee Terms of Reference
- ~~Appendix 2: Chinook Ringette League Sub-Committee Member Descriptions~~
- Appendix 2: Tournament Block Form (Session 2)
- Appendix 3: Game Reschedule Request (Session 1)
- Appendix 4: Game Cancellation Form (Weather) – Any Session
- Appendix 5: League Request Procedure (Advance, Retreat, Overage)
- Appendix 6: Fees and Fines
- Appendix 7: Critical Dates