

Policy Revision	Section(s) revised	Change Description	Effective Date
0	7.1.1.3./7.1.1.4.	To mirror RAB Playdown Ranking policy	Sept 2019

## 7. City Championships Policy

### 7.1. League Standings for City Championships

- 7.1.1. Team standings will be decided on the basis of point total for all scheduled league games. In the case of teams being tied, the tie will be broken by:
  - 7.1.1.1. The most wins.
  - 7.1.1.2. The team with the most wins for games played between the tied teams.
  - 7.1.1.3. Using a Win Percentage (win percentage ratio = points earned divided by total possible points), to account for differences in games played between teams. Teams will be ranked from high to low win percentage. For U16A & U19A games, the 123 League games against AA teams will be removed for final rankings.
  - 7.1.1.4. In the event of a tie, tied teams will be ranked by Goals For divided by Goals Against.
- 7.1.2. Home Team
  - 7.1.2.1. The home team for the first game will be the higher placed team in the league standings.
  - 7.1.2.2. The home team for subsequent games shall be as displayed on the website.

### 7.2. Minor Officials for City Championship Games

- 7.2.1. The same policies apply for Minor Officials and Shot Clock Operators as for regular league play.
- 7.2.2. The same policies apply for Shot Clocks as for regular league play.

### 7.3. City Championship Format

The Ringette Calgary City Championship will include only Zone 3 teams and will be a double knockout series.

### 7.4. Last Ice Time of a City Championship Series

If a FINAL series ends and does not require the use of the second ice time for a City Championship game, the winning team of the series must use the ice time.

### 7.5. Tied City Championship Games / Tied Series

The intent is for teams to decide the victor on the ice utilizing whatever time is available to break a tie.

If a City Championship game or series is tied after regulation time the following will take place: (note, there will be no time outs allowed in OT)

- 7.5.1. If there is time on the permit, 5 minutes of overtime will be played. Format would be 5 on 5 and the winner will be decided by sudden victory. Ring possession determined by coin

toss. Home team will call the coin toss. Winner of the coin toss will receive the ring and the opponent shall choose which net they wish to defend.

- 7.5.2. If it is still tied after the 5 minute overtime or there is not enough time on the permit to play overtime, a 3 player best of 3 shootout will take place.
  - 7.5.2.1. 3 players for each team alternate shots. The winner is declared to be the team with the most goals for 3 players. The shootout will end if it becomes impossible for one team to score sufficient goals to tie the other team.
  - 7.5.2.2. If it is still tied they continue one shooter at a time until a winner is determined. No shooter may shoot again until all players have shot. Winner is declared when one team scores and the other does not in sudden victory format .
  - 7.5.2.3. Coaches must have their list of shooters (including all players on the bench) completed by the end of the game.
  - 7.5.2.4. The team that lost the coin toss for OT will have choice to shoot first or second in the shootout. If no OT is played a coin toss will determine which team gets choice of shooting 1st or 2nd (winner of the coin toss getting their choice).
  - 7.5.2.5. If no additional ice time is available, a coin toss will determine the winner.