



2018 POWER SMART MANITOBA WINTER GAMES TECHNICAL PACKAGE

SPORT: RINGETTE

REVISED: JANUARY 24, 2017

Eligibility

"The Manitoba Games are focused on the Learning to Train or Train to Train stage of your sports Long Term Athlete Development model (LTAD)." In determining age categories, consideration of an athlete progression in relation to inter-provincial games programs are a high priority (2019 or 2023 Canada Winter Games).

Age Category

U14 (2004 and younger as of December 31, 2017). Born 2004, 2005. U14 AA players are not eligible.

In addition all players wishing to participate in the 2018 Power Smart Manitoba Winter Games play shall be registered with Ringette Manitoba by January 15th of the playing year. Players who are not completely registered by the dates outlined above or under suspension will not be eligible to compete.

Coaches Eligibility

All team staff for the Power Smart Manitoba Winter Games must be fully registered with Ringette Canada and Ringette Manitoba by January 15th yearly. Head Coach selection will be the sole responsibility of Ringette Manitoba. Once all of the Head Coaches have been selected Ringette Manitoba will schedule a meeting with all coaches, outlining the program, including the age eligibility of athletes.

In addition, the certification requirement for each team staff position shall be as follows:

Coaches/Assistant Coaches

All Head and Assistant Coaches must be Community Sport Initiation (CSI) Trained including Making Ethical Decisions in class and online, as well as Coach Initiation and must complete Respect in Sport. All Coaches must complete the Manitoba Games screening policy. These requirements must be completed by November 1st, 2017.

Manager

Managers must complete the Ringette Canada Managers Certification Program and Respect in Sport. Managers must also complete the Manitoba Games screening policy. These requirements must be completed by November 1st, 2017.

Team Composition

All teams participating in the Power Smart Manitoba Winter Games shall have a maximum of 18 players and no less than 11 players registered.

There shall be no more than four (4) team staff permitted on the roster. Team staff positions shall include and be limited to those of Head Coach, Assistant Coach(s) and Manager. Two of the coaching staff must be female and the manager must be female. All bench staff must be 18 years of age and older.

Regional Team Selection Format

Regional team selection will be tailored to the various regions.

Fill Policy

Criteria:

1. Effort must be made to recruit players in all regions, and a fill policy may only be used to add players to teams who do not have the minimum number of players to field a team. Special consideration will be given to areas that have an adequate number of skaters, but do not have a goaltender.
2. The fill athlete **MUST** be a fully eligible Ringette player and have participated in a regional competition or camp(s). The selected fill athletes will become part of another Regional team and will be included in all components of the team's logistical support.
3. Regional team selection process using fill athletes will be by a draft. The players will be selected based on all of their regional competition or camp(s) to create even strength teams.
4. The fill athlete must be chosen from a rural region, they cannot come from Winnipeg.

Competition Rules

Ringette Canada's 2017-2019 Official Rules of Ringette will be in effect for this event with the following clarification:

Competitive Uniform

Participants must wear the competition uniform supplied by Ringette Manitoba.

Officials

1. A two person on ice official system will be used.
2. At least one of the on ice personnel must have a minimum of Level 2B certification per game.
3. One certified shot clock operator.
4. Timekeeper and Scorekeeper.

All officials must be currently certified with/by Ringette Manitoba.

Provincial Final Competition Sites

- Thompson

Provincial Final Competition Dates

- March TBA

Provincial Competition Format

The Power Smart Manitoba Winter Games will be a tournament consisting of a six team round robin. Each team plays every other team. At the end of the round robin, teams will be ranked from first to last for their division. 5th and 6th will play consolation, 3rd and 4th will play the bronze game, 1st and 2nd will play for gold.

Round 1		Round 2		Round 3		Round 4		Round 5	
2v1	Mon 8:30am	3v4	Mon 3:00p m	6v4	Mon 7:00pm	4v1	Tues 1230pm	5v6	Tues 5:45pm
3v6	Mon 9:45am	6v1	Mon 1:45pm	2v3	Mon 8:15pm	5v3	Tues 1:45pm	1v3	Tues 7:00pm
4v5	Mon 11:00am	2v5	Mon 4:15pm	1v5	Tues 8:30am	6v2	Tues 9:45am	4v2	Tues 8:15pm

Playoff Round		
5v6	Consolation	8:30am
3v4	Bronze	9:45am
1v2	Gold	11:00am

SPORT SCORING:

Games to consist of two eighteen-minute stop time halves. Teams receive two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. The first place team, at the end of the round robin, is the team having the highest number of points. The second place team is the team having the second highest number of points, etc.

All round robin games shall be played until the end of regulation. Tied games shall remain tied. All playoff round games shall be played until a winner is declared (i.e. overtime will be played in the event of any tied game).

When a team is winning by 7 or more goals with less than 5 minutes to play, the balance of the game shall be played "running time". Running time shall continue regardless of the number of additional goals scored. The only stoppage of time will be for time outs and injuries.

In games where overtime is played, there will be one (1) overtime period (stop time) which will be sudden victory (i.e. the first team to score in overtime will be declared the winner).

If neither team scores during the first overtime period, there will be successive sudden victory overtime periods until a goal is scored to break the tie.

Possession on the free pass to start the first overtime period will be decided by the tossing of a coin by the referee. The team winning the toss will get the free pass; the other team will get the choice of ends. This coin toss shall occur immediately following regulation time.

If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams. The teams will also alternate ends. Overtime periods will be the same length as regulation periods.

TIE BREAKER RULE

When two (2) or more teams have an equal number of points after the completion of the round robin games, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games:

- a) The winner of more game(s) between each other during the round robin will be declared the highest position.
- b) 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.
- c) If still tied, the team having the least total goals against in games between the tied teams during the round robin will be declared the highest position.
- d) If still tied, the following formula will be used to determine the highest position: for the games between the tied teams in the round robin, divide the total goals for plus the total goals against, by the goals against.

i.e. Goals for + Goals Against) divided by Goals Against

The team with the HIGHEST resulting number 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 will be declared the highest position.
- f) If still tied, the tied team with the least total goals against in all games during the round robin will be declared in the highest position.
- g) If still tied, the same formula as in (d) will be applied to all games during the round robin. The team with the HIGHEST resulting number will be declared the highest position.

Important Notes:

1. These shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one (1) team is eliminated from the tie, the procedure reverts back to (a).
2. This procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between the tied teams, and that team shall be dropped from the tie breaking procedure (e.g. the top two teams remain tied). In these cases, the procedure shall also revert back to (a) in order to break the tie between those teams which remain tied.
3. In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the "Official Score".

FACILITIES

Minimum Standards

- Minimum of one regulation size arena with a minimum of four dressing rooms with shower facilities.
- One set of nets (ringette/hockey)
- Main score clock.
- Two sets of 30 second shot clocks – MRA could supply
- Warm up area for athletes, preferably an area that spectators would not have access to.
- Spectator seating.
- Official's dressing room.
- Room for MRA reps – Executive Director and/or Program Coordinator, key volunteers. This room would serve as a focal point for game sheets to come into, place to store shot clocks, rings, etc.
- An area in the lobby of the arena where we could put table(s), post schedules, dressing room assignments

MEDALS

Gold – 22 (18 players, 4 staff)

Silver – 22

Bronze – 22

PSO Contact

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