

1. Purpose

The purpose of Tournament Policy is to provide clear direction on tournament requirements and sanctioning.

2. General

- 2.1 Ringette Manitoba may and will sanction multiple tournaments to run concurrently. However, during the regular season, tournaments must request their sanction based on a maximum number of teams. Ringette Manitoba will not permit the total number of teams registered to play in tournaments running concurrently to exceed half the number of rosters duly registered with Ringette Manitoba for the current season.
- 2.2 Teams are responsible for ensuring that tournaments they attend are sanctioned.
- 2.3 Ringette Manitoba will not sanction 3x3 tournaments.

3. Tournament Requirements

- 3.1 Game sheets must be submitted to Ringette Manitoba no later than 2 weeks upon completion of the tournament.
- 3.2 There will be two (2) on ice officials, one shot clock operator, one timekeeper and one scorekeeper certified by Ringette Manitoba for each game.
- 3.3 Only certified major and minor officials can be used for sanctioned tournament games.
- 3.4 Officials fees will be in accordance with Ringette Manitoba's current pay scale.
- 3.5 Suspensions must be fully explained on Suspension forms which will be provided with the Sanction Permit. Original game sheet and suspension form must be received in the Ringette Manitoba office, by the next business day.
- 3.6 Ringette Manitoba gamesheets must be used in all tournaments. These are available from Ringette Manitoba. Cost of gamesheets is set annually.
- 3.7 It is recommended that sanctioned tournaments have all on ice and shot clock operators assigned by a supervisor appointed by the Ringette Manitoba officiating committee.
 - a) The supervisor shall ensure that local association officials and any high potential officials identified by the committee are given first priority.
 - b) The supervisor shall ensure that mileage costs are minimized.
 - c) The supervisor shall endeavor to ensure that all on-ice officials and shot clock operators receive an evaluation during the tournament.
 - d) Game sheets may be subject to spot check and feedback may be provided to the timekeepers.
 - e) The supervisor will be available to provide the tournament advice and may be asked to sit in on disciplinary or protest hearings.
- 3.8 It is recommended to have First Aid personnel attend all games.

4. Tournament Sanctioning

- 4.1 All Tournaments must have individual sanctions. Online form must be completed, and \$50.00 non-refundable administration fee must be submitted. If the form and fee are not completed in full, the tournament dates are not guaranteed.

- 4.2 Tournaments must indicate in their application for sanction if they are requesting an officiating supervisor for their tournament who will also schedule officials. If yes, there will be a flat rate charged as follows:
 - a) Weekend Tournament – one supervisor \$150
 - b) Weekend Tournament – two supervisors \$200
 - c) Full Week Tournament (anything beyond Friday-Sunday) – one supervisor \$225
 - d) Full Week Tournament – (anything beyond Friday-Sunday) - two supervisors \$275
- 4.3 A list of teams per division, rosters for out of province teams and R4U info (if applicable) must be submitted no later than 7 days prior to the tournament start date.
- 4.4 Tournament Organizers – Local Associations, Community Centers or Towns are responsible for verifying team registration for tournaments with the Ringette Manitoba office.
- 4.5 Tournament Rules must be submitted no later than 7 days prior to the tournament start date. Rules must include the following:
 - a) Ringette Canada rules will apply in all tournaments. Any special rules or tie breaking rules must be authorized by Ringette Canada.
 - b) If R4U is included in the tournament, there must be a rule stating “no player shall have more than three (3) goals recorded during any tournament game.”
 - c) A seven (7) goal differential for/against shall be observed, including its use in any tie breaking formulas which are applied.

Date of Last Review: February April 14, 2024
