



## **BPM TOURNAMENT IMPORTANT INFORMATION**

**November 7-9th, 2025**

**Grasswood Canlan (Jemini): 2301 Grasswood East**

### **Game Volunteers:**

Teams will be expected to supply minor officials for *all* games, except for Championship games, where minor officials will be provided (Gold/Bronze):

- **Home Team – 3 box workers - Shot Clock, Scorekeeper and Penalty box** (shot clock controller can be picked up at the tournament desk, where you will be required to leave keys, cell phone etc. in exchange for the remote) and
- **Visiting Team – 2 box workers - Time Clock and Penalty Box.**

### **Tournament Outline:**

1. All teams participating are guaranteed a minimum of 4 games.
2. Home/visitor teams are designated in round robin games. In medal round games, the higher place team shall be HOME.
3. For 14A/14AA and 16A/19A divisions will have two -20-minute stop time halves; 16AA and 19AA divisions will have four-10-minute stop time quarters.
4. For 16/19AA, there will be a one (1) minute break after quarter 1 and 3 and a two (2) minute break at half-time.
5. The clock will be set for a 3-minute warm-up once the officials have entered the ice. Teams must be ready to start play immediately after the 3-minute warm-up, failure to do so may result in a 2-minute delay of game penalty at the discretion of the referees.
6. No overtime in round robin games, running time may be used if the game is behind in round robin games, at the discretion of the referee.
7. Shot clocks will be used in all games, if clocks malfunction, games may have to be run without clocks to stay on schedule.
8. **Home team** will wear their **Dark Jerseys** and **Visitors** will wear **Light Jerseys**, in case of conflict, the Visiting team changes.
9. Scoresheets are to be signed at least 30 minutes prior to the game and must be returned immediately following the game.
10. Teams should declare goaltenders, captains/assistant captains and affiliate players on the game sheet and strike players who are not participating.
11. All teams will adhere to a zero-tolerance policy for abuse *towards anyone at the arenas*, failure to do so will result in being asked to leave the arena.
12. Appropriate music can be played at all arenas-at Rodd Hamm/Latrace, you will need a cord to connect, Jemini rinks are bluetooth. Please be mindful of the volume level so players can hear coaches.

### **BPM TOURNAMENT RULES:**

1. The official Rules of Ringette Canada will apply except as detailed herein.
2. **Point Structure** – Teams receive two (2) points for a win, one (1) points for a tie and zero (0) for a loss. The team with the most points in each division will be declared the top team in that division. The second-place team is the team having the second highest number of points, and so on.
3. **Ties in Standings** – see “*Breaking of Ties in Standings*” below.

4. **Ties in Medal Games** – Overtime period will be 5 minutes, stop time, sudden victory. The coin toss winner will choose either ring possession/choice of end. If still tied, there will be a Shoot-out, see below – “*Breaking of Ties in Final Games*”.
5. A goal spread of 7, in the last period, will result in running time, however, if the goal spread reduces to less than 7 goals, then stop time will resume.
6. ALL goals will be recorded on the game sheets however, game scores on the time clock, postings and tie breaking procedures, will have a MAXIMUM SEVEN GOAL difference.
7. If a team accumulates more than 30 penalty minutes in any one game, the head coach/acting coach will be suspended from that game and the next game. No grievances will be accepted.
8. Any player accumulating 10 penalty minutes in one game will be suspended for the remainder of the game.
9. A MATCH or MISCONDUCT penalty will automatically result in suspension from the next tournament game.
10. No game protests are accepted, the decision of the referee will be final.

### **PLEASE READ: Important Notes for Breaking of Ties in Standings**

- If ALL tied teams have *NOT* met head-to-head during the round robin (i.e All tied teams have *NOT* played an equal number of games against each other), begin with **Rule D**. Rules A B, C are *NOT* applicable.
- In the case of a multiple-way tie, the process will begin again to break the "new" tie. In other words, when a four-way tie becomes a three-way tie, the three-way tie is treated as a "new" tie and the process begins again starting with the first **Rule A**.
- 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 tied teams, and that team shall be dropped from the tie breaking procedure (e.g. the top two teams remain tied if the third in a three-way tie was declared the LOWEST). In these cases, the procedure shall also revert to **Rule A** to break the tie between the remaining tied teams.

#### **Breaking of Ties in Standings Rules:**

When two 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:

- A.** The winner of the head-to-head games between tied teams during the round robin will be declared the highest position.

#### **Example:**

**Scenario 1** – Team A defeated both Team B and Team C in round robin, Team A awarded higher position regardless of outcome of Team B vs Team C.

**Scenario 2** – Team A and Team B both defeated Team C in round robin, Team C is excluded, and the remaining two teams start a new tie breaking procedure beginning at **Rule A**.

**Scenario 3** – If Team A, Team B and Team C all have equal records against each other in round robin play then tie breaking format proceeds to **Rule B**.

- 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 games between the tied teams during the round robin will be declared the highest position.

- D. 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.
- E. If still tied, the team with the least total goals against in all games during the round robin will be declared the highest position.
- F. If still tied, the team with least total penalty minutes in all round robin games will be declared the highest position.
- G. If still tied, a coin toss will be used to break the tie.

**Breaking of Ties in Final Games:**

1. All Final games will be played until a winner is declared.
2. If the score of a game is tied at the end of regulation time, there will be one 5 minute, stop time, sudden victory, overtime period, first team to score will be declared the winner.
3. If neither team scores during the overtime period, there will be a shootout.
4. A best-of-three shootout will commence, with *the visiting team shooting first*, then alternating.
5. Each team can choose shooters one at a time. Players already ejected from the game or who are serving a misconduct penalty may not participate in the shootout.
6. Once the shootout begins, the goalies cannot be replaced except if injured.
7. Once a team has a larger lead than shots remaining, no further shots are taken.
8. If the best-of-three shootout ends with the teams still tied, alternating best-of-one shootouts will commence, until the tie is broken.
9. No skater may take a second shootout attempt until all skaters on the team had one.