



2011 CANADA WINTER GAMES

RINGETTE TECHNICAL PACKAGE

Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the organizing committees by detailing tournament formats and scoring procedures, assist Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coaching certification by stating minimum requirements, and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of prospective high performance athletes.

Every Games' coach, manager, sport leader, and mission staff has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the Games or could affect final standings or the conduct of the competition. If someone does not understand an aspect of the Technical Package, he or she is to seek clarification from the Sport Committee of the Canada Games Council through his or her Chef de Mission or National Sport Organization.

Technical Packages are developed primarily by National Sport Organizations, following principles, guidelines, and requirements of the Canada Games Council. As the overall governing body of the Games, the Council has the ultimate authority for Technical Packages, but this authority is exercised only with the knowledge and understanding of the NSO concerned.

If an individual wishes to initiate a change to a Technical Package leading up to the Games, the desired change should be first directed to the National Sport Organization or the Chef de Mission. The NSO or Chef will evaluate the merits of the change and will, if it has merit, submit the requested change to the Sport Committee of the Canada Games Council. The NSO or Chef will submit the rationale for the change. Changes to age groups, eligibility requirements, team size or staff complements will not be considered after three years prior to the Games. Substantive changes to events or competition formats will not be considered after 18 months before the Games. Minor corrections will be considered at almost anytime, but will be increasingly difficult to achieve within six months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package early.

THANK-YOU/MERCI



2011 CANADA WINTER GAMES TECHNICAL PACKAGE

1. SPORT: RINGETTE

2. PARTICIPANTS:

2.1 Competitors: 16 females

2.2 Staff: 1 manager and 2 coaches;
(one of the coaches must be female).
Teams may opt to have three coaches and no manager.

3. CLASSIFICATION:

19 years of age or under as of December 31, 2010
Born on or after January 1, 1991

4. ELIGIBILITY:

4.1 Coaches:

Both coaches named on the official registration form must be fully certified under the National Coaching Certification Program to at least Level 3 (Theory, Technical and Practical), or Competition – Development (Trained) in the new NCCP in Ringette. These coaches must be so qualified no later than 90 days before the opening of the Games (i.e. by November 13, 2010).

4.2 Managers

The manager on the official registration form must be certified under Ringette Canada's Manager's Certification Program not later than 90 days before the opening of the Games (i.e. By November 13, 2010).

4.3 Competitors:

- All competitors must be fully registered with their provincial/territorial association and Ringette Canada by December 31, 2010.
- **There shall be two standby goaltenders named and approved by Ringette Canada's Technical Representative. The standby goaltenders must be**

available for the duration of the event and able to be on site in the venue in 2 hours or less. Ringette Canada will be responsible for working with the appropriate Branches to identify the next best age-eligible goaltenders available, in the host province or territory and the next two geographically closest provinces or territories. Ringette Canada will make the final recommendation to the Canada Games Council. During the competition, a replacement may be permitted for a goaltender who becomes ill or injured during the competition or is under suspension. The two standby goaltenders will come under the direct jurisdiction of Ringette Canada's Technical Representative and will be used when a team has an ill, injured or suspended goaltender. No standby goaltender will be activated during a game and, therefore, they will be made available through an "on-call" process. The procedure for using a standby goaltender shall be as follows:

1. A team requesting to use a standby goaltender must make a written request to Ringette Canada's Technical Representative or designate in charge of the competition.
 2. In the case of an ill or injured goaltender, a medical certificate must accompany the request.
 3. The host society will establish any required accreditation procedures.
 4. Ringette Canada's Technical Representative shall determine practice and game assignments for the standby goaltenders.
 5. Teams will play with their second regular goaltender and the standby will dress as the back-up.
 6. The standby can only enter the game if the starting goaltender is injured or removed from the game by the referee.
- Any team staff member or player entering the 2011 Canada Winter Games under suspension by their provincial/territorial sport governing body or Ringette Canada, or suspended during the course of the event, will not be permitted to direct any member team during any game, carry out any official duty on behalf of any member team, be in or about the dressing room or bench area before, during or after any game played by any member team, or situated anywhere in the arena in a position to direct any member team for the duration of the suspension.
 - Any team staff member or player who violates the terms of their suspension as outlined above will be reported both to the President of their respective provincial/territorial sport governing body and the President of Ringette Canada for further discipline.
 - Should the suspended individual be participating in more than one (1) role in the 2011 Canada Winter Games (e.g. as a player and a team staff member), the suspension applies to all roles held by that individual during the 2011 Canada Winter Games until the completion of the suspension.

5. COMPETITION

The competition will follow Ringette Canada Rules detailed in the Official Rules 2008 – 2011 book. Any changes to game format which may not be reflected in the Ringette Canada Official Rules 2008 – 2011 book, but that will be implemented for the 2011 Canada Winter Games will be communicated via an amendment to the Technical Package.

The tournament will consist of an equalized pool format with two divisions. One division would have four teams and the other would include five teams.

Division A	Division B
Team A	Team E
Team B	Team F
Team C	Team G
Team D	Team H
	Team I

Teams will be seeded based on the results from the 2007 Canada Winter Games and placed across divisions. For example, the first place team from the 2007 Canada Winter Games will be named Team A (first team in Division A), the second place team will be seeded as Team E (first team in Division B). The 2007 Canada Winter Games third place team will be seeded as Team B (second team in Division A), and the fourth place team will be seeded as Team F (second team in Division B), and so on.

Each team plays every other team in their division in the preliminary round. At the end of the round robin, teams will be ranked from first to last within their division.

The 4th place team in Division A will play the 5th place team in Division B. The winner of the game will advance to the playoff round.

Preliminary round			
Division A games		Division B games	
game 1	A-B	game 2	E-F
game 3	C-D	game 4	G-H
game 5	A-C	game 6	I-E
game 7	B-D	game 8	F-G
game 9	A-D	game 10	H-I
game 11	B-C	game 12	E-G
		game 13	F-H
		game 14	I-G
		game 15	E-H
		game 16	F-I
		(seeding) game 17	A4-B5

The playoff format will comprise 12 games. All 8 teams advancing to the playoff round are guaranteed an additional 3 games; as games will be played for final placement (1st through 8th).

In the playoff round games 18 to 21; home teams will be the highest ranked team of that game. In the playoff round games 22 to 29, home teams will be determined by method of a coin toss prior to the start of the game.

Playoff rounds		
game 18	B1 - Winner of game 17	
game 19	A1 - B4	
game 20	A2-B3	
game 21	B2-A3	
game 22	W18-W20	
game 23	W19-W21	
game 24	L18-L20	
game 25	L19-L21	
game 26	L24-L25	7th-8th place game
game 27	W24-W25	5th-6th place game
game 28	L22-L23	3rd-4th place game
game 29	W22-W23	1st-2nd place game

6. SPORT SCORING

Teams receive two (2) points for a win 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 games shall be played until a winner is declared (ie. overtime will be played in the event of any tied game).

7. PROVINCIAL/TERRITORIAL RANKING

Following the final ranking of all teams, points for the Games Flag will be awarded as follows:

1 st place - 10 points	6 th place - 5 points	11 th place - 1.5 points
2 nd place - 9 points	7 th place - 4 points	12 th place - 1 point
3 rd place - 8 points	8 th place - 3 points	13 th place - 0.5 point
4 th place - 7 points	9 th place - 2.5 points	
5 th place - 6 points	10 th place - 2 points	

8. TIE BREAKING RULE - COMPETITION

All games will be played until a winner is declared. If the score of a game is tied at the end of regulation time, 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.

9. PROVINCIAL/TERRITORIAL RANKING - TIE BREAKING

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:

- i) The winner of more game(s) between each other during the round robin will be declared the highest position.
- ii) 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,
- iii) 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.
- iv) 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)

Goals Against

The team with the HIGHEST resulting number will be declared the highest position.

- v) 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.
- vi) If still tied, the tied team with the least total goals against in all games during the round robin will be declared the highest position.

vii) If still tied, the same formula as in (iv) 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 (i).
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 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 (i) 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".

10. MEDALS

GOLD 16; SILVER 16; BRONZE 16.

11. COMPETITIVE UNIFORM

Provincial/Territorial colours, as designated by the Canada Games Council, must be worn. In the event that team uniform colours are similar and may cause confusion, the designated "Visiting" team must be prepared to change into an alternate set of uniforms.

12. EQUIPMENT

Ringette players are to follow the guidelines set out in Section 4 – Equipment of the Ringette Canada Official Rules 2008 – 2011.

13. APPENDIX

The Appendices form an integral part of this technical package.

APPENDIX 1

2011 (Halifax) Canada Winter Games

Competitor Eligibility

1. Competitors must meet all eligibility requirements outlined in the Technical Package.
2. The Canada Games are open to Canadian citizens and permanent residents.
3. The Games are open to athletes who are members in good standing of their provincial and/or national sport organization.
4. An athlete's permanent domicile or actual residence must be located, for at least the 180 days prior to the opening of the Games, within the recognized boundaries of the province or territory they are representing. An athlete can have only one domicile.
5. Students attending school on a full-time basis outside their province of permanent residence during the year of the Games shall be permitted to compete for either their province of permanent residence or the province in which the athlete attends school. To be eligible to compete for the province where the athlete attends school, the student must be enrolled on a full-time basis during the 2010-2011 academic year.
6. If a non-student athlete attends a recognized national training centre outside his or her province of permanent residence, the athlete is encouraged to represent his or her province of permanent residence; however, the athlete could represent the province where the centre is located under the terms of paragraph (7), below.
7. Exceptions to the domicile requirement will be possible if the athlete can demonstrate a commitment to the province or territory she or he wishes to represent by such means as having been a member of a club or provincial sport organization in that province for the entire previous competitive season, having represented that province or territory at a previous national or regional championship, or having attended school full-time the previous academic year, or a recognized national training centre full-time during the previous 12 months. Other similar circumstances may be considered.
8. An athlete is permitted to try out for only one province or territory per Games.
9. The eligibility of any athlete that is not clearly established by these rules and by the Technical Package shall be determined by the Sport Committee of the Council. **Coaches or Provincial Sport Organizations must bring forward**

any unclear cases to their Chef de Mission and to their National Sport Organization as early as possible before the competition for forwarding to the Sport Committee of the Canada Games Council.

10. Where a team/province or territory/Chef wishes to challenge the eligibility of an athlete on another provincial/ territorial team, it is expected that such a challenge will be made as soon as the protesting team knows that an athlete may be ineligible. Every effort must be made to ensure that protests on eligibility are lodged before an athlete competes.

OTHER

1. All teams are reminded of the Canada Games Council's regulations concerning advertising on uniforms: only the uniform manufacturer's name or trade mark logo may be worn on team competition uniforms to ***a maximum size of 60 square centimetres.***
2. The only coaching permitted is by those accredited coaches identified in the Technical Package. Personal coaches of athletes or additional coaches of any type will not receive accreditation and will not have access to competition or training areas.
3. Canada Games rules do not allow team staff to practice as therapists, physicians or other medical or paramedical practitioners. The Host Society (organizing committee) is responsible for providing high quality medical care at a central clinic at the Athletes' Village and at competition and training venues. The Canada Games Council assists the Host Society through its medical partners by providing additional medical practitioners to ensure that French and English speaking and male and female persons are available, to ensure that sport specific medical expertise is available and to ensure that all regions of Canada are represented. Team staff will not be permitted to administer medical care to athletes.

Appendix 2

Supplemental Technical Information – Ringette

Protest, Grievance and Discipline Committee

1. a) The Protest, Grievance and Discipline Committee for the Canada Winter Games shall consist of the Director of Officials or designate (Committee Chair), the Sport Chair or designate, the Sport Information Officer or designate and the Technical Representative (non-voting). The Committee shall consider all appeals, protests, grievances and disciplinary matters related to any “field of play” aspect of the Canada Winter Games. The Committee shall not consider protests or grievances based upon a referee’s judgment call.

Any protest or grievance must be made in writing and must be submitted to the Director of Officials or designate no later than thirty (30) minutes following the game which the protest/grievance concerns. All submissions must be accompanied by a \$100 deposit which is forfeited should the protest/grievance not be upheld.

- b) The deliberation procedure is as follows:

The Protest / Grievance is received in writing and in the time frame specified. The Head Coach (or a team representative if the head coach is not available) of the non filing team is advised of the Protest/Grievance immediately upon receipt of same.

The Protest, Grievance and Discipline Committee meets as soon as possible and, if at all possible, prior to the next game for each team. The Committee shall not consider any protest or grievance based on an official’s judgment call. Video replays will not be considered in any deliberation.

Note: Any member(s) of that Committee considered by the Committee Chair to be in a conflict is/are to be excused from the Committee and replaced by individual(s) suitable to the Committee Chair.

The Officiating Supervisor (if in attendance at the game in question), on-ice officials and minor officials (as necessary) are interviewed independently.

One representative from each of the filing and non-filing teams is permitted to independently address the Protest, Grievance and Discipline Committee.

The decision reached by the Committee is immediately communicated by the Committee Chair to the teams involved. The decision of the Committee is final. The result of the encounter will be deemed official, and posted as the “Official Result”.

DISCIPLINE AND SUSPENSION GUIDELINES

All Match penalty assessments based on actions as outlined below (as per Section 23 of the Ringette Canada Policy Manual) must be made known to a member of the Protest, Grievance and Discipline Committee, by the on-ice officials involved via the Director of Officials (or Designate), within 30 minutes of the completion of that game. Details surrounding the Match penalty assessment must also be clearly outlined in writing by the on-ice officials on the Official Game Report.

The Protest, Grievance and Discipline Committee shall meet to determine the game suspension of the individual(s) involved. This meeting shall take place as soon as possible upon receipt of notice of the Match penalty assessment and, if at all possible, prior to the next game of the team(s) involved.

In their deliberations, this Committee may interview any or all of the following: the on-ice officials; the player(s)/team staff involved; the Officiating Supervisor at that game (if applicable); and, any others whose input the Committee feels would be of value.

The final decision of the Protest, Grievance and Discipline Committee regarding game suspensions shall be immediately communicated to a member of the team staff of the team(s) involved by the Committee Chair.

Suspensions

The following guidelines apply to all play directly under the jurisdiction of Ringette Canada.

The suspensions specified (in number of games), are over and above those outlined specified in Section 19.3 e) (Match penalty) of the current Official Rules of Ringette, for Match penalty infractions.

Based on the circumstances surrounding the Match penalty assessment, the Protest, Grievance and Discipline Committee may choose to impose a game suspension, without appeal, up to a maximum number of games stated for the specific infraction(s). Additional (appealable) suspensions may be imposed should the circumstances warrant same. Should an individual commit more than one of these infractions in the same game, the suspension penalties imposed shall be additive.

Participation by suspended players/team staff having incurred said suspension during that event will be as outlined in Section 4 of the Technical Package.

Responsibility for supervision of the serving of game suspensions not being served during the event in which said suspensions were invoked will be that of the home province/territory of the individual(s) involved. Suspensions must be served during

regularly scheduled games, and a copy of each applicable Official Game Report must be forwarded to the Ringette Canada office within seven (7) days of the completion of each game suspension. The name of the suspended individual must appear on the Official Game Report as a "scratch" with the term "susp" (for "suspended") appearing after it.

Player/Team Official assessed a MATCH penalty for:

<i>Action</i>	<i>Suspension (# games)</i>
Hair pulling	3
Facemasking	3
Head butting	3
Spearing	4
Butt ending	4
Stick swinging	4
Kicking	4
Deliberate attempt to injure	4
Fighting:	
instigating	4
participating	2
(including those in addition to original two participants)	
Abuse of an official:	
excessive verbal	2
physical:	
- minimal (e.g. touch/brush)	3
- moderate (e.g. push)	5
- excessive (e.g. punch/attempt to punch/push causing fall)	7