
2010 MANITOBA WINTER GAMES

TECHNICAL PACKAGE

SPORT: RINGETTE

AGE CATEGORY

Junior and Belle AA/A/B U19 (1991 and younger by December 31st 2009)

ELIGIBILITY

Participants must meet eligibility rules as outlined in the [General Rules of the 2010 Power Smart Manitoba Games](#)

In addition all players wishing to participate in Power Smart Manitoba Winter Games play shall be registered with the Manitoba Ringette Association 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

In order to be either Head or Assistant Coach at the 2010 Power Smart Manitoba Winter Games, all coaches must complete the online Respect in Sport program prior to the start of the Games.

All Team Staff for the Power Smart Manitoba Winter Games must be fully registered with Ringette Canada and the MRA by Jan. 15 yearly. Head Coach selection will be the sole responsibility of the MRA.

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

Coaches/Assistant Coaches

All coaches and assistant coaches named on the official registration form must be fully certified under NCCP to at least the level indicated by the MRA on November 1, 2009 for Belle and Junior B.

Manager

Successful completion of Ringette Canada's Manager's Certification Program is recommended.

Trainer

Current MRA approved medical certification.

TEAM COMPOSITION

All teams participating in the Power Smart Manitoba Winter Games shall have a maximum of 18 players and no less than 7 players registered.

Teams must have **2 females** 18 years of age or older as a member of the team staff. There shall be no more than five (5) team staff permitted on the roster.

Team Staff positions shall include and be limited to those of Coach, Assistant Coach, Manager and Trainer. Team staff on the bench must include a minimum of one coach and one certified female bench staff member over the age of 18.

REGIONAL TEAM SELECTION FORMAT

Regional Team selection will be tailored to the various regions. (see attached sheet)

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 goal tender.
- 2) The fill athlete **MUST** be fully eligible Ringette player and have participated in a Regional Player Evaluation Selection camp. 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 evaluations to create even strength teams.

COMPETITION RULES

Ringette Canada's 2008-2011 Official Rules of Ringette will be in effect for this event with the following clarification:

These rules are supplemented by the Rules Case Book, which contains official Ringette Canada rule interpretations, clarifications and on-ice procedures. The contents of the Case Book are as official as the Rule Book itself.

EQUIPMENT

1. Full length, snug fitting pants or approved hockey pants must be worn by all skaters. Pant suspenders/belts must be secured (i.e., ends taped or tucked in). Participants must wear the uniforms provided by Sport Manitoba and the Manitoba Games Council in their competition.
2. Jewelry is prohibited.
3. a) The following models of sticks with the aluminum tip in place are not permitted for use during the event:

Stinger 1000, 1001, 5000 and Bunny Itech R2000

 - b) Each stick must be a uniform color within itself, with exceptions only to brand names, players' names, and manufactured tips.
 - c) Any stick with an aluminum tip in place must have the model number clearly visible and not obscured in any way (e.g. by tape or paint).
 - d) In the case of composite sticks, which employ more than one material in their construction, only shafts and tips specifically manufactured for each other are considered legal for use.
4. a) All on-ice participants must wear a CSA certified hockey helmet, with proper chinstrap affixed.

- b) All skaters must wear a CSA certified Type 5 or Type 6 facial protector that is certified to be worn with their helmet. Goalkeepers must wear either a certified hockey helmet with a CSA worn with their helmet or a CSA certified Type 3 and 5 (goaltender specific) head and facial protector.

OFFICIALS

1. A two person on ice official system will be utilized.
2. On ice personnel must have a minimum Level 3 certification.
3. One certified shotclock operator
4. Timekeeper and Scorekeeper

All Officials must be currently certified with/by the Manitoba Ringette Association.

PROVINCIAL FINAL COMPETITION SITES – Centennial Arena and PCU Centre
Portage La Prairie, MB

PROVINCIAL FINAL COMPETITION DATES – March 10-13, 2010

PROVINCIAL COMPETITION FORMAT

The Power Smart Manitoba Winter games will be a tournament consisting of a full round robin consisting of six (6) teams

At the end of the round robin, teams will be ranked from first to last. Then the following games will be played:

1st vs 4th (winner to Gold Medal Game, Loser to Bronze Medal Game)

2nd vs 3rd (winner to Gold Medal Game, Loser to Bronze Medal Game)

5th vs 6th Consolation Game

SPORT SCORING:

Games to consist of two twenty-minute stop time halves. 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 (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.

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.

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) divided by 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".

PROVINCIAL TECHNICAL ADVISOR ROLES AND RESPONSIBILITIES

1. Provide sport technical knowledge to all aspects of the Manitoba Games.
2. Assist in the development and understanding of the 2010 Power Smart Manitoba Winter Games Sport Technical Package and sport schedules.
3. Meet with all Games partners as required.
4. Work with Sport Manitoba Regional staff and the Provincial Host Committee Sport Chairs to ensure successful competitions (i.e. officials, facilities etc.) at the regional and provincial level.
5. Conduct or facilitate athlete, coach and officials development clinics.
6. Be available to attend regional qualifying or team selection events, attend the Provincial Finals, participate in the coaches meeting prior to the final competition and act as the chairperson of the Sport Appeal Committee at the Provincial Finals.
7. Provide a written evaluation following the Provincial Finals.

Additional information may be obtained
by contacting the Provincial Technical Advisor.

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