



Tournament Rules 2026

1. The “Current” Ringette Canada Official Rule book shall be the official playing rules of the Tournament, except for differences indicated in these Tournament rules.
2. The tournament committee reserves the right to make adjustments to any registrant’s division, based on the teams current standing in their home league, in order to create a more competitive play.
3. Team rosters’ over 18 players need to be approved by the tournament committee.
4. No additional players can be added to a team’s roster after November 6th, 2026. Players can only participate on one roster with the exception of goalies.
5. All games will be played at the Cavendish Farms Arena in Montague, Three Rivers Sportsplex in Georgetown and Northumberland Arena in Murray River.
6. Game sheets are to be verified and signed by one bench staff member twenty (20) minutes before the start of each game. Identify Captains, Assistants and goalkeepers. At least one of the team staff on the bench must be a female 18 years of age or older. The team will be provided with their dressing room key after score sheet verification, or as it becomes available.
7. At the time of verifying the game sheet for the first time:
 - a. The team will provide the Tournament Office with a cell phone number of a team representative that can be used on a 24-hour basis throughout the tournament;

- b. The team releases the organizers and sponsors of the 2026 Montague Ringette Tournament from any liability caused by injury or accident which may be incurred by the team or its members or its bench staff, while participating in the tournament;
- c. The team agrees to be responsible for any damage to dressing rooms and other arena facilities; agrees to report any damage to a tournament official before using the assigned dressing room; agrees they will leave the dressing room locked and in a clean and tidy condition – and not allow any other team into the dressing room;
- d. The team acknowledges that the tournament organizers are not responsible for any loss or theft of any items left in the dressing rooms; and
- e. The team acknowledges that the tournament rules have been read and understood.

8. Teams must be ready to go on the ice fifteen (15) minutes before the scheduled game time. Please check the schedule carefully. Teams will have two (2) minutes to warm up prior to starting the game. Warm up will commence when the first team enters onto the ice surface. Teams will not be permitted on the ice until after the Zamboni doors have closed.

9. Teams will use the bench marked as HOME and VISITOR, as indicated on the schedule. In the event of a conflict of sweater colors, as determined by the referees, and one team has two sets of sweaters while the opponents have only one, the team having two sets shall make the sweater change, regardless of their Home or Visitor status.

10. In the event of a team arriving late for a game, a five (5) minute grace period at the start of the game will apply. If the team arriving late is not able to ice the required number of players at the end of the grace period, but does have them available to commence the game, the game will commence when the required number of players are available, but the team will start the game with a “Delay of Game” penalty. Failure to have the required number of players present after the grace period will result in a default of the game. In the event of a default, a score of 4-0 will be awarded. If both teams fail to ice a team, no points in the standing will be awarded and a 4-4 score will be posted. A defaulting team may appeal to the Tournament Appeals Committee who will determine how the outcome of the game is to be posted, or if any changes are to be made to how the outcome of the game has been posted.

11. All goals will be entered on the game sheet, but the maximum difference of goals to be shown on the scoreboard and in determining standings will be seven (7) goals more than the lower team’s total. This will be the official score.

12. Standings at the end of preliminary games will be determined by awarding two points for a win, one point for a tie and zero points for a loss. For the purpose of the breaking of ties in the standings, the formula as set out in the 2025-2027 Official Rules & Case Book of Ringette as published by Ringette Canada for “Breaking of Ties in Standings” will be used.

13. Each team will play a minimum of three games. Playoff games are based on the number of teams in the age division and the availability of ice for tournament.

14. All games in the Tournament will consist of two fifteen (15) minute stop time periods. No overtime will be played in preliminary games. In the event of a seven goal spread during the playing of the second period (e.g. 9-2), the game will continue using running time during the period of time in which the seven goal spread continues. If the goal spread drops below seven (e.g. 9-2 becomes 9-3), the game reverts to stop time, and so forth. During running time, penalties remain the same length, but do not start until play commences with the whistle from the referee.

15. In the event of a tie during playoff and final games, sudden victory overtime will commence with one five (5) minute period. A coin toss will determine first possession of the ring in overtime. In the event the game is still tied at the end of the overtime period, a shoot-out will be used to determine the winner. The shoot-out will consist of five players from each team having an opportunity to shoot. The team with the most goals after these five players will be declared the winner. If after the five shooters, the score remains tied, the shoot-out will continue until one team has more goals after an equal number of shots, with each team required to utilize their entire roster (goalkeepers excepted) before starting over.

16. Home team for championship games will be outlined in the schedule.

17. If a match penalty or two misconduct penalties are assessed against a player, s/ he will be suspended from any further participation in the tournament. Suspended players must be listed on the game sheet and identified as “suspended,” but will not be permitted on the bench during any subsequent game.

18. No game protest will be accepted. All on-ice decisions and applications of the playing rules will be final. Player eligibility grievances and defaults will be determined by the Tournament Committee, whose ruling will be final. As this is a “house league” tournament, all teams may be required to produce a copy of their Ringette Canada team Registration Form, if necessary, in order to prove players eligibility.

19. The tournament committee reserves the right to adjust game duration as deemed necessary to remain within the overall tournament times.

20. No more than two (1) male player from one team may be on the ice during playing time of a game, this does not include a male goalie. Violation of this rule will result in an “Illegal Substitution” penalty. A second violation in the same game will result in forfeiture of the game by the offending team.

21. Coaches and team staff are on notice that first aid may not be available on site at all times during the tournament.

22. Dressing rooms will be assigned.

23. Parents and other spectators are strictly prohibited from being on the ice at any time. Team staff is expected to refrain from crossing the ice to reach the team benches. If this is not possible due to arena configuration, staff should use the closest gate and walk along the boards to arrive at their bench.

24. The general rule for conflicting jersey's (same color) is that the visitors must change colors. But if the visitors only have the option of 1 uniform and the home team has the option of an extra set of sweaters, then for all practical purposes, the home team will make the change in uniforms.

Breaking of Ties in Standings

1. Two (2) points will be awarded for a win, one (1) point will be awarded for a tie and no (0) points for a loss during round robin games.
2. A maximum spread of seven (7) goals per game will be used in displaying and determining the standings.
3. In the event of two or more teams being tied after round robin play, the following method will determine which team advances:
 - a. The winner of the games between the tied teams (if 3 or more teams are tied and have not all played each other, go to B.)
 - b. The team with the highest difference in goals for vs goals against (+/-)
 - c. The team with the least goals against
 - d. The team with the most goals scored.
 - e. The team with the least penalty minutes in their 3 round robin games
 - f. A flip of a coin

4. When one team advances or is eliminated in the tie breaking procedure, the remaining teams still tied will restart the procedure again at 3-3a.
5. After their last game, a team that plays four (4) games in the round robin will have one (1) of their games excluded from their statistics. A member, designated by the tournament committee, will randomly select the game that will not count. This will be done in the presence of that team's representative if they so choose. In the event of a tie in the standings between the 2 teams that played the excluded game, the result of that game will be used as the first tie breaker. (See 3-3a).

All Teams with Four Games

After their last game, a team that plays four (4) games in the round robin play will have one (1) game randomly selected to be removed from their round robin game stats. This will take place twenty (2) minutes following the teams final round robin games and will be conducted at the tournament registration/control desk. The teams four (4) game numbers will be placed into individual envelopes, confirmed by the head coach. The coach of the team will select one. The envelopes will be opened, and that game's stat will be removed from that team's overall stats for the tournament. The opposing teams stats will not be affected.

Miscellaneous

THERE WILL BE NO FORFEITING OF ANY GAME PERMITTED.

The team releases the organizers and sponsors of the 2026 Montague Ringette Tournament from any liability caused by injury or accident which may be incurred by the team or its members or its bench staff, while participating in the tournament

In the U12, U14, U16/U19 and OPEN Divisions, the home team will provide a shot clock operator during the Round Robin Games

GOALIES: High-performance goalies can only play on their team that they are registered with for house league, they cannot play on more than one roster. High-performance goalies not playing the house league, cannot participate in the Montague Ringette tournament. House league goalies can be called up or across allowing them to play on more than one roster.