

# TOURNAMENT RULES

# Pierrefonds-Dollard des Ormeaux- Ile Bizard Tournament

January 7th to January 11th, 2026

The official rule book of the R.Q. (section 5 of the Guide d'opération) shall be the official playing rules unless specified herein.

# **A.1**

All divisions / levels are playing any 3 in and with shot clock except for novice B and C. Moustiques will be playing on half ice.

# **A.2**

In case of conflicting jersey colors, the visitor team (as designated on the game sheet) will be required to change jersey colors. If this is not possible, the tournament committee will provide an extra set of jerseys to be returned after the game.

# **A.3**

All major game officials will be assigned by the Lac St-Louis Referees Committee with the agreement of the tournament committee. Also, all their decisions are final and no protest arising from a game played will be entertained.

# THE GAME

# **B.1**

Coaching staff must come all together to sign scoresheets. Teams must be ready to go on the ice 15 minutes before game time. The only exception is the first game of the day. In the event of unforeseen circumstances which affect the team's ability to start within 5 minutes of the scheduled time, the on-ice officials shall declare a default. ny injured player will not be allowed behind the bench while her team is on the ice.

#### В.2

In the event of an injury to the goal tender, a maximum of five minutes will be allowed to dress a replacement. No warm up time will be allowed. PLEASE TAKE NOTE THAT AN INJURED PLAYER WLL NOT BE ALLOWED BEHIND THE BENCH FOR A GAME

#### <u>B.3</u>

Most of the preliminary games will consist of 2-15 minutes stopped time periods. Exception: Open team will be 2 17 min and for the AA's category teams who will play 4 - 10 minutes stopped time periods.

## **B.4**

If in a division, only 3 teams are registered, the team that will finish in  $1^{st}$  position will go directly to final while team # 2 and 3 will have a semi-final. The winner of that game will be the  $2^{nd}$  finalist.

#### **B.5**

For semi-finals if a game is tied after regulation time, teams will go straight to shoot out once coin toss to determine which team will begin.

For finals, a 5 minutes stopped time period will be played with the first goal scored resulting in an end to the game. A coin toss will determine which team will start with the ring. If no goals are scored during the 5 minutes, overtime period, rule <u>B.5-1</u> will apply.

#### **B5.1**

A shoot-out will be used to determine the winner. Five players must be indicated on the score sheet prior to the start of the game. The entire team must be numbered to indicate the number of players, excluding goaltenders, which are eligible to shoot if a tie still remains after the first 5 shooters. In case of injury during the game, the list will be revised to reflect the injury. If after the first 5

shooters the game is stilled tied, then the shoot-out will proceed with each team sending one player to shoot until one team has more goals than the other. The ring will be placed on the behind the red line, player behind the ring in the semi-circle (center ice) closest to the opposing goaltender.

#### Notes:

If a player miss spearing the ring, the shot is considered missed. Also, a continuous movement must be used, no stopping, no circling around the net is permitted and a player cannot go back from where she came from. If a goaltender deliberately commits a foul which warrants a penalty, a goal is awarded.

# **B.5**

# **Standings**

For a game won, you will be awarded 3 points. For a game tied, you will be awarded 2 points. For a game lost, you will be awarded 1 point. For a game won by default, you will be awarded 3 points. For a game lost by default, you will be awarded 0 points

For a game won by default, 7 goals will be registered on the score sheet for the winning team and 0 goals for the losing team.

# **Important**

If a game should be cancelled due to a snow storm or any other reason beyond our control, it will be rescheduled. If the game cannot be rescheduled, each team will be awarded 2 points and a goal each.

### **B.6**

# **Tie-Breaking**

See the document on the Guide d'Opération on Ringuette-Québec website Article 3.04.03 or get a copy at registration.

# Sportsmanship is part of the game.

We would like to remind the coaching staff that they are responsible for their team and fans when they are in the stands or premises. If during a game, players and spectators are too verbal, aggressive or vulgar, the referees on the ice will advise the bench. If the situation continued, they will stop the game, team(s) will be sent to their respective room and could be expelled from tournament without reimbursement. NO AIR HORN OF ANY KIND WILL BE TOLERATED IN THE STANDS OR ANY WHERE ELSE IN THE ARENAS.



#### Qualified first respondants will be on sites at all times.

"Ringette is a mass participation team sport which encourages the physical, mental, social and moral development of the individual participants. Within the highest standards of safety, sportsmanship, personal excellence and enjoyment."

## **HAVE A GREAT TOURNAMENT!**

### Pierrefonds/DDO/Ile Bizard Tournament Director

Manon Côté Fournier / Frank Marcovecchio

Tel: (514) 262-5496 / 514 240-2909 Email: tournament@ringuettepierrefonds.