



25th Annual Lonnie Krahn Classic



October 11TH, 12TH & 13TH 2019

@ Don Hartman Northeast Sportsplex - 5206 - 68th St N.E., Calgary, AB

Email: LKctournament@caleastringette.com

Registration Deadline: September 25, 2019

TOURNAMENT FORMAT:

1. Each team is guaranteed three (3) games.
2. Teams will play three (3) games in a round robin format with the First (1st) and Second (2nd) place teams from the Round Robin play advancing to the Gold medal game.
3. All teams must be available to play their first game at 8:00 a.m. on Friday, October 11th, 2019.

Calgary and Zone 2 teams **may** be scheduled for one (1) game during the evening of Thursday, October 10TH, 2019.

Tournament Divisions & Entry Fees

U12 A,B,C	\$800
U14 A,B,C	\$800
U16 A&B	\$850
U19 A&B	\$850

Return this application with ALL required enclosures (Page 2, 3 and 4) to:

ATTN: LKC Ringette Tournament Chair
c/o Lonnie Krahn Classic

Don Hartman Northeast Sportsplex
5206 68 St NE
Calgary, Alberta
T3J 3P8

Selected teams will be notified by email no later than October 1, 2019



25th Annual Lonnie Krahn Classic



1. () Entry Fee: The tournament entry fee of \$_____ per team included by **cheque, or money order, made payable to Calgary East Ringette**. Your payment will be cashed and is **non-refundable** upon your team receiving notification of being selected by the Tournament Organizing Committee to play in the tournament.

2. () Team Registration Form: Only players who will be registered on your team TRF are eligible to play. Teams will play at the division and level they are registered for with their governing ringette association. All players must be from one team registration, it is the responsibility of the team to ensure Ringette Alberta player rules are followed.

3. () Team Roster: The Classic Tournament Team roster (Pg. 4) is completed and enclosed.

The following **optional items** (#4-5) should be checked off and included if applicable.

4. () Eligibility Statement: No over-age players will be permitted unless the particular player's registration has been accepted by the applicable Provincial or Zone body and the Classic Tournament Organizing Committee.

5. () Referees: If referees on your team or travelling with your team wish to referee games during the tournament, please include their names, carded level, registration number, address, telephone #, and team affiliation (if any) with your application. Referees will be paid accordingly to the Divisions & Levels they referee during the tournament.

Coach's or Manager's Signature



25th Annual Lonnie Krahn Classic



Tournament Rules:

1. The official rules of Ringette Canada will apply.
2. In the case of conflict in uniform color, the VISITING team must change their uniforms.
3. In medal games, the higher place team shall be the HOME team.
4. Teams must declare goaltender(s), captains and alternate captains on the game sheet by indicating (G), (C), (AC).
5. If Affiliates play in a game, they must be noted by an (AP) next to their affiliate player's name on the game score sheet and teams are required to strike the names of players not participating in a game to ensure proper verification.
6. Good Sportsmanship and fair play will be stressed throughout the tournament.
7. Any TEAM accumulating MORE THAN 30 Penalty Minutes in any ONE (1) GAME, shall see the Head Coach or acting Head Coach from that game suspended for their next tournament game. No grievances will be accepted.
8. A MATCH penalty will automatically result in suspension from all subsequent tournament games.
9. Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures, with a MAXIMUM SEVEN GOAL difference
10. Teams using affiliates are required to strike the names of players who are not participating in a game from the gamesheet to ensure proper verification. When using an affiliate the name(s) of the player(s) and their jersey number must be written in the appropriate space on the gamesheet, marked with (AP) for Affiliate Player and (AG) for Affiliate Goalie.

From the Ringette Alberta 5.0 – Player Affiliation Policy.

5.4.3 Players “dressed” and listed on the game sheet shall be:

- A minimum of seven (7) players
 - A maximum of five (5) affiliate players
 - A maximum of twelve (12) players if the only affiliate player(s) participating in the game are skater(s)
 - A maximum of thirteen (13) players if a combination of affiliate skater(s) and an affiliate goaltender is participating in the game
 - A maximum of eighteen (18) if the only affiliate player “dressed” is a goaltender
- “Players” include goaltenders and skaters*



25th Annual Lonnie Krahn Classic



11. Teams must be ready to go on ice ten (10) minutes before the scheduled game time. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. However, the game will be played as an exhibition game and the score recorded as 4-0. The penalty for not playing a game is forfeiture of position in the Round Robin standings.
12. All players must be from one team and must be registered as a member of that team with the applicable Provincial or Zone governing body. Teams who play an ineligible player will have the actual result of the affected game(s) cancelled. The affected game(s) will be recorded as 4-0 score in favour of the team(s) not playing an ineligible player.
13. Overage players will only be allowed if they are registered with the participating team. Teams must follow Ringette Alberta Overage Player Policy.
14. All teams must sign in and pick up a Coach's Package at the Tournament's arena control desk at the Don Hartman North East Sportsplex prior to their first scheduled game.
15. Score sheets are to be picked up at the Tournament's arena control desk. They are to be completed or verified and signed by the coach at least fifteen (15) minutes prior to game time and returned to the control desk. **IMPORTANT: Please bring your own team labels for scoresheets. We will NOT supply printed scoresheets.**
16. Any team that leaves the ice, or calls a game will be suspended from all further play in the tournament, including the awarding of medallions.
17. Thirty second (30 sec) shot clocks will be used in U12 and older Divisions in this Tournament.
18. Any team wishing to file a protest may do so by submitting their request in writing, along with \$200, to the Tournament Committee. Notification of a protest must be received within one hour of the incident occurring to enable sufficient time to deal with the protest.
19. A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$200 will be refunded). No game protests involving referee judgement will be accepted. **THE REFEREE'S DECISION SHALL BE FINAL.**



25th Annual Lonnie Krahn Classic



GAMES DURATION AND FORMAT:

IMPORTANT: *Officials have been instructed to drop the clock to 2 minutes “Stop Time” when there is 5 minutes left in ice time for Round Robin games only. Clock will not be dropped for Final games.*

U12 & U14: Two (2) periods of 18 minutes stop time with shot clock play. Top 2 teams in each division standing will participate in medal game.

U16 and above: Two (2) periods of 20 minutes stop time with shot clock play. Top 2 teams in each division standing will participate in medal game.

Half-time break will be 2 minutes running time.

Round Robin Team Standing Rules

POINT STRUCTURE

Teams receive two (2) points for a win, one (1) point for a tie, and no (0) points for a loss. At the completion of round robin play, teams will be ranked according to the total points in all games played.

Breaking of Ties in Team Standings

*Note: Regardless of game score, only a **SEVEN goal difference** will be applied*

When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:

- A. The winner of more game(s) between each other during the round robin will be declared the highest position.
- B. If still tied, teams shall be ranked according to the difference between goals for and against in games between the tied teams in round robin play. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
- C. If still tied, teams shall be ranked according to the least goals against in games between the tied teams in round robin play. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
- D. If still tied, teams shall be ranked according to the difference between goals for and against in all games played in the round robin. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.



25th Annual Lonnie Krahn Classic



- E. If still tied, teams shall be ranked according to the least goals against in all games played in the round robin. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
- F. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for games between the tied teams in round robin play. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
- $$\frac{\text{Total goals for} + \text{Total goals against}}{\text{Total goals against}}$$
- G. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for all games played in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
- H. If still tied, teams shall be ranked according to the least total penalty minutes for all games played in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, the team with the third least penalty minutes shall be next, etc.
- I. If still tied, teams shall be ranked according to the time required to score their first goal for all games played in the round robin. The team scoring the earliest goal shall be ranked highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked next, etc.
- J. If still tied, teams shall be ranked by a coin toss.

NOTE: Each step of the tie breaking rules shall apply to all teams involved in the tie.

ie. according to rule B, the White team has a difference of 5 goals, the Red team has a difference of 3 goals and the Blue team has a difference of 2 goals. White team shall be ranked highest, Red team next and Blue team shall be third among these tied teams.

If three (3) or more teams are involved in the tie, the tie breaking procedure shall only revert to A if teams are still tied after the application of subsequent rules. ie. according to rule B, the White team has a difference of 5 goals, the Red team and the Blue team are still tied at 3 goals difference. White team shall be ranked highest, revert to rule A to break the tie between the Red & Blue teams.

Breaking of Tie Scores in Tournament Games

- If a ROUND ROBIN game is tied at the end of regulation time, each team will be awarded (1) one point.
- If a game is tied at the end of the second half of a QUARTER-FINAL, SEMI-FINAL OR FINAL GAME, the teams will immediately play a five (5) minute stop-time SUDDEN VICTORY period (the first team to score will be declared the winner). Possession of the ring will be decided by a coin toss.



25th Annual Lonnie Krahn Classic



- If no goals are scored in the first overtime period, a second overtime period five (5) minute stop-time SUDDEN VICTORY period will be played. For the second overtime period teams will play "four on four" (plus a goaltender). Possession of the ring will be decided by a coin toss.
- If no goals are scored in either overtime period, the team who scored the first goal of the second regulation period shall be declared the winner.
- If no goals were scored in the second regulation period, the team who scored the last goal of the first regulation period shall be declared the winner.
- If no goals were scored in the game, rules for the breaking of ties in team standings shall be used to declare the winner.

NOTE: Penalties assessed in regulation or overtime play shall carry-over to the next period.

Time-Outs:

Each team is entitled to ONE 30-second timeout per regulation game.

Each team is entitled to ONE additional 30-second timeout in overtime.