

UNIVERSITY CHALLENGE CUP RULES 2023 OVERVIEW

- A. Sixteen teams are participating in the 2023 UCC. For the first round of play the teams will be seeded into four pools of four teams and Pool A will play Pool C, Pool B will play Pool D. All four pools are considered equally tiered for the first round.
- B. In the first round each team will play all four teams in the other pool (A-C, B-D). Refer to paragraph H below for details regarding the awarding of points, over time play in the event of tied scores, and the application of tie breaking rules.
- C. At the completion of the first round, the four highest ranked teams in each of the pools (A-C, B-D) will be placed into the Tier 1 pool (total of eight teams). For these eight teams the results of their head to head round one games will carry forward to round two as long as the team they played is also going to Tier 1. Points earned against teams progressing to Tier 2 will not carry forward to round two.
- D. The four lowest ranked teams in each of these pools (A-C, B-D) will be placed into the Tier 2 pool (total of eight teams). For these eight teams the results of their head to head round one games will carry forward to round two as long as the team they played is also going to Tier 2. Points earned against teams progressing to Tier 1 will not carry forward to round two.
- E. The Tier 1 and Tier 2 pools now advance to the second round of play.
- F. Tier 1 and Tier 2 teams play four more games in the second round against teams originally from the other pools. Round two final rankings will be determined based on the combined results of round two games plus the results carried over from round one as detailed in paragraph C & D above. Refer to paragraph H below for details regarding the awarding of points, over time play in the event of tied scores, and the application of tie breaking rules. At the completion of the second round the highest and second highest ranked Tier 1 teams will advance to the gold medal game. The third and fourth highest ranked teams will advance to the bronze medal game. The same goes for Tier 2 selection to the gold and bronze medal games.
- G. Gold and bronze medal games that end in regulation time in a tie score will use the rules set out in #18 below to determine a winner.
- H. Points for all round one and round two Tier 1 and Tier 2 games will be awarded as set out in #16 below. Any round one or round two games that end regulation time in a tie will play 5 minutes of sudden death overtime. Possession of the ring or choice of end of ice

being played will be selected by the winner of a coin toss. The loser of the coin toss will decide the matter the winner did not choose. No additional time outs will be provided to teams during this overtime period. If no goals are scored in the overtime period, the final score will remain tied. If necessary, the tie breaking rules set out in #17 below will be used to determine team rankings for all round one and round two Tier 1 and Tier 2 games.

UNIVERSITY CHALLENGE CUP 2023 RULES

1. Eligibility rules were provided to registering teams and are the authoritative source should eligibility of a team, player or bench staff be in question. All exceptions to the eligibility rules must be approved by the Registrar, assisted by the Competition Committee.
2. The Official Rules of Ringette Canada will apply. Special rules apply to the playoff and medal games, as detailed below.
3. In the case of a conflict in jersey colour, the visiting team must change their jerseys.
4. A two-minute warm-up starts as soon as the Zamboni leaves the ice. In the event this is earlier than the 10 minutes referred to in paragraph 11 below, the two-minute warm-up will start at the 10-minute mark. Play will commence immediately after the two minutes expires whether teams are on the ice or not.
5. We will play 4 – 10 minute periods with one minute of rest between the 1st and 2nd periods and 3rd and 4th periods. There will be two minutes of rest between the 2nd and 3rd periods. A flood will be scheduled between all games.
6. In medal games the higher placed team shall be designated the home team.
7. Teams must declare their goaltender(s), captains, and alternate captains on the game sheet by indicating (G), (C), (AC).
8. Only those players and bench staff who have been approved by the Registrar and the competition committee to play in the UCC, and who appear on the game sheets provided by the organizers, are permitted to participate in games. Under no circumstances are players not previously approved by the Registrar and the competition committee eligible to play. It is the responsibility of the team to ensure the CUCRA player and bench staff

eligibility rules are followed. Any team found using an ineligible player or bench staff member, at any time during a game, will automatically forfeit that game with their opponent being awarded a win with a game score of 7-0.

9. All games will consist of four 10 minute stop time periods.
10. Good sportsmanship will be stressed throughout the tournament.
 - a. Any team accumulating more than 30 penalty minutes in a game shall see the head coach, or acting coach for that game, suspended from the team's next tournament game. No grievances will be accepted in this regard.
 - b. A match penalty will automatically result in suspension from all subsequent tournament games.
 - c. Game scores will be displayed on the time clock, posted in the tournament control room, and recorded for tie breaking procedures, with a maximum 7 goal difference.
11. Teams must be ready to go on the ice 10 minutes before game time. Teams not iced within 2 minutes of the referee's whistle being blown to start the game will be assessed a 2-minute delay of game penalty.
12. Score sheets are to be picked up at the control desk of the arena. They are to be completed and signed by the coach at least 15 minutes before game time and returned to the control desk.
13. The clock will be set to running time if there is a 7 or more-goal spread in the 3rd or 4th period. However, should the goal spread return to less than 7, stop time would resume until such time as the game ends or the goal spread once again becomes 7 or more which would cause running time to resume. Running time will never be applied in the 1st or 2nd period of a game.
14. Where ice time does not permit conclusion of a game (due to injury or other delays) the team that is leading at the expiration of the ice time, providing more than half the game has been played, shall be declared the winner.
15. Any team wishing to file a protest may do so by submitting it in writing, along with \$300, to the competition committee. Notification of a protest must be received within one hour of the end of the game in which the incident occurred.
 - a. The competition committee will meet to review any protests received. If the protest is upheld the \$300 will be refunded. If the protest is not upheld the \$300 will be forfeited. No game protests involving referee judgement will be accepted

as the referee's decision is considered final.

16. Teams will receive 2 points for a win, 1 point for a tie, and no points for a loss.

17. If after round robin play teams are tied, the following rules will apply:

- a. These steps shall be followed in sequence until the tied teams have been ranked in order in the standings. Once one team has been ranked, the procedure reverts back to (i). The top team shall be ranked first. Regardless of actual game score, only a 7-goal difference will be credited in applying these rules.
 - i. The winner of more game(s) between tied teams during all of the round robin play 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 team having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
 - v. 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.
 - vi. If still tied, the team having the highest ratio of goals for divided by the sum of goals for plus goals against in all games during the round robin will be declared the highest position.
 - vii. If still tied, the team having the lowest number of penalty minutes in games between tied teams will be declared the highest position.
 - viii. If still tied, a team randomly drawn by the competition committee.

18. Breaking of tie scores in medal games

- a. If a medal game is tied at the end of the second half the teams will immediately play a 10 minute stop-time sudden victory period (the first team to score will be declared the winner). Possession of the ring or choice of end of ice being played will be selected by the winner of a coin toss. The loser of the coin toss will decide the matter the winner did not choose.
- b. If no goals are scored in the first overtime period, a second 10 minute overtime stop-time sudden victory period will be played. Possession of the ring, and the ends of the ice being played by the teams, will be reversed from the first over time period. If no goals are scored in the second overtime period the game will proceed to a shoot-out, as outlined below.
- c. If no goals are scored in overtime, the game will be determined by a shootout.

- i. Each team will identify three shooters. Teams will alternate shots on the opposing goalie with the visiting team shooting first.
- ii. If still tied after three shooters, a sudden victory shootout will be used with teams alternating one shooter at a time until a winner is declared. The visiting team shoots first.
- iii. Teams cannot re-use a shooter until all uninjured skaters have shot once.

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

20. Each team is entitled to one 30-second timeout per game. One additional timeout is available in overtime during a medal game.

