

UNIVERSITY CHALLENGE CUP RULES 2024 OVERVIEW

- A. Eleven teams will be participating in the 2024 UCC event. For the first round of play the teams will be seeded into two pools, Pool A will have 6 teams and Pool B will have 5 teams.
- B. In the first round every team will play four (4) games. The teams in Pool B will play all four (4) other teams. The teams in Pool A will not play all teams.
- C. At the completion of the first round, the three (3) highest ranked teams in Pool A and B will be placed into the Championship Pool. The remaining three (3) teams from Pool A and two (2) teams from Pool B will be placed in the Consolation Pool. No points from the first round will carry forward to round two.
- D. All teams in each pool will be ranked and placed into 1st to 6th for the Championship Pool and 7th to 11th for the Consolation Pool. In the Championship Pool 1st, 2nd, and 3rd will be placed in Pool C, 4th, 5th and 6th will be placed in Pool D. For the Consolation Pool all teams will be placed in Pool E.
- E. In the Championship Pool all teams in Pool C will play all teams in Pool D. In the Consolation Pool all teams will play each other.
- F. In the Championship Pool after the completion of three (3) games, teams will be ranked from 1st to 6th. The 1st place team will play the 4th place team in the semi-finals, and the 2nd place team will play the 3rd place team in the other semi-final game. The winner of each semi-final will advance to the gold medal game. The loser of each semi-final will advance to the bronze medal game. The 5th place team will play the 6th place team to complete their 8th game in the event. If needed mini games will be played to determine rankings.
- G. In the Consolation Pool after the completion of their four (4) games, the teams are ranked 1st to 4th. The 1st place team will play the 2nd place team in the Gold medal game and the 3rd place team will play the 4th place team for the bronze medal. If needed mini games will be played to determine rankings.
- H. In the event that after round robin play (first round, championship pool and consolation pool) two (2) or more teams are tied for a position which would entitle fewer than the number of tied teams to participate in any of the championship or consolation games (quarter-final, semi-final, bronze or gold medal games), a series of shortened game(s)

called mini game(s), will be used to determine the team eligible to advance to the championship games.

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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 in the UCRCC Rules and Policies Document for the UCC event.
3. In the case of a conflict in jersey colour, the visiting team must change their jerseys.
4. A three minute warm-up starts as soon as the Zamboni leaves the ice. Teams must be ready to go on the ice 10 minutes before game time. Teams not ices within 2 minutes of the referee's whistle being blown to start the game will be assessed a 2 minute delay of game penalty.
5. All games will consist of four (4) – 10 minute stop time periods, with one minute of rest between all periods. A flood will be scheduled between all games.
6. In medal games the higher placed team shall be designated the home team.
7. 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 UCRCC 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.
8. 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.
9. 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.
10. 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.
11. 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.
12. Any team wishing to file a protest may do so by submitting it in writing, along with \$500, to the competition committee. All protest must be submitted in writing to any member of the Competition Committee within thirty (30) minutes of completion of round robin and semi-final games or forty-five (45) minutes of completion of medal round game leading to the protest.
 - a. The competition committee will meet to review any protests received. If the protest is upheld the \$500 will be refunded. If the protest is not upheld the \$500 will be forfeited. No game protests involving referee judgement will be accepted as the referee's decision is considered final.
13. Teams will receive 2 points for a win, 1 point for a tie, and no points for a loss.