

**University and College Ringette Club of Canada (UCRCC)
Rules and Policy Document
for the
University Challenge Cup**

Table of Contents

1.	Background	4
2.	Eligibility for UCC – Players.....	4
3.	Eligibility for UCC – Coaches.....	5
4.	Code of Conduct	5
5.	Harassment and Discrimination.....	6
6.	Awarding of points during Round Robin Play.....	6
7.	Designation of the Home team in quarter-final, semi-final or final games	6
8.	On-Ice Procedures	6
9.	Overtime and Shootout Procedure for Consolation or Championship, Quarter final, Semi-final & Medal Games:	7
10.	Tie Breaking Rules for use after Completion of Round Robin Play (Appendix A provides an example)	8
11.	On-Ice Mini-Game Procedure.....	9
12.	Protests.....	9
13.	Minor Officials.....	10
14.	Trophies and Medallions.....	10
15.	Seeding.....	10

Definitions

Round Robin
Championship Round
Consolation Round
Rules Committee
Competition Committee

1. Background

The Rules Committee is responsible for keeping the University and College Ringette Club of Canada (UCRCC) Rules and Policy Document for the University Challenge Cup (UCC) under constant review and to make appropriate recommendations to the Members. In the event there is any ambiguity arising from this document the Rules Committee will provide an interpretation to the Competition Committee for resolution.

2. Eligibility for UCC – Players

- 2.1. Mature university or college ringette teams (in existence more than three years) wishing to participate in the UCC must adhere to eligibility requirements as follows:
 - 2.1.1. A minimum of 85% of team composition must be full-time students at the university or college which the team is representing.
 - 2.1.2. Up to 15% may be composed of:
 - 2.1.2.1. part-time students from that same university, and/or
 - 2.1.2.2. full-time students from another recognized post-secondary institution in the area.
 - 2.1.3. When a mature university or college ringette team wishing to participate in the UCC is not able to meet the composition requirements for UCC, they may seek relief from Section 2.1.1 and 2.1.2. To seek relief, a written request shall be submitted to the URCC Competition Committee no later than 30 days prior to the start of UCC.
- 2.2. Startup university or college ringette teams (in existence less than 4 years) wishing to participate in the UCC may have a composition that consists of an aggregate of players as follows:
 - 2.2.1. A minimum of 50% of the team composition must be full-time students at the recognized university or college which the team is representing.
 - 2.2.2. Up to 50% of the team may be composed of full and part-time students from that or another recognized college(s) or university(ies).
 - 2.2.3. Startup teams submitting composite rosters for a second time must show measurable year over year progress toward mature composition (2.1 above) in order to be approved for participation in the UCC.
- 2.3. In determining player eligibility from percentages, part numbers resulting from a percentage calculation will be rounded to the nearest whole number. For example, on a team composed of 14 players, 15% equals 2.1 which would be rounded to 2 players.
- 2.4. Attendance must be verified by way of student identification cards and/or official documents confirming attendance status at the institution.
- 2.5. Players must be registered as full-time or part-time students in both the fall and winter semesters of the academic year they participate in the UCC.

- 2.5.1. Players not having registration status for both semesters confirmed in writing from their post-secondary institution(s) by December 1st will not be eligible to participate in the UCC.
 - 2.6. All players participating in the UCC must be registered members of their provincial ringette association.
 - 2.7. Until such time as demand and participation is adequate to support co-ed competition at the UCC, this event will be designated a female only event.
 - 2.8. National Ringette League players are not permitted to participate in the UCC as players.
 - 2.8.1. Affiliate National Ringette League players will be permitted to participate in the UCC as players, if
 - 2.8.1.1. They have not participated in more than seven (7) league, playoff and/or championship National Ringette League games between December 1 of the previous year and November 30 of the current year. Suitable documentation to confirm compliance must be submitted.
 - 2.8.1.2. They have played for a Ringette Canada national team in the previous or current season.
 - 2.8.2. UCRCC designates National Ringette League affiliates for the current season as one of the following:
 - 2.8.2.1. Development Affiliate Player,
 - 2.8.2.2. Affiliate Player, or
 - 2.8.2.3. Restricted Affiliate Player.
 - 2.9. Team composition must be submitted for approval by the registrar of the UCC before November 10th, or such other date as set by the registrar. Where necessary a full rationale for team composition should be provided.
 - 2.10. Persons who are not a part-time or full-time students at a post-secondary institution are not eligible to participate in the UCC.
- ### 3. Eligibility for UCC – Coaches
- 3.1. Coaches shall be required to hold coaching qualifications at the Open A level as required by their respective provincial associations.
 - 3.2. Eligibility exceptions must be approved by the Competition Committee of the UCRCC.
- ### 4. Code of Conduct
- 4.1. Any person who interferes with the game or verbally abuses or harasses an official, player, or bench staff will be asked to leave the playing area and not to return. The Head Coach will be notified by an on-ice official to remove the person. If the person refuses to leave the arena playing area after a reasonable period of time, the game will be called and the team that the person is associated with will forfeit the game.

- 4.2. Any participant in the play, administration, or representation of university and/or college ringette who engages in conduct unbecoming of the sport and/or sportsmanship shall be subject to such sanction or discipline as the Competition Committee considers appropriate.

5. Harassment and Discrimination

- 5.1. The University and College Ringette Club of Canada (UCRCC) is committed to providing a sport and work environment in which all individuals are treated with respect and dignity. Everyone has the right to participate and work in an environment which promotes equal opportunities and prohibits discriminatory practices. Harassment is a form of discrimination. Harassment is prohibited by the Canadian Charter of Rights and Freedoms and by human rights legislation in every province and territory of Canada. UCRCC fully supports and has adopted the policy of Ringette Canada in regard to complaints concerning Harassment and Discrimination. The full policy may be found in the Ringette Canada Policy Manual.

6. Awarding of points during Round Robin Play

- 6.1. Points for standing are awarded as follows:
 - 6.1.1. Two points shall be awarded to each team that wins a game.
 - 6.1.2. One point shall be awarded to each team for a game that ends in a tie.
 - 6.1.3. No points point shall be awarded to each team that loses a game.
- 6.2. There will be no overtime when games are tied during round robin play.

7. Designation of the Home team in quarter-final, semi-final or final games

- 7.1. The team with the most points attained during round robin play will be designated as the home team, or, if not decisive.
- 7.2. The team that ranked the highest as per the tie breaking procedures.

8. On-Ice Procedures

- 8.1. Period Length - games will consist of four 10-minute periods, stop time.
- 8.2. One timeout will be granted per game.
- 8.3. There will be a three-minute warm-up at the start of the game and a one-minute break between periods.
- 8.4. Teams not on the ice within two minutes of the referee's whistle being blown to start the game will forfeit and the game could be played as exhibition at the discretion of the Officials' Supervisor.
- 8.5. Alternate goalkeepers may be warmed up between periods in the end their team will defend for the next period. They may use one skater and two rings for the purposes of warm-up. There will be no time outs permitted to warm up an alternate goaltender except in the case of an injury to the starting goaltender in which case the Official Rules of Ringette will be followed.
- 8.6. If a misconduct or match penalty is assessed during a game, that person will be ejected from the game. Suspensions resulting from this ejection will be handled by the Competition Committee.
 - 8.6.1. Players or Team Staff that are ejected may not participate in any other UCC games until their suspension has been fully served.

8.6.2. If any team accumulates more than 30 minutes in penalties in any one game during the UCC, the head coach or acting head coach from that game shall be suspended for that team's next game in UCC.

8.7. Game Score

8.7.1. In all cases, the maximum difference (spread), between goals for and against in each game is seven. This is the 'Official Score' and is the most that will be displayed on the scoreboard. The game will go to run time when there is a difference (spread) of seven goals after the start of third period.

8.7.2. If a team defaults a game, the 'Official Score', credited to the team which has been given the win, will be recorded as 7-0.

8.7.3. For any forfeited game, the 'Official Score' will be recorded as a 0-7 loss for the forfeiting team.

8.7.4. The 'Official score' will be used when conducting tiebreakers.

9. Overtime and Shootout Procedure for Consolation or Championship, Quarter final, Semi-final & Medal Games:

9.1. If a consolation or championship, quarter final, semi-final or final game is tied at the end of regulation time:

9.1.1. A maximum of one ten-minute sudden victory overtime period will be played.

9.1.2. One additional timeout will be granted for overtime.

9.1.3. There will be a one-minute break before the overtime period.

9.1.4. The possession to start the overtime period will be decided by the tossing of a coin by an on-ice official. The home team will clearly call the toss of the coin while the coin is in the air. The team winning the toss will get the free pass. The other team will get the choice of ends.

9.1.5. If still tied after the overtime period, the game will be decided by a shoot-out. The procedure for the shootout is as follows:

9.1.5.1. The selection of shooters will occur at the start of the shoot-out within the two-minute time limit at the end of the overtime period.

9.1.5.2. The coaches will be required to provide a list of shooters to the on-ice officials.

9.1.6. Coaches will select five shooters from all players for their team listed on the game sheet for that game. Two additional shooters will be designated, to be used only in the event of an injury to any of the first five shooters. Ejected or suspended players are not eligible to participate in the shoot-out. Players serving a penalty at the end of the overtime period will be eligible for the shootout.

9.1.7. Home team will shoot first.

9.1.8. The five players from each team will alternate shots until each shooter has shot. Goalies will stay in the net where they ended the first overtime period.

9.1.9. If the teams are still tied after this shootout, then a sudden victory shootout will occur. The same five players will again alternate shots and when one team scores and the other does not, the game will be deemed over. The players will go in the same order.

10. Tie Breaking Rules for use after Completion of Round Robin Play (Appendix A provides an example)

- 10.1. When two or more teams have an equal number of points after completion of round robin games, the UCRCC Competition Committee is to determine the rankings. Using the ranking procedures outlined below to resolve all ties in standings.
- 10.2. The maximum goals per game is seven (7) more than the goals against.
- 10.3. If a team(s) has forfeited a game, the team(s) will be ranked the lowest position(s) amongst the tied teams.
- 10.4. If all tied teams have not played an equal number of games against each other, the tie breaking procedure will start at step 10.6.5.
- 10.5. This procedure, in more cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and the team shall be dropped from the tie breaking procedure. (e.g., the top two teams remain tied). In these cases, the procedure shall revert to 10.6.1 to break the tie between those tied teams that remain tied.
- 10.6. The ranking of the tied teams will be determined in the following order:
 - 10.6.1. The team with the most games won amongst the tied teams during the round robin will be ranked the highest.
 - 10.6.2. If still tied, rank teams in order of the plus/minus (goals for minus goals against) in games between the tied teams during the round robin.
 - 10.6.3. If still tied, the team having the fewest total goals against in games between the tied teams during the round robin will be ranked highest.
 - 10.6.4. If still tied, the team having the greatest positive difference between goals for and goals against in all games during the round robin will be ranked highest.
 - 10.6.5. If still tied, the tied team with the fewest total goals against in all games during the round robin, will be ranked the highest.
 - 10.6.6. If still tied, the team having the fewest penalty minutes in games between the tied teams during the round robin will be declared the highest position.
 - 10.6.7. If still tied, the team having the fewest penalty minutes in all round robin games, will be declared the highest position.
 - 10.6.8. At this point, if still tied, the following may be considered to break the tie:
 - 10.6.8.1. Mini Game,
 - 10.6.8.2. Coin Toss, or
 - 10.6.8.3. Draw from a hat.
- 10.7. In the event that after round robin play two 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.

The following rules will apply:

- 10.7.1. The tied teams will be ranked highest to lowest using the tie breaking rules.

- 10.7.2. If three or more teams are tied for the final two positions of championship eligibility, then the team ranked first shall automatically advance and the mini-games procedure would be applied to determine the second position.

11. On-Ice Mini-Game Procedure

Procedures for mini games will be as follows:

- 11.1. Each mini game will be one ten-minute period, fully played stop time.
- 11.2. The higher ranked team as per tie breaking rules (Section 10), will be designated as the home team and will be awarded the free pass and choice of ends to start the mini game.
- 11.3. There will be a three-minute warm-up.
- 11.4. Ice floods are at the discretion of the tournament host in consultation with the Competition Committee and the Officials Supervisor. This will be determined and communicated with teams prior to the first mini-game.
- 11.5. Each team will be permitted one (30 second) time out per mini game.
- 11.6. If overtime is required, one ten-minute overtime period, stop time and sudden victory will be played.
- 11.7. If still tied after the ten-minute mini-game and ten-minute overtime, there will be a shootout as outlined in Section 9. Overtime and Shootout Procedure for Consolation or Championship, Quarter final, Semi-final & Medal Games.
- 11.8. There will be an interval of five minutes between mini-games. After the 5-minute break, the 3- minute warm-up period begins. Teams may use any/all of that time (8 minutes total) for warmup or rest.
- 11.9. If the facility can accommodate a flood, it will happen.
- 11.10. If the facility cannot accommodate a flood, then there will continue to be a 5-minute break only between mini-games.

12. Protests

- 12.1. The UCRCC Competition Committee will address a Protest(s) related to the UCC. A Protest is defined as: disagreeing with a decision of the Competition Committee; suspensions resulting from misconduct or match penalties; breaches of the code of conduct; or harassment and discrimination. The UCRCC Competition Committee will not consider a protest based upon a referee's judgment call.
- 12.2. The Competition Committee should be readily available to meet and decide upon any protest or grievance within forty-five minutes of submission.
- 12.3. The Competition Committee will handle any suspensions resulting from misconduct or match penalties assessed during UCC.
- 12.4. Protests will only be entertained from a registered team staff member.
- 12.5. Competition Committee members shall recuse themselves from Protest(s) involving their team. The Chair of the UCRCC or a substitute with no conflict will substitute during the Protest(s).
- 12.6. All protests must be submitted in writing to any member of the Competition Committee within thirty-minutes of completion of round robin and semi-final games or forty-five minutes of completion of medal round game leading to the protest.
- 12.7. All protests must be accompanied by a deposit in the amount of \$500. The deposit will be refunded only if the protest is upheld.
- 12.8. The Competition Committee will provide a written response to the protest. No further protests or appeals will be entertained.

13. Minor Officials

- 13.1. Minor officials will be provided by the UCC organizers for all games to operate the time clock, operate the shot clock, manage the game sheet, and open each penalty gate.
- 13.2. Minor officials must be in their respective positions when the on-ice officials step on the ice. It is up to the on-ice officials to determine if the minor officials are in position.

14. Trophies and Medallions

- 14.1. Only Players and Team Staff members listed on the game sheet will receive medallions, to a maximum of 23 (up to 18 registered skaters and 5 bench staff).
- 14.2. Sportmanship (Fairplay) Award – selection will be by the referees and teams. A plaque will be awarded to the team deemed by their peers as supporting the principles of Fairplay.

15. Seeding

- 15.1. The purpose of seeding is to ensure that the top teams are not congregated in a single pool and based upon competitiveness the teams are evenly distributed across the pools for the first round.
- 15.2. There will be no seeding of teams in the UCC tournament when there is a single or one pool and every team plays each other. A single or one pool UCC tournament is defined as having nine (9) or fewer teams participating, and each team plays each other.
 - 15.2.1. Upon completion of the games for the single or one pool the Competition Committee will rank the teams according to points obtained during the single or one pool play. If there is a tie(s), for assignment to the medal games, mini-games will be played following the procedures of Section 11. On-Ice Mini-Game Procedure to resolve the tie(s) and finalize the rankings.
 - 15.2.2. After ties have been addressed, the number one and two ranked team will play for the gold medal. The number three and four ranked team will play for the bronze medal.
 - 15.2.3. There will be no consolation games for teams ranked lower than fourth.
- 15.3. A multi-pool UCC tournament will be held when there are more than nine (9) teams participating.
 - 15.3.1. Teams will be seeded for play in the first round based upon their final rankings at the UCC tournament held the prior year.
 - 15.3.2. Where teams did not participate in the prior UCC tournament they will be ranked according to their record of play against other University teams in sanctioned tournaments and/or league play in their province or any other province.
 - 15.3.3. Where teams did not participate in the prior UCC tournament and have not participated in sanctioned tournaments and/or league play in their province or any other province they will be seeded as the lowest ranked team(s). Where there is more than one team meeting this requirement a coin toss will be used to break the tie(s) and assign the rankings.
 - 15.3.4. Teams may play all the teams in their pool or all the teams in a corresponding pool for the first round.
 - 15.3.5. Upon completion of the first round, the Competition Committee will rank the teams according to points obtained during the first round. If there is a tie(s), for assignment to the Championship or Consolation Round, mini-games will be played following the procedures of Section 11. On-Ice Mini-Game Procedure to resolve the tie(s) and finalize the rankings.

- 15.3.6. The second round shall be divided into a Championship Round and a Consolation Round.
- 15.3.7. The top ranked teams will proceed to the Championship round and the lower ranked teams will proceed to the Consolation round.
- 15.3.8. The Competition Committee will advise the participants at least 30 days prior to the start of UCC how many teams will be playing in the Championship Round and how many will be playing in the Consolation Round.
- 15.3.9. No points will be carried forward from the first round to the Championship or Consolation Round.
- 15.3.10. Upon completion of the Championship Round and the Consolation Round the Competition Committee will rank the teams according to points obtained during the Championship Round or Consolation Round. If there is a tie(s), for assignment to the medal games, mini-games will be played following the procedures of Section 11. On-Ice Mini-Game Procedure to resolve the tie(s) and finalize the rankings.
- 15.3.11. The number one and two ranked team from the Championship round will play for the Championship gold and silver medal. The number three and four ranked team from the Championship round will play for the Championship bronze medal.
- 15.3.12. The number one and two ranked team from the Consolation Round will play for the Consolation gold and silver medal. The number three and four ranked team from the Consolation Round will play for the Consolation bronze medal.

Appendix A