

CANADIAN RINGETTE CHAMPIONSHIPS TIE BREAKING FORMAT

Breaking of Ties in Games

All games will be played until a winner is declared.

If the score of a game is tied at the end of regulation time, there will be one overtime period, stop time, which will be sudden victory (i.e. the first team to score will be declared the winner).

If neither team scores during the first overtime period, there will be successive sudden victory overtime periods until a goal is scored to break the tie.

Possession to start the first 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 prior to it landing. The team winning the toss will get the free pass. The other team will get the choice of ends.

If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams. The teams will also exchange ends for each overtime period.

Point Structure

Teams receive two (2) points for a win and zero (0) points for a loss. The team with the most points in each division will be declared the top team in that division. The second place team is the team having the second highest number of points, etc.

Breaking of Ties in Standings

When two or more teams have an equal number of points after the completion of the round robin games, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games.

- i) the winner of more game(s) between each other during the round robin 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, a coin toss will be used to break the tie.

Important Notes:

1. This procedure shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts back to (i).
2. This procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and that team shall be dropped from the tie breaking procedure (i.e. the top two teams remain tied). In these cases, the procedure shall also revert back to (i) in order to break the tie between those teams that remain tied.

3. In all cases, the maximum difference (spread) between goals for and against in each game is seven (7) goals. This is the "Official Score".
4. Following the completion of round robin play, should one (or more) team(s) be eliminated from medal round play as a result of the application of the normal tie breaking procedure (as outlined in i) - vi) above) to ties within any of the medal round positions, one or more "mini-games" will be played in order to advance the required number of teams to the medal round.

Consult the current Canadian Ringette Championships Technical Package for further information on the conduct of mini-games.