



## **2019 NRL Championships Technical Package**

### **Summerside and Charlottetown, Prince Edward Island**

#### **Coach/Manager Technical Meeting**

- Date: Sunday, April 7, 2019
- Time: 2:30pm (14:30) Atlantic Time
- Location: Credit Union Place,  
Veteran's Conference Centre  
Summerside, Prince Edward Island



## **Table of Contents:**

<b><u>NRL Championship Technical Package</u></b>	3
<b>1. All Participants</b>	3
<b>2. Team Composition</b>	3
<b>3. Safe Sport - Responsible Coaching – Rule of 2</b>	5
<b>4. Code of Conduct</b>	5
<b>5. Rules of Competition</b>	5
<b>6. Event Format</b>	6
<b>7. Breaking of Ties in Standings</b>	6
<b>8. Game Administration</b>	8
<b>9. Playing Rules</b>	9
<b>10. Discipline, Protest and Grievance Committee</b>	9
<b>11. Protest</b>	9
<b>12. Discipline and Suspension Guidelines</b>	11



## NRL Championship Technical Package

### Ringette Canada Playing Rules 2017-2019

(<https://www.officiatingringette.ca/o/index.php?page=205>)

## I. All Participants

- i. Participant (athlete, coach, etc.) eligibility is defined in the Ringette Canada Policy Manual.
- ii. All teams participating in the National Ringette League (NRL) Championship division at the NRL Championship shall compete with their roster as per the NRL Operations Manual.
- iii. No individual(s) under the age of 16 may be on the bench during the NRL Championship.
- iv. Any team staff member or player entering the NRL Championship under suspension by their provincial sport governing body or Ringette Canada, or suspended during the course of the event, will not be permitted to direct any member team during any game, carry out any official duty on behalf of any member team, be in or about the dressing room or bench area before, during, or after any game played by any member team, or be situation anywhere in the arena in a position to direct any member team for the duration for the duration of the suspension.
- v. Any team staff member or player who violates the terms of their suspension as outlined above will be reported to the Executive Director of Ringette Canada, who will take any necessary disciplinary action as per the Ringette Canada [Code of Conduct and Ethics](https://www.ringette.ca/wp-content/uploads/policies/2018_Code-of-Conduct-and-Ethics.pdf) ([https://www.ringette.ca/wp-content/uploads/policies/2018\\_Code-of-Conduct-and-Ethics.pdf](https://www.ringette.ca/wp-content/uploads/policies/2018_Code-of-Conduct-and-Ethics.pdf)) and [Discipline and Complaints Policies](https://www.ringette.ca/wp-content/uploads/policies/2018_Discipline-and-Complaints-Policy.pdf) ([https://www.ringette.ca/wp-content/uploads/policies/2018\\_Discipline-and-Complaints-Policy.pdf](https://www.ringette.ca/wp-content/uploads/policies/2018_Discipline-and-Complaints-Policy.pdf)).
- vi. Should this suspended individual be participating in more than one (1) role in the NRL Championship (i.e. as a player and a team staff member), the suspension applies to all roles held by that individual during the NRL Championship until the completion of the suspension.

## 2. Team Composition

- a. All team staff for the NRL Championship must be fully certified with Ringette Canada as per Section 6.2 of the current NRL Operations Manual and the Ringette Canada [Membership Policy](https://www.ringette.ca/wp-content/uploads/2015/10/Membership-Policy.pdf) (<https://www.ringette.ca/wp-content/uploads/2015/10/Membership-Policy.pdf>).
- b. There shall be no more than five (5) bench staff permitted to occupy the payer's bench.
  - i. **Bench Staff** positions shall include and be limited to those of coach, assistant coach, and trainer.
  - ii. **Team Support Staff** position shall include and be limited to that of General Manager, Manager, and Media Rep.
    - I. Team Support Staff will not be allowed on the bench for games for the duration of the event.
      - a. Should the team be awarded a medal, Team Support Staff will be permitted to join the team on the ice at the conclusion of the game for the duration of the medal presentation.



**iii. A maximum of 5 staff passes will be given to each team. It is the responsibility of the team to share these passes accordingly between team bench staff and team support staff.**

- c. Individuals may be registered as a team staff member on more than one team roster provided that teams come from the same province and are in different age categories.
- d. Team staff must include a minimum of one coach and may include a maximum of one manager and one trainer.
- e. No player of the team may be listed on the Official Game Report as a coach.
- f. The minimum certification requirement for each team staff position is as follows:
  - i. COACHES
    - 1. Requirements are clearly defined in the [NRL Manual \(https://sites.google.com/a/ringette.ca/nrl-lnr-documents/nrl-manual-manuel-lnr\)](https://sites.google.com/a/ringette.ca/nrl-lnr-documents/nrl-manual-manuel-lnr) and on the Coaching Requirements page of the Ringette Canada coaching [Information Management System \(IMS\) website \(http://www.coachingringette.ca/c/\)](http://www.coachingringette.ca/c/).
    - 2. Ringette Canada will contact coaches directly should there be any concerns regarding coach certification.
  - ii. MANAGERS
    - 1. Successful completion of [Ringette Canada's Manager's Certification Program \(http://www.coachingringette.ca/c/index.php?page=327\)](http://www.coachingringette.ca/c/index.php?page=327)
  - iii. TRAINER
    - 1. Current certification in or employment as one or more of the following:
      - a. Medical Doctor/Student
      - b. Firefighter/First Responder
      - c. Registered Nurse
      - d. Ambulance Training
      - e. Athletic Therapy, Physiotherapy
      - f. Equivalency for any certified first aid course, seven (7) hours or more in duration, which includes the following content:
        - i. Principles of First Aid and Safety
        - ii. Artificial Respiration
        - iii. Wounds and Bleeding
        - iv. Shock, Unconsciousness and Fainting
        - v. Fractures
        - vi. Head and Spinal Injuries
        - vii. Joint Injuries
        - viii. Medical Conditions (Diabetes, Asthma, etc.)



**Note:** For equivalency, course content must be submitted to Ringette Canada for approval.

### 3. Safe Sport - Responsible Coaching – Rule of 2

- a. The Rule of 2 will be in effect for the 2019 Canadian Ringette Championships.
- b. All participating teams will be required to adhere to this rule over the course of the event.
  - i. Ringette Canada has pledged to the Responsible Coaching Movement and actively participates in Safe Sport and the Rule of 2. The Rule of 2 serves to protect minor athletes in potentially vulnerable situations by ensuring more than one adult is present. This includes closed-door meetings, travel, and training environments, amongst others.
  - ii. Any one-on-one interaction between a screened bench staff and an athlete must take place within earshot and view of a second screened bench staff member.
  - iii. One screened bench staff must be the same gender as the athlete.

### 4. Code of Conduct

- a. The overall experience for athletes participating in the Canadian Ringette Championships should promote the development of healthy and positive values toward all participants, including athletes, officials, coaches and volunteers. All organizers, coaches, officials and players are expected to abide by Ringette Canada's Code of Conduct and Ethics Policy.
  - i. [https://www.ringette.ca/wp-content/uploads/policies/2018\\_Code-of-Conduct-and-Ethics.pdf](https://www.ringette.ca/wp-content/uploads/policies/2018_Code-of-Conduct-and-Ethics.pdf)
  - ii. Please note that this policy includes information regarding the use of tobacco, marijuana, and alcohol and refraining from consuming these products while participating in Ringette Canada programs, activities, competitions, or events.
- b. Any individual or team who violates the Ringette Canada Code of Conduct will be subject to sanctions pursuant to Ringette Canada's Discipline and Complaint's Policy:

[https://www.ringette.ca/wp-content/uploads/policies/2018\\_Discipline-and-Complaints-Policy.pdf](https://www.ringette.ca/wp-content/uploads/policies/2018_Discipline-and-Complaints-Policy.pdf)

### 5. Rules of Competition

- a. Rules of Play
  - i. All games will be played as outlined in Section 8.1 of the [NRL Operations Manual](#).
  - ii. All games will be played until a winner is declared, in all rounds of competition.
  - iii. If the score of a game is tied at the end of regulation time, the tie breaking process shall be accordance with Section 8.4 of the [NRL Operations Manual](#).
    - I. NRL Championship Competition
      - a. If a game is tied after regulation time, teams will proceed to a thirteen (13) minute (stop time) sudden victory overtime period. If



still tied, additional overtime periods will be played until a winner is declared.

- b. A flood will take place at the conclusion of the 4<sup>th</sup> period and at the completion of every second overtime. If still tied, additional overtime periods will be played until a winner is declared.

b. Penalty Benches

- i. When penalty benches in a facility are adjacent to player benches, athletes serving a penalty will do so on the bench next to their team's bench.

c. Injured Players on the Bench

- i. Players who join their team behind the bench but are not dressed to play (i.e. short term injury) must be listed on the game sheet as a player. Next to their name the team must indicate NP (Not Playing) (NJP in French, Ne Joue pas).
  1. This player counts toward the total 18 players a team can 'dress' for a game.
  2. Players listed as NP are not to be entered into the stats system when the game sheet is entered.

## 6. Event Format

- a. There are eight (8) teams entered in the NRL Division. Three (3) teams from the Western Conference and five (5) from the Eastern Conference. Teams will play a full round robin format.
- b. Round Robin
  - i. Each team plays every other team in the competition.
  - ii. At the end of round robin play, the teams will be ranked from first to last. Should two (2) or more teams have an equal number of points after round robin play, the tie breaking procedure outlined in Section 8 of this Technical Package will be used.
  - iii. Mini games will be played if necessary.
- c. Medal Round
  - i. The first place team will have a bye into the finals. The second and third place teams will play off in a semi-final, with the winner advancing to the final. The loser of the semi-final will be awarded the bronze medal.
  - ii. Rankings from fourth to eight will be according to the results from round robin play.

## 7. Breaking of Ties in Standings

- a. When two (2) or more teams have an equal number of points after the completion of any round, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games, played in that round.
- b. These shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one (1) team is eliminated from the tie, the procedure reverts back to (1).
- c. 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 (e.g. 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.

- d. The following procedure will be followed:
  - i. The team with the most games won amongst the tied teams during the round robin will be ranked highest.
  - 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 ranked highest.
  - iii. If still tied, the team having the least total goals against in games between the tied teams during the round robin will be ranked highest.
  - 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 ranked highest.
  - v. If still tied, the tied team with the least total goals against in all games during the round robin will be ranked highest.
  - vi. **If still tied, the team having the fewest penalty minutes in games between tied teams will be declared the highest position.**
  - vii. **If still tied, the team having the fewest of penalty minutes in all round robin games will be declared the highest position.**
  - viii. If still tied, a coin toss will be used to break the tie.
- e. In the NRL Championship division, the actual score shall be the “Official Score”.
- f. 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 procedures (as outlined above) to ties with medal round positions (as shown in Table I below), one or more “mini games” will be played in order to advance the required number of teams to the medal round.
- g. Mini Games
  - i. Mini-games will not begin earlier than one hour and twenty minutes after the completion of that division's last round robin game.
  - ii. It is the responsibility of the teams involved to be ready to play at the scheduled time. Failure to do so will result in forfeiture of the mini-game(s) by the offending team(s). Any team forfeiting a mini-game will be eliminated from medal round play.
  - iii. A team required to play more than one mini-game will be given a minimum of fifteen-minutes rest between games.
  - iv. Teams involved in mini-games will be seeded using the tie breaking procedure outlined above. The respective mini-game format will depend on the number of teams advancing. Table I indicates the format to be used dependent on the situation (where "x" indicates team positions in the final standings):



Table 2 - Advance 1 Team	Table 3 - Advance 2 Teams	Table 4 - Advance 3 Teams
<b>2A - Two tied teams</b> 1 _____ advance _____ 2 _____	<b>3A - Three tied teams</b> 1 _____ advance _____ 3 _____ advance _____ 2 _____	<b>4A - Four tied teams</b> 1 _____ advance _____ 2 _____ advance _____ 3 _____ advance _____ 4 _____
<b>2B - Three tied teams</b> 3 _____ 2 _____ 1 _____ advance _____	<b>3B - Four tied teams</b> 4 _____ advance _____ 1 _____ advance _____ 3 _____ advance _____ 2 _____	<b>4B - Five tied teams</b> 1 _____ advance _____ 4 _____ advance _____ 3 _____ advance _____ 5 _____ advance _____ 2 _____
<b>2C - Four tied teams</b> 4 _____ 1 _____ advance _____ 3 _____ advance _____ 2 _____	<b>3C - Five tied teams</b> 5 _____ 4 _____ 1 _____ advance _____ 3 _____ advance _____ 2 _____ advance _____	<b>4C - Six tied teams</b> 6 _____ advance _____ 1 _____ advance _____ 4 _____ advance _____ 3 _____ advance _____ 5 _____ advance _____ 2 _____
<b>2D - Five tied teams</b> 5 _____ 4 _____ 1 _____ advance _____ 3 _____ advance _____ 2 _____	<b>3D - Six tied teams</b> 5 _____ 4 _____ 1 _____ advance _____ 6 _____ 2 _____ advance _____ 3 _____	
<b>2E - Six tied teams</b> 6 _____ 4 _____ 1 _____ advance _____ 5 _____ 2 _____ advance _____ 3 _____		

Table 1. Ties Within Medal Round Positions				
1st Place	2nd Place	3rd Place	# Mini-Games	Format Table 2-4
X	X	X	0	N/A
X	X	XX	1	2A
X	X	XXX	2	2B
X	X	XXXX	3	2C
X	X	XXXXX	4	2D
X	X	XXXXXX	5	2E
X	XX	-	0	N/A
X	XXX	-	1	3A
X	XXXX	-	2	3B
X	XXXXX	-	3	3C
X	XXXXXX	-	4	3D
XX	-	X	0	N/A
XX	-	XX	1	2A
XX	-	XXX	2	2B
XX	-	XXXX	3	2C
XX	-	XXXXX	4	2D
XX	-	XXXXXX	5	2E
XXX	-	-	0	N/A
XXXX	-	-	1	4A
XXXXX	-	-	2	4B
XXXXXX	-	-	3	4C

- v. Each mini-game will consist of a one ten (10) minute, fully played, stop time period. If the score of a mini-game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared. Free pass award and choice of ends for each overtime period will be as outlined under the normal tie breaking procedure.
- vi. Playing rules for mini-games will be applied as though the game was tied at 0-0 with ten (10) minutes remaining in regulation time. The higher seeded team, following application of the normal tie breaking procedure, will be designated as the HOME team and will be awarded the free pass to start the mini-game and the choice of ends.
- vii. Each team is entitled to one (1) thirty (30) second time out per mini game and one (1) additional time out per overtime period.
- viii. At the conclusion of the mini-game(s), the final positions of teams advancing and teams not advancing to the medal round play will be determined using the normal tie breaking procedure.

## 8. Game Administration

- a. Official Game Reports must be signed by ALL registered team staff a minimum of 20 minutes prior to scheduled game time. Captains (C's), Alternate Captains (A's), as appropriate, the starting goalkeeper (G) and alternate goalkeeper (AG) must be indicated in writing on the Official Game Report prior to the start of the game. Errors on signed Reports shall be the responsibility of that team.
- b. All uniform numbers must coincide with those on the Team Roster Form (except in cases of unforeseen circumstances) and the Official Game Report, except in the case of colour conflict and mandatory sweater change at the discretion of the supervisor or Director of Officials.
  - i. Each player shall have their own number and there shall be no duplication of numbers on any one team. In keeping with the Ringette Canada Official Rules, teams are reminded that each player must wear a clearly visible individual number on both the back and the right front of their sweater (rule 4.2). Uniforms not complying with the Official Rules and





Tournament Rules will not be permitted for use.

- c. Players on the bench may be out of uniform. They must be listed in the roster section of the game sheet with the netters NP (Not Playing) next to their name. Players listed as NP count towards the maximum total dressed layers for a game (18).
- d. **In the event of unforeseen circumstances that affect a team's ability to start their game within 15 minutes of the scheduled start time, the Technical Delegate, together with at least two members of the Protest and Discipline Committee, shall make a decision to default or to reschedule, based on the circumstances.**
- e. All games will be played in accordance with Section 8.1 of the NRL Operations Manual.
- f. Jersey Conflicts
  - i. The visiting team shall change jerseys in the case of conflict.

## 9. Playing Rules

- a. The National Ringette League Championship will be played as per the playing rules effective throughout the playing season leading into the event.

## 10. Discipline, Protest and Grievance Committee

- a. The Discipline, Protest, and Grievance Committee (DPG Committee) for the Canadian Ringette Championships shall consist of the Director of HP and Events (Chair) or designate, the Chair of the Host Committee or designate, and the Director of Officials or designate, and the Executive Director shall be an ex-officio member of this committee.
- b. The DPG Committee shall consider all discipline, protests, and grievance matters arising during the Canadian Ringette Championships.
- c. The DPG Committee will not hear matters related to an official's judgement.
- d. All decisions made by the DPG Committee are final and cannot be appealed.

## 11. Protest

- a. **All protests are to be submitted, in writing, to any member of the DPG Committee within 30 minutes following the game in question.**
  - i. **All protests shall be accompanied by a \$500.00 deposit**
    1. **This entire deposit is refunded only if the protest is upheld.**
    2. **75% of the fee is refunded only if the protest does not pass the screening process.**
    3. **The entire fee is forfeited to Ringette Canada if the protest is denied.**
  - ii. **Protests based on an official's judgement call shall not be considered.**
- b. **Notwithstanding Section 11.a.ii., teams may protest the outcome of a game based on the following grounds:**
  - i. **Ineligible player based on Technical Package or Ringette Canada Policy, playing in the game under protest.**



- ii. **Ringette Canada Official Rule improperly applied during the game under protest, that is not deemed or related to be an official's routine judgement call or decision, resulting in an impact of the final outcome of the game.**
- iii. **Equipment or facility malfunction having an impact on the final outcome of the game under protest.**
- c. **The DPG Committee shall review the protest as presented by the protesting team and determine if it falls within the jurisdiction of this Policy and within the required grounds for protest described in Section II (b).**
- d. **If the protest is determined to fall outside the jurisdiction of this Policy, or does not fall within the grounds of Section II (b), the protest will be dismissed.**
- e. **If the protest is determined to fall within the jurisdiction of this Policy and does meet the grounds described in Section II (b), the protest will be heard.**
- f. **A final decision must be rendered within six (6) hours of submitting the protest or before the next scheduled game of the involved teams, whichever is earlier.**
- g. **Should the protest have grounds to move forward, the DPG Committee shall use the process below to render one of the following decisions:**
  - i. **The situation presented did not impact the final outcome of the game, therefore the game result stands**
  - ii. **The situation presented had an impact on the final outcome of the game, therefore:**
    1. **The game must be replayed from the point of the incident in question.**
    2. **The game shall be replayed in its entirety.**
- iii. **The DPG Committee shall meet individually with each of the following prior to rendering a decision:**
  1. **One representative from the protesting team, as determined by the team.**
  2. **All major officials involved in the game in question.**
  3. **One representative from the affected teams, as determined by the affected teams.**
- iv. **The DPG Committee may request to meet individually with other individuals they feel would benefit the gathering of additional facts of the case.**
- v. **The DPG Committee, at its sole discretion, may review video of the game if they feel this would be beneficial to the facts of the case.**
  1. **The official webcast stream for the event shall be the primary video source used.**
  2. **The committee may determine that an alternate source of video be deemed appropriate at their sole discretion.**
- vi. **All decisions made by the DPG Committee are final and cannot be appealed.**



## 12. Discipline and Suspension Guidelines

- a. All Match penalty assessments based on actions as outlined below must be made known to a member of the DPG Committee, by the on-ice officials or supervisor involved via the Director of Officials (or Designate), within 30 minutes of the completion of that game. Details surrounding the Match penalty assessment must also be clearly outlined in writing by the on-ice officials on the Official Game Report.
- b. The DPG Committee shall meet to determine the game suspension of the individual(s) involved. This meeting shall take place as soon as possible upon receipt of notice of the Match penalty assessment and, if at all possible, prior to the next game of the team(s) involved.
- c. In their deliberations, this Committee may individually interview any or all of the following: the on-ice officials; the player(s)/team staff involved; the Officiating Supervisor at that game (if applicable); and, any others who's input the Committee feels would be of value.
- d. The DPG Committee, at its sole discretion, may review video of the game if they feel this would be beneficial to the facts of the case.
  - i. The official webcast stream for the event shall be the primary video source used.
  - ii. The committee may determine that an alternate source of video be deemed appropriate at their sole discretion.
- e. The final decision of the DPG Committee regarding game suspensions shall be immediately communicated to a member of the team staff of the team(s) involved by the Committee Chair.
- f. Suspensions:
  - i. The following guidelines apply to all play directly under the jurisdiction of Ringette Canada.
  - ii. The suspensions specified (in number of games), are over and above those specified and outlined in Section 20.3.e Match Penalty (Consequences of Penalties) of the Official Rules of Ringette, for Match penalty infractions.

Player/Team Official assessed a MATCH penalty for:	
Action:	Suspension (# in games)
Hair Pulling	3
Facemasking	3
Head Butting	3
Spearing	4
Butt Ending	4
Stick Swinging	4
Kicking	4
Deliberate Attempt to Injure	4
<b>Fighting:</b>	
Instigating	4
Participating	2



(including those in addition to original two participants)	
<b>Abuse of an Official</b>	
Excessive Verbal	2
Physical:	
Minimal (ex. Touch/brush)	3
Moderate (ex. Push)	5
Excessive (ex. Punch/attempt to punch/push causing fall)	7

- iii. Based on the circumstances surrounding the Match penalty assessment, the DPG Committee may choose to impose a game suspension, without appeal, up to a maximum number of games stated for the specific infraction(s). Additional suspensions may be imposed should the circumstances warrant same. Should an individual commit more than one of these infractions in the same game, the suspension penalties imposed shall be additive.
- iv. Participation at the NRL Championships by suspended players/team staff who have incurred a suspension during a previous event or this event will be as outlined in the Bench Rules section of this Technical Package.
- v. Responsibility for supervision of the serving of game suspensions not being served during the event in which said suspensions were invoked will be that of the home province of the individual(s) involved. Suspensions must be served during regularly scheduled games, and a copy of each applicable Official Game Report must be forwarded to the Ringette Canada office within seven (7) days of the completion of each game suspension. The name of the suspended individual must appear on the Official Game Report as a "scratch" with the term "susp" (for "suspended") appearing after it.

*The publication of Ringette Canada policies will be in the English and French languages. In the case of conflicting interpretations, the English version will prevail.*