

D-tournament, January 2nd 2010, Tuusula

Rules

1. Playing

The rules and regulations of Finnish Ringette Association will be followed with the exceptions described below.

2. Game order

The teams will play according to the tournament schedule in two four team groups A and B. The total amount of teams is eight. Both groups play a single series. Winner gets 2 points, even 1 point and lost game 0 points.

If the points are even after first round, the following rules will apply:

1. Win between the tied teams
2. Goal for + goals against
3. Goals scored
4. Series fasts goal
5. Draw from a hat

After the first round the teams will play the semi-finals. The best team from group A will play against the second from group B and the best team from group B will play against the second from group A. The losers of these games will play of 3rd and 4th places and the winners of places 1st and 2nd. The 3rd team from group A will play against the 4th team from group B and the 4th team from group A will play against the 3rd from group B.

If the semi-final game is tie after the official time there will be shoot-over. For shoot-over the team names immediately three players and the order they will shoot. If the game is tie after these shooters the shooting will continue one by one. The same player is allowed to shoot once per game. However, if all players have shot once the round will start from the beginning with the same order. The team which after each pair has a leading goal is a winner.

3. Players

The players are juniors (D-level), born in 1996 or later who have a licence of Finnish Ringette Association. The foreign players have been granted a licence to play from the Finnish Ringette Association.

The team roster for each game must be forwarded to the tournament office latest 30 minutes before the game.

Over-aged player should have a licence to play on a lower level from the teams own region. Team can have maximum two over-aged players per game, if the other over-aged player is the goalkeeper. The over-aged players should be marked to the team roster and game score sheet with letter "Y" after the players name. Teams gathered from different teams are not allowed.

4. Referees

The referees are appointed by Southern regions referee club.

5. Game time

Each game's playing time is 1x25 minutes, of which the first 24 minutes is running time and the last 1 minute is actual (efficient) playing time. In all games the 50-70 seconds rule is applied to the shifts of players in the rink. That is, after 50 seconds of actual playing time the shift of players is signalled at the next game stop. However, the shift is signalled latest after 70 seconds of actual playing time, regardless of which team has the ring.

There will be a scorekeeper in each game. Time out is not allowed at any game.

If the goalkeeper is injured she has to be replaced with another goalkeeper or another player. The official time of the tournament is the Arena clock or a replacing clock.

6. Team jerseys

If two teams have jerseys close same colour and the referee requires that vests should be used the visitor team should wear the vests. If the numbers of the vests and jerseys differ the number of jersey will be used.

7. Penalties

Small penalty is 1 minute efficient time in each game and big penalty is 4 minutes efficient time. The penalty starts when the referee whistles after the game break. If player gets two big penalties in tournament, two personal penalties or game penalty she will be out of the tournament immediately.

8. Beginning and end of the game

Teams have to be ready 5 minutes before the game begins to make sure that the games will begin according to tournament schedule. The team that will not follow this rule will loose 10-0.

The ice will be flooded according to the tournament schedule. The tournament jury has right to change the schedule if there is a force to do so.

9. Team's Player of the Tournament

Each team names one player of their own team and the name/number should be given to the scorekeeper 5 min before the team's last game is over.

10. Handling of discrepancies and protests

The tournament jury will make their decisions regarding discrepancies and written protests left to tournament office with a good and fair spirit. Any protests regarding rules etc. has to be left to the tournament office in written 30 minutes after the game is finished. The protest fee is 50 euros which will be returned if the protest will be

accepted by the jury. In case there are discrepancies in the translation, the rules in Finnish determine.

11. Licences

All Finnish teams should have their licence cards or a printout from Sports register with them and it should be shown at the tournament office if requested.

12. Accidents

The tournament organisation will not take responsibility of the accidents during the tournament.

13. Jury of the tournament

- Tournament manager
- Referee
- A representative of one visiting team

The members of the jury will be announced at the tournament.