



Rules & Regulations

Updated AUGUST 2014

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CALGARY OPEN RINGETTE ASSOCIATION (CORA) RULES AND REGULATIONS

Updated August 2014

RINGETTE CANADA Rule Book Will Apply EXCEPT Where Specifically Noted

RINGETTE ALBERTA Rules and Regulations Will Apply EXCEPT Where Specifically Addressed

RINGETTE CALGARY Rules and Regulations Will Apply EXCEPT Where Specifically Addressed

Open Ringette is available in Calgary to further and encourage the sport for the enjoyment of participants. **The player's welfare must be held paramount.** All adult teams playing in the CORA league, are subject to these Rules and Regulations of CORA.

SECTION I. DIVISIONS

A. Divisions:

All teams participating in the CORA league shall be of the OPEN division (aged 18 and over).

B. Level:

CORA shall govern leagues at the following levels:

A - Highly Competitive. Teams participating in Inter-provincial and Provincial "A" Championships.

B - Competitive. Teams participating at Zone Level and Provincial "B" Championships.

C – Competitive/Recreational. Teams participating at Zone Level and Provincial "C" Championships.

SECTION II. REGISTRATION

A. Player Registration:

1. All players must be registered with one CORA team as a full time player. .
2. Individual player registration fees will be set from time to time by the CORA executive and will be collected from each CORA team along with team fees at time of registration.
3. Players are not restricted by community or quadrant boundaries when registering with a CORA team unless the team is a quadrant or community team in which case their restrictions may apply.
4. Players residing outside of Zone 3 may register with any available CORA team.

B. Team Registration and Fees:

1. It is the responsibility of each team to register all players with CORA by a deadline set by the CORA executive which will be prior to November 1 of each year. Team registration forms (Ringette Alberta) must be completed and submitted to the league Registrar along with the payment of all league fees and bonds. Any revisions to the team registration after November 30 will be assessed a Change Fee as set by the CORA Board from time to time.
2. Each team shall be required to pay an annual membership fee of fifty dollars (\$50.00) to CORA. No team shall be allowed to vote or participate in the CORA league unless all fees are paid in full.
3. CORA reserves the right to withhold the playing and/or voting privileges of any team or individual that fails to properly register.
4. Each team is to post a bond of two hundred dollars (\$200) prior to the start of CORA League play. This bond is to cover any other fees or fines during the season. Once the bond is consumed, it must be re-established before the team can resume participation in the League. The bond is to remain with CORA until withdrawal of a team from the league and the bond will be returned only after completion of a full season of play by the withdrawing team. If the bond is partially or fully consumed for outstanding fees or fines the team will be required to replenish the bond before further league play is permitted. Bonds must be submitted by the teams directly to CORA and will not be billed to community or quadrant associations for payment along with team and individual fees.

5. Every team is required to provide appropriate 1.25 hour ice slots to be made available for league games. It is intended that each team provide a minimum of 12 home ice times distributed throughout the season and that league play for each team will consist of approximately 20 to 24 league games followed by playoffs. Ice times shall not have a start time later than 9:45 pm.
6. Dates and times of available ice must be submitted to the CORA scheduler between August 15 and September 1. Failure to do so may result in fine of \$100. If ice is not provided to the scheduler by Oct 1 the team will be removed from the schedule.
7. All requests to not play on certain days (“Blackouts”) must be submitted to the ice scheduler no later than September 1.
8. Teams registered in zones other than Zone 3 may be accepted by CORA for league play on the discretion of the CORA executive. Such teams will be required to pay the annual membership fee of \$50 per team and individual player fees as determined by the CORA executive from time to time.
9. Teams will be invoiced for referee fees by March 31 of each year using actual costs incurred to the billing date and estimates of subsequent costs.

C. Affiliated Players

1. Affiliation means that a player can be called up from their regular team to play on another team on an as needed basis. Player affiliation cannot be used to improve the competitiveness of a team at the expense of ice time of a regular team player. ..
2. For the purposes of CORA league play, any player who is registered with CORA may be an affiliate player with a higher level team (or same level team in the case of goaltenders) and they do not require to be registered as an affiliated player on the provincial registration form of that team.
3. Goaltenders can be called up from their regular team to play on a team of the same or higher level (ie C Level goaltenders may affiliate on any C Level team as well as any B or A Level teams). Players other than goaltenders may only be affiliated to higher level teams as outlined in Ringette Alberta’s Player Affiliation Policy Table 1. Note that any affiliated players from U18 age groups must comply with Ringette Alberta rules including registration of affiliated players with Ringette Alberta.
4. Note than an affiliate player’s main responsibility is to their own team. If there is a scheduling conflict the player must attend their own ice time unless permission is attained from the coach of the player’s own team.
5. Affiliation allows a team to replace absent, sick, injured or suspended players on a game by game basis. There is no additional registration or fee required and there is no restriction as to the number or type of games an affiliated player may play (subject to the requirement of Clause C.4 above). Affiliated players, and the name of the team under which they are registered, must be clearly marked on the Game Sheet, a copy of which must be forwarded to the League Coordinator.
6. When using affiliates for CORA League, Exhibition and Playoff Games, players “dressed” and listed on the game sheet shall be:
 - a. A minimum of seven (7) players
 - b. A maximum of five (5) affiliate players
 - c. As per Ringette Alberta policy, the maximum number of players listed on a game report can be:
 (NOTE: "players" includes goaltenders, skaters and affiliates)

| | |
|--|------------|
| When using no affiliates..... | 18 players |
| When using affiliate(s) as skater(s) only | 12 players |
| When using affiliate skater(s) plus an affiliate goalie..... | 13 players |
| When only using an affiliate goalie..... | 18 players |

D. Ineligible Players

The head coach shall be held responsible for ensuring that all players on the team are properly registered in accordance with CORA’s rules and regulations. Any improper use of an affiliate player constitutes an ineligible player, and the head coach will be suspended accordingly.

A head coach who plays an ineligible player will:

- a. Be immediately suspended until his/her case has been dealt with by the Disciplinary Review Committee.
- b. Forfeit all games involving an ineligible player in favor of the opposing team. The official score for a forfeit shall be posted as 3-0.

SECTION III. GAME RESPONSIBILITIES

A. Conduct of Teams:

Coaches shall be responsible for their conduct and the conduct of their players at all times and must endeavor to prevent disorderly conduct before, during, and after the game, on or off the ice, any place within or around the arena (including the parking area).

B. Coaching Qualifications:

All bench staff (head coaches, assistant coaches, trainers, managers) must meet the certification requirements as set from time to time by Ringette Alberta

Coaches who have not met certification requirements by the commencement of CORA playoffs will be suspended. A suspended coach will not be allowed in the playing area of the facility (i.e., dressing room, bench, timekeeper's bench, etc.).

C. Mandatory League Meeting:

1. All teams must send a representative to the Mandatory League Startup meeting and the CORA Annual General Meeting which will be held concurrently each year in mid- September. This meeting shall also replace the Ringette Calgary Mandatory Coach's meeting and will include a review of the regulations, rule changes (if any), coaching requirements and coaching protocol. If the team coach is not present, the team representative is responsible for communicating the review to the coach.
2. Any team failing to send representation will be ineligible for CORA league play until the matter has been suitably dealt with by the League Director.

D. Game Reports:

1. The winning team is responsible for phoning/emailing the score and for providing an electronic copy of the Game Report to the League Coordinator. In the event of a tied game, the home team is to assume these responsibilities.
2. Scores for all regular league games must be emailed or phoned in to the League Coordinator within twenty-four (24) hours of the game being played.
3. The original (white copy) of Game Reports for exhibition, league and playoff games, must be scanned and emailed to the League Coordinator within seven (7) days of the game. Any game sheet still outstanding 2 weeks after the game is played may result in a fifty-dollar (\$50) fine and a forfeit of the game by the delinquent team. Original copies of the white copy of the game report should be preserved by the winning team until the end of the season.
4. Electronic copies of the Game Reports for all playoff games except for the final game of any series must be received by the League Coordinator prior to the start of a subsequent game. The Game Report must be received by the League Director or League Coordinator within two (2) days of the completion of the final game of any series (i.e. quarter final, semi-final, or final).
5. Names must be neatly printed in the team lineup. Goaltender(s) must be marked with (G) or (AG) after their name on the Game Report. If affiliate players are used, they must be designated with (AP) after their name on the Game Report.
6. Statistics and standings shall reflect a maximum seven (7) goal differential.

E. Default, Forfeit and No-fault League Games:

1. **Default:**
Teams that **default** will lose one point off their standings and are required to pay a fine of \$400.00 to CORA. This fine is intended to cover the full cost of the ice, referees and administrative costs. The fine may be reduced by \$250 if suitable ice is provided for a rescheduled game. The opposing team will be awarded two points for a win of the game in question. The score shall be recorded as 6-0 in favor of the opposing team. The non-defaulting team may apply to the League Director for reimbursement of ice costs to be taken from the fine.

It is considered a default when a team fails to ice a team for a scheduled game (which has not been cancelled in accordance with these regulations)

For example (but not limited to):

- a. A team fails to show up at the scheduled time to play a game (no show). Some exceptions may apply, at the discretion of the league director (ie. weather conditions, communication problems)
 - b. A team who cancels a game in the 1st half of the season with no intention of rescheduling.
 - c. A team does not allow for the rescheduling of a game when reasonable attempts are made by the other team to reschedule.
2. **Forfeit:**
Teams that **forfeit** give up the possibility of acquiring points in a game – the opposing team will be awarded two

points for a win for the game in question. The score shall be recorded as 3-0

For example (but not limited to):

- a. A team who cancels a game with less than 5 full days written notice in the first half of the season.
- b. A team who cancels any league game in the second half of the season.
- c. A team who has less than the required 7 legal players to start a game, but did actually show up at the arena at the scheduled time.
- d. A team who concedes a game.
- e. Agreeing to combine teams in order to balance the teams.
- f. Using a player/goaltender who is not a registered member of that team.
- g. Failure to finish the game due to an injury sustained by a team's only available goaltender.

3. **No-fault Game:**

Recognizing that some scheduled games may not be completed due to circumstances beyond either team's control, teams will be issued one point each (tie) if rescheduling that game is deemed impossible. The score recorded for that game shall be 6-6. CORA expects both teams to cooperate and work together in rescheduling the game so the game can be decided on the ice by the teams if at all possible.

For Example (but not limited to):

- a. Lack of availability of ice
(Double booking, power/equipment failure, communication problems)
- b. Referee no-shows
- c. Inclement weather

F. Minor Officials:

1. The home team is responsible for ensuring that minor officials are available for CORA league play and playoffs, including game timekeeper, game scorekeeper, and penalty box attendants.
2. Where possible, the visiting team may provide a minor official to assist the home team.

G. Shot Clocks:

For CORA league play and playoffs Shot Clock use applies to all divisions:

1. It is the responsibility of the home team to ensure the availability and set-up of the shot clocks. If the home team cannot supply a shot clock, they must give 24 hours notice to the visiting coach (to allow them time to try to get one to bring). If a home team does not supply a shot clock for 2 games, discussions will occur with the league director (or representative) regarding consequences.
2. The Home team is responsible to ensure that there is a shot clock operator. In the event that there is no clock or operator the game will be played without the use of the shot clock rules.
3. In the event that one of the shot clocks is not functioning then, at the discretion of the referee, the game may be played either without shot clocks or with one shot clock.

H. Game Start Time:

Any team in attendance but not ready to begin play within five (5) minutes of scheduled game time will lose the game by forfeit. This is to be indicated on the game sheet, and signed by the referees. **NOTE:** The referee will immediately notify both teams of the situation and advise that the offending team has five (5) minutes to ice its players and to begin play. Failure to comply with this five (5) minute start rule will result in forfeiture in favor of the non-offending team but, if possible, the game should still be played as an exhibition game.

I. Scheduled Games:

1. All teams must make reasonable effort to play their games as scheduled by the League Scheduler. Except for properly rescheduled games (see below), teams not completing their games will default or forfeit these games in favor of the other team when determining final standings.
2. **In the second half of a season games WILL NOT BE RESCHEDULED by the League Scheduler.** Only under exceptional circumstances such as facility or weather conditions will the rescheduling of a league game be considered..
3. For any cancellation with **less than five (5) days notice**, the canceling team is required to **pay for the referees and pay a fine of \$50.00.**

For the 1st half of the season (until Dec 31):

- a) A minimum of five (5) full days written notice prior to the original scheduled game date is required to cancel scheduled league games.
- b) Scheduled league games must be cancelled by contacting CORA League Scheduler
- c) It is the canceling coach's responsibility to notify the opposing coach
- d) It is the home team's responsibility to ensure that the ice slot is dealt with appropriately to ensure that ice does not sit empty.
- e) It is the canceling team's responsibility to provide the ice for a rescheduled game.
- f) Rescheduled games are subject to referee availability

NOTE: Though the ultimate responsibility for rescheduling a cancelled game belongs to the team responsible for the cancellation, it is expected that both teams will cooperate and work together in rescheduling the game so the game can be decided on the ice by the teams. Awarding /deducting points because of a default situation should be the absolute last resort.

For the 2nd half of the season (after Jan 1):

- a) **In the 2nd half of a season games WILL NOT BE RESCHEDULED by the League Scheduler.**
- b) Any game cancellation in the 2nd half of the season will be considered a forfeit unless the cancelling team provides an alternate ice time that is acceptable to the opposing team and the referee assignor.

J. Tournament Weekends:

- a) Up to two (2) potential tournament weekends, in addition to the Calgary Tournament are available to your team to "block off" from scheduled league games. When making your tournament selection, please pay attention to when your playoffs would be. Tournaments selected during the playoffs may not be automatically granted.
- b) WRITTEN NOTIFICATION of your team's potential tournament "blocked off" weekends, must be submitted to the CORA Ice Scheduler no later than December 1 SUBMISSIONS AFTER THIS DATE WILL NOT BE ACCEPTED.
- c) A team may apply for as many tournaments as they want to. However, if a team participates in a tournament that was not previously identified as one of their two (2) "blocked off" weekends and it results in a cancellation of a scheduled league game(s) the canceling team will be issued a forfeit for that game and the league game will not be rescheduled.

K. Exhibition Games:

All teams wishing to play exhibition games must advise the League Coordinator and Referee Scheduler in advance. A Game Report marked "exhibition game" must be submitted in the usual manner.

L. Team Colours:

It is the responsibility of the home team to check with the opposing team prior to the game to ascertain their team colors. In the event of conflict, the **visiting team** must change colors.

SECTION IV. REFEREES**A. Notification:**

Where referees are required for exhibition games, the referee assignor must be advised at least seventy-two (72) hours prior to game time (3 full nights notice).

B. Playoff Games:

All CORA playoff games will be conducted with officials who are qualified to officiate the level of play for the game being played, and are members of the Ringette Calgary Officials Committee.

C. Spectators:

Where spectators use profane language to abuse players, coaches, officials or other spectators, the referee may have the spectator ejected from the arena playing area. Failure to comply could result in the team associated with the spectator forfeiting the game.

D. Officials Room:

No one other than the Referees working the game will be allowed in the Officials' room at any time.

E. Complaints

All complaints regarding Referee's must be submitted to the CORA President in writing

SECTION V. ICE REQUIREMENTS

A. Ice and Permit Requirements:

- A. All regular league and playoff games must be scheduled on a ice slot of at least one and one-quarter hours' duration for the Open division and commence before 9:45 pm.
- B. The ice surface should be cleaned before each regular league and playoff game.

B. Modified Game Duration:

1. All League and Exhibition game playing times will be extended to maximize ice use, all games will be played stop time, and shall be structured as follows:
 - i) **PERIOD LENGTH** — Two (2) twenty-three (23) minute stop time periods.
 - ii) **PERIOD BREAK** — One (1) two (2) minute break between periods.
 - iii) **TIME OUTS** — Time out as per Ringette Canada Rules.
2. All CORA playoff games will conform to Ringette Canada Rules standard time formats.

Period Length — Two (2) twenty (20) minute stop time periods.

C. Time Restrictions:

For all CORA League and Playoff games:

1. In the event that there is insufficient ice time to complete a game of regulation length, the following procedure will apply:
 - When the time reaches five (5) minutes left on the permit, at the first stoppage of play, the clock will be re-set to two (2) minutes and the remainder of the game will be completed with stop time.
 - The clock will not be re-set for more than the time remaining on the permit.
 - Penalties will be fully served.
2. In any situation where circumstances do not allow a game to be played in its entirety, (for example, but not limited to: player injury, power outages, mechanical problems, lateness of officials, late start time, etc), a game shall be considered complete provided that 30 minutes of stop time has been completed. Where possible, an incomplete game shall be rescheduled and replayed **in its entirety** with a starting score of 0-0. If rescheduling is not possible the game will be considered a No-fault game (section III, E. (3)).

SECTION VI. LEAGUE AND PLAYOFF STRUCTURE

A. Clarification of Rules and Regulations

- Matters requiring clarification of league operating policy and procedure shall be referred to the League Director for initiation of appropriate action.
- The League Director will provide interpretation of the CORA Rules and Regulations as issued, and provide interpretation for areas not specifically identified in the Rules and Regulations. Rulings will be documented and will be updated in the Rules and Regulations, if required, prior to commencement of the next playing season.
- The League Director may, if required, make League decisions between board meetings with input from a quorum of 3 board members including: The League Director, the President or Vice President, and the Secretary or Treasurer.
- To avoid real or perceived conflicts of interest all board members should excuse themselves when rulings are required that directly affect the team with which they are associated.

B. League Standings for Playoffs:

1. Team standings will be decided on the basis of point total during league play. Two points shall be awarded for each win and one point for each tie. In the case of teams being tied, the tie will be broken by:
 - a) The most wins.
 - b) The team with the most wins for games played between the tied teams.

- c) The team with the resulting highest number after applying the formula: goals for, plus goals against, divided by goals against for the games played against each other. The maximum goal differential per game is twelve (12).

$$\frac{(GF + GA)}{GA}$$

- e) The team with the highest number after applying the formula in c) for all league games.
- d) If any teams are still tied, team standings will be determined by the League Director taking into account recent games played by the tied teams.
2. The home team for the first game of the playoffs will be the higher placed team in the league standings, and, for subsequent games, will be as shown on the playoff schedule.

C. Seeding for League Play:

1. The goal is to have teams participate in the appropriate division where they are competitive.
2. New teams shall work with the league director to determine which division they should participate in for their first season.
3. League results will be reviewed annually to ensure that teams are properly placed. If, at the end of the season, any team has an average goal spread equal or greater than 6 goals (for league games and before any adjustments for maximum differential), then they will move up or down a division the following season.

D. Playoff Format:

In the event that Ringette Alberta assigns provincial Championship slots to CORA using the Regional Playdown format the playoff format will include all CORA teams. In the event that Ringette Alberta assigns provincial Championship slots to Zone 3 the playoff format will include **ONLY** Zone 3 teams from within CORA. In either case all eligible teams shall participate in the playoffs. The playoff format will be a double knockout series based on the number of eligible teams in that division.

E. Tied Playoff Games:

The intent is for teams to decide the victor on the ice utilizing whatever time is available to break a tie.

If a playoff game is tied after regulation time the following will take place:
(note, there will be no time outs allowed in OT)

- A. If there is time on the permit, 5 minutes of overtime will be played. Format would be 4 on 4 and the winner will be decided by sudden victory. Ring possession determined by coin toss. Home team will call the coin toss. Winner of the coin toss will receive the ring and the opponent shall choose which net they wish to defend.
- B. If it is still tied after the first 5 minute overtime, additional sudden victory periods of 5 minutes in length will be played. Format would continue to be 4 on 4. Ring possession will alternate (the loser of the coin toss in the first overtime period will receive the ring for the 2nd overtime period).
- C. If no additional ice time is available, the team who finished highest in league standings shall be declared the winner. No shootout will be held at the end of scoreless overtimes.

F. Provincials:

The following format will be used to decide which teams will earn the privilege of representing CORA at Provincial Championship play:

1. The winner of the CORA playoffs or the declared CORA Official Representative shall have the privilege of representing CORA at Provincial Championships and shall have their Provincial Championship entry fee reimbursed by CORA.
2. In the event there is only one team in a division, the team will be declared the CORA representative by the League Director.
3. Should the winner of the finals not want or be unable to represent CORA, the team finishing next highest in the playoffs will be given the opportunity.
4. In the event playoffs have not concluded by 6 days prior to the Provincials, the CORA team finishing highest in the League Standings and still in the playoffs shall have the right to represent CORA. CORA will pay any fines payable to Ringette Alberta as a result of late declaration of the CORA representative.
5. Additional teams from CORA invited to attend the Provincial Championships will be determined based on their order of finish in the playoffs, or in the event that playoffs have not concluded, by applying the order of finish during the regular season to the teams remaining in the playoffs.

6. In determining the order of finish in the playoffs, reverse order of elimination from the playoffs shall be used as the determining factor, not any other criteria, such as playoff record, date of elimination game, or credit for tie games. If two or more teams are eliminated from the playoffs in a game at the same level then order of finish during the regular season shall be used to determine order of finish in the playoffs for these teams.

SECTION VII. LATE FEES AND FINES

1. A fine of twenty-five dollars (\$25), will be levied per month for all late fees, this includes all non-playing months.
2. A fine of one hundred dollars (\$100) will be levied for each CORA Mandatory Start-UP Meeting/AGM where at least one (1) team delegate is not in attendance.
3. A fine of two hundred dollars (\$200) will be levied for each Casino volunteer name that is not supplied to the Casino Chairperson by a deadline set by the CORA executive.
4. A fine of four hundred dollars (\$400) will be levied for each Casino volunteer who fails to show up for their shift.
5. A fine of fifty dollars (\$50) will be levied for each compulsory workshop where at least one (1) team delegate is not in attendance

SECTION VIII. DISCIPLINARY POLICY

This policy applies to all exhibition, league and playoff games.

A. Purpose and Format

A Disciplinary Review Hearing allows all parties an opportunity to clarify and assess the circumstances which led to the incident and to discuss proactively alternate reactions and actions. The Disciplinary Review Committee may issue additional suspension/punishment above the Ringette Canada and Ringette Alberta policy but can not reduce a decision from either of these bodies. In specific cases where a penalty has not been assessed, the Disciplinary Review Committee reserves the right to deal with players or team staffs who, through their actions, create an unsafe or otherwise unhealthy environment adversely affecting players, referees, coaches or spectators.

Matters that may require a disciplinary review include, (but are not necessarily limited to), all infractions listed in Section VIII (D) and (E) of these Rules and Regulations. Misconduct and Match penalties shall be referred to League Director by the Officials Committee within 24 hours of the incident.

The League Director and the Past President, who may act directly or appoint a Disciplinarian, shall review the matter and decide if penalties or suspensions additional to those imposed by Ringette Alberta and Ringette Canada or those contained in these Rules and Regulations may be warranted. If, in their opinion, further penalties need to be discussed, a Disciplinary Review Hearing shall be convened at the earliest practical date. Once a Disciplinary Review Hearing is determined to be required the offending coach or player is automatically suspended until the hearing is held.

The Disciplinary Review Committee will consist of a minimum of four of the following seven voting members:

1. The Past President, or if appointed, the Disciplinarian (chairperson, votes only in a tie.)
2. The CORA League Director,
3. The CORA President,
4. The CORA Vice President,
5. Officials Committee liaison to CORA or Representative thereof,
6. Any two additional elected DIRECTORS sitting on the CORA board,
7. Also in attendance (non-voting) at the Disciplinary Hearing shall be at least one of the officials who signed the official game report.

The Disciplinary Review shall give an opportunity to the player or coach facing disciplinary action to speak to the committee before any decision is rendered. Decisions of the Disciplinary Review Committee are final and are to be recorded in the CORA records for future reference.

B. Reporting

All Misconduct and Match penalties shall be referred to the League Director who will notify Ringette Alberta of the infraction. Ringette Alberta will automatically issue game suspension(s) if required.

The required suspension will be verified by the CORA League Director and Ringette Alberta to ensure the penalty is served. The head coach is responsible to ensure a suspended player or bench member serves their full suspension, and that proof thereof is provided to the League Director (submit gamesheets).

C. Suspension:

1. An individual under suspension is deemed to be ineligible in all games until their suspension has been fully served. The suspended individual must be clearly indicated on the game sheet and include the number count of the game being served.
 - a. Suspended **players** are ineligible when suspended however they may go in the dressing room prior to the game and after the game. They may NOT be on the bench or in the area of the players bench during the game. (In some arenas this includes the timekeepers/penalty box).
 - b. Suspended **coaches and/or team staff** are ineligible when suspended and must NOT be present in the dressing room or playing area during any type of game (exhibition, regular league, playoff, tournament) within one half hour prior to or following a game. To prevent communication with individual players, staff, or the team as a whole, suspended coaches may watch the game from the spectator's area, providing that area is not within the area of the players' box. Suspended coaches may not work as a minor official
2. Individuals under suspension are deemed to be ineligible team members until their suspension has been fully served. In the case where an individual participates in more than one capacity they are suspended in ALL CAPACITIES until the suspension has been fully served.

For example (but not limited to)

- a. a suspended player is also ineligible to participate as a coach
 - b. a suspended coach is also ineligible to participate as a player
3. Games which count towards the serving of a suspension are: any regular League Game, Exhibition Game, Tournament Game, Play-Off Game or Provincial Championship game **scheduled prior to the incident occurring and involve the team** that the individual was on when the infraction occurred (or the player's primary team if she was an affiliated player when the infraction occurred).

(ie, a player who receives a suspension on Team Red is also suspended from their coaching duties on Team Blue, BUT the only games which count toward serving the suspension are those involving Team Red.)
 4. Games are considered **scheduled** if the referee assignor has been contacted to assign officials

D. Removal of a Team from the Ice Prior to the end of a Game:

No coach shall forfeit a game by pulling their team off the ice before the end of the game. Any coach who does so shall be suspended from coaching until the disciplinary committee has dealt with this matter. The official score for the forfeit shall be recorded as 3-0

E. Fines for Suspensions:

1. **Misconduct Penalty** – A fine of one hundred dollars (\$100) will be levied for each Misconduct Penalty issued to a team staff member and a fine of fifty dollars (\$50) will be levied for each Misconduct Penalty issued to a player. Fines double with each additional offense within a 2 year period.
2. **Match Penalty** - A fine of one hundred dollars (\$100) will be levied for each Match penalty. Fines double with each additional offense within a 2 year period.
3. A fine of one hundred dollars (\$100) will be levied if any individual player or coach has accumulated five (5) of **the following** penalties in any combination in any single playing season:
 - a. Unsportsmanlike Conduct.
 - b. Major Penalty.
 - c. Misconduct Penalty
 - d. Match Penalty
4. The head coach shall be fined two hundred (\$200) when a team has accumulated five (5) of **the following** penalties in any combination in a single playing season:
 - a. Misconduct Penalty
 - b. Match Penalty

F. CORA Automatic Suspensions:

Automatic suspensions shall be served at the next scheduled game for the team (scheduled means referees were booked prior to any of the following occurring):

1. The head coach of a team shall serve an automatic one game suspension in the following cases :
 - a. When a team has accumulated ten (10) unsportsmanlike conduct or major penalties in any combination in a single playing season:

- b. When a team has accumulated three (3) misconduct and/or match penalties in any combination in a single playing season.
2. The head coach or acting head coach of a team shall serve an automatic one game suspension when a team has accumulated more than thirty (30) penalty minutes in any one league, exhibition or playoff game.

G. Procedure for the filing of a dispute regarding Disciplinary Policy:

1. Disputes, and all the evidence in support thereof, must be submitted in writing to the President of CORA, signed by the disputee, and presented within forty-eight (48) hours from the rendering of the decision which is being disputed. The dispute must be accompanied by a certified cheque or cash in the amount of two hundred dollars (\$200.00)
2. If the dispute is upheld, the two hundred dollars (\$200.00) will be refunded.
3. Members of the **Disciplinary Committee** will convene within one week to deal with the dispute.
4. Suspended players or coaches are ineligible to participate in league, tournament, exhibition or playoff games until the dispute has been dealt with by the Disciplinary Committee.

SECTION IX. PROTESTS

A. Procedure for Submission of Game Protests:

1. **Game Protests** will be dealt with by the **Grievance Committee**.
 - a. For regular season or exhibition play, **Game Protests**, and all the evidence in support thereof, must be submitted to the President of the CORA Association (or designate) in writing, signed by the coach and/or manager of the protesting team within forty-eight (48) hours from the conclusion of the game for which the protest is being made. The protest must be accompanied by a certified cheque or cash in the amount of two hundred and fifty dollars (\$250.00).
 - b. For **play-off games**, verbal notification of a team's intent to protest a game is required within two (2) hours of the completion of the game. Notification by telephone must be to one of the following: the President of CORA, the League Director of CORA, the Past President of CORA, the Vice President of CORA.
 - c. **Game Protests for playoffs** and all the evidence in support thereof, must be submitted to the President of CORA Association (or designate) in writing, signed by the coach and/or manager of the protesting team within eighteen (18) hours from the conclusion of the game for which the protest is being made. The protest must be accompanied by a certified cheque or cash in the amount of two hundred and fifty dollars (\$250.00).
2. A copy of the protest must also be delivered to the other team within the same time limit as above.
3. If the protest is upheld, the two hundred and fifty dollars (\$250.00) will be refunded.
4. A referee's decision cannot be protested. Only rule violations will be considered.

B. The Grievance Committee:

The Grievance Committee will consist of a minimum of five of the following:

1. The President of CORA or designate (acts as chairperson, votes only in the event of a tie.)
2. The League Director or Past President or Representative thereof.
3. Referee's Association liaison to CORA or Representative thereof.
4. Any two additional CORA elected Board Members.

SECTION X. TOURNAMENTS

A. Travel Authorization (for teams traveling to tournaments):

Travel authorization is not required for any out-of-zone competition.

B. Planning & Sanctioning of Tournaments:

All teams wishing to plan a tournament must advise the Ice Scheduler in advance to minimize any potential conflict with regular league play and /or playoffs. CORA teams organizing a tournament must obtain proper sanctioning from Ringette Alberta. **For our records, a copy of the application for sanctioning must be sent to the CORA Secretary.**

SECTION XI. REFEREE FEE STRUCTURE

- Payment to referees for exhibition games must be made by individual teams PRIOR to commencement of the game.
- Payment for scheduled League and Playoff games will be made by the CORA Treasurer to the Calgary Referee's Association and will be billed, along with estimated costs to year end, to individual teams by May 31 of each year.