

## 2010 Zone 5 Playdown Guidelines

**The Zone 5 Playdowns will consist of a double knockout draw beginning immediately after league play is completed. Team rankings for playdowns will be based on their league standings at the end of the second session. All Zone 5 teams are eligible for Zone playdowns. Teams wishing to withdraw from participation in Zone playdowns need to do so prior to Feb 1 or they will be fined.**

**All playdown games will follow ringette Canada rules with the following changes:**

1. Warm-up will be 3 minutes and the break at the half will be 2 minutes. To allow for overtime, the length of the games will be as follows:
  - Petite to Tween: two fifteen (15) minute stop time periods.
  - Junior and up: two twenty (20) minute stop time periods.
2. Playoff Game Tie
  - a) When a game is tied at the end of regulation play, a two-minute break will be taken, followed by a sudden victory five minute overtime period.
    - i) The teams will not change ends for the overtime period.
    - ii) Ring possession for the start of the overtime period will be determined by a coin toss.
  - b) If a tie still exists at the end of the overtime period, a shootout will decide the game winner.
    - i) Coaches will submit a list of 3 shooters to the referees during the 2-minute break after the overtime period.
    - ii) Using the list, shooters will alternate, beginning with the designated home team.
    - iii) The team that scores the greatest number of goals will be declared the winner.
  - c) If a tie still exists after the initial shoot-out, a single shoot-out alternating round format follows:
    - i) The coach cannot use any of the original 3 players until all other players have been used once.
    - ii) Designated goalies and injured players are exempt.
    - iii) The first team that scores in a round when the other does not will be declared the winner.
3. The referees will be allocated by the association supplying the ice for that particular game, or by NARRA, for the higher level games.
4. Shot Clocks are not in all arenas. If you are playing in an arena that doesn't have a shot clock, you can bring portables or play without. Every effort to play with shot clocks should be made. Again, communication between associations is recommended.
5. GAME REPORT – **All games** must be reported within 2 hours of completion, stats must also be e-mailed to the Zone 5 Statistician [statistician@zone5ringette.com](mailto:statistician@zone5ringette.com) . It is strongly recommended that both teams send in the results.
6. All game protests will be heard by the Zone 5 discipline committee as per the Black Gold League Operations Manual **except that the protest must be filed within 1 hour of the completion of the game** to the vice-resident and playoff scheduler via e-mail.

Vice-President [vicepresident@zone5ringette.com](mailto:vicepresident@zone5ringette.com)  
Playoff schedulers [realestateinvestment@shaw.ca](mailto:realestateinvestment@shaw.ca) or [bbspence@albertacom.com](mailto:bbspence@albertacom.com)