



**JANUARY 24-26, 2025**

## **Tournament Rules**

1. The Kingston Ringette Tournament is sanctioned by Ringette Ontario, and all Ringette Ontario Sanctioned Tournament Rules and Ringette Canada Official Rules will be enforced unless otherwise specified.
2. All coaches must have signed the electronic game sheet and verified their roster 30 mins prior to the game.
3. Except for the first game of the day, teams must be ready to go on the ice FIFTEEN MINUTES PRIOR TO THE SCHEDULED GAME TIME for all games. Failure to be on the ice within 5 minutes of notification to begin the game may result in forfeiture of the game.
4. The Home team shall have the choice of sweater color in case of a conflict; sweater changes may be mandated at the discretion of the game officials. (Please be aware that many Quebec teams do not have a second set of jerseys, so if a conflict occurs with them we may ask that the other team change jerseys.)
5. Two minutes will be allowed for on-ice warm-up for all games. In Ontario, players are permitted on the ice before the referees. The warm-up will start as soon as the Zamboni leaves the ice, and it is each team's responsibility to have their players lined up and ready to take the ice. Team cheers must take place within this period. The timekeeper will buzz with 30 seconds left in the warmup, and teams who wish to do a cheer must proceed to their benches and complete their cheers at this time. Non-observance of this rule will result in a delay of game penalty. It is very important that we all do our part to keep the games on schedule.
6. In the event of injury to a goalie, that player is allowed up to 5 minutes to recuperate from the injury or to leave the ice. If the injured goalkeeper is replaced, that player may not return to the ice until the play has resumed.
  - a. If an alternate goalkeeper is already dressed, that player must immediately replace the injured goalkeeper – no warmup is allowed. If no alternate goalkeeper is already dressed, an additional 5 minutes is allowed to dress and warm up a replacement goalkeeper.
  - b. If the goalie receives a major or misconduct penalty, a maximum of 5 minutes will be allowed to replace the goalie with an eligible teammate.
7. No unsportsmanlike behaviour will be tolerated, either from the spectators or the coaches. In the event that there is such conduct, the officials will ask the offending person to leave the building. If, after three (3) minutes the person has not left, a penalty will be assigned to the team associated with the person who is at fault. If the person refuses to leave, the team whose supporters are displaying unacceptable unsportsmanlike conduct may forfeit the game.
8. In the event that the goal spread reaches 7 or greater, the clock will be set to running time *during the second period only*. The clock will revert to stop time if the goal spread is reduced to six or less. If a penalty is called during running time, the clock stops so that the penalty may be entered, but it restarts in running mode when play commences. The clock will also stop for injuries or if a time-out is called, restarting when play commences. If the goal spread is 7 or greater, additional goals will be recorded on the scoresheet but not posted on the scoreboard.

9. Games tied at the end of regulation play will be handled as follows:
  - a. Regular Round Robin Play – the game will remain tied, with each team receiving one point.
  - b. Final Games & any Semi-Final games - sudden victory overtime. A coin toss will decide which team starts with the ring. The game will proceed to sudden victory overtime (successive 15 minute periods, with the first goal winning the game).
10. At the discretion of the tournament convenor, if there are significant delays in the schedule, flooding of the ice between games may be skipped. It should be noted that we have not had to resort to this option at any KRA Tournament in the (long) memory of the current convenor, and we would see this as a last resort.
11. Medals will be presented off-ice.
12. Bench staff members are required to walk around the ice surface, outside the boards, to get to their team benches.
13. Off-ice officials (timekeepers, scorekeepers and shot-clockers) will be provided by the Kingston Ringette Association; teams will not be called upon to find volunteers for these roles.
14. Bench staff members are requested to don helmets before going on the ice surface for any reason, including attending to injured players.
15. Bench staff members are not permitted on the ice to shake hands with the opponents at the end of a game. Players are encouraged to skate by the opposing bench to shake hands with that bench staff after shaking hands with the opposing players.
16. Very occasionally, time-limited ice allotments may require that games be played to Zamboni time rather than to full completion. Every effort will be made to remind bench staff of this possibility before each such game. If such a possibility is foreseen in advance, the Tournament Convenor will make best efforts, through modest adjustments in the ongoing schedule, to use 'slush' ice to allow games to be played to completion. In the event that this is not possible and a game ends because of 'Zamboni time,' the score at that stage will stand and *the decision is not protestable, regardless of the outcome*.
17. All A' 'B' and 'C' level divisions will be playing with a shot clock. There will be no shot clocks at the FUN3 (U10/U9) or FUN2 (U8) levels.
18. Air horns or mechanically-assisted horns are not permitted at any of the facilities. Music is only allowed in the change rooms, not in the gangways or main concourse. We ask that personal speakers not be used in the stands at any time.
19. Teams may NOT warm up in the public areas of the arenas (the spectator areas and any part of the central gangways of the Invista Arena; the lobbies of the Cataraqui complex; and similar public areas in any other arenas that we may be using. Team warmups *are* permitted in advance of a game in the space immediately adjacent to the ice surface about to be used.
20. **Rules Specific to the FUN 3 Level of Play**
  - a. Basic ringette rules will be observed. When a penalty is assessed, possession of the ring will be awarded to the non-penalized team in the normal fashion.
  - b. A scorekeeper and timekeeper will be assigned to each game.

## 21. Rules Specific to the Fun 2 Level of Play

- a. One coach per FUN2 team is to be on the ice during play for instructional purposes.
- b. The two-minute buzzer will be used all season to introduce line changes. A line change will see five new players on the ice.
- c. Basic ringette rules will be observed. When a penalty is assessed, possession of the ring will be awarded to the non-penalized team in the normal fashion; however, no penalty time will be served.
- d. No score will be posted for FUN 2 teams.