

Zone 2 AS-U10, Step 1 & 2 Game Structure Guidelines for 2020/21

The focus throughout Children's Ringette is to be on fun and maximum participation. By scaling the game down through small-area games it is hoped to improve competition and provide quality sport experiences for participants at all stages.

The program places priority on fundamental movement skills:

- Locomotion on ice:
 - forwards and backwards skating skills
 - Starting, stopping, falling, pivoting, turning, stumble recovery, jumping, etc...
 - Object control and manipulation:
 - ring control, passing, shooting, stopping
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1) Equipment:

- **Goal Nets:** The use of reduced-size nets is preferred and shall be used whenever possible. In addition, however nets shall match. (i.e. do not use one small net and one large net.)
- **Dividers:** the use of dividers is encouraged if available. Dividers should be used to separate the ice surface into 2 half- ice (U10 Step 1 or 2) or cross-ice (active start) surfaces. If dividers are not available pylons may be used, however on-ice coaches or officials will need to blow-down plays when the ring strays out of bounds.
- **Goalie equipment:** Stick, pads and glove are child's choice. See considerations pg 4.

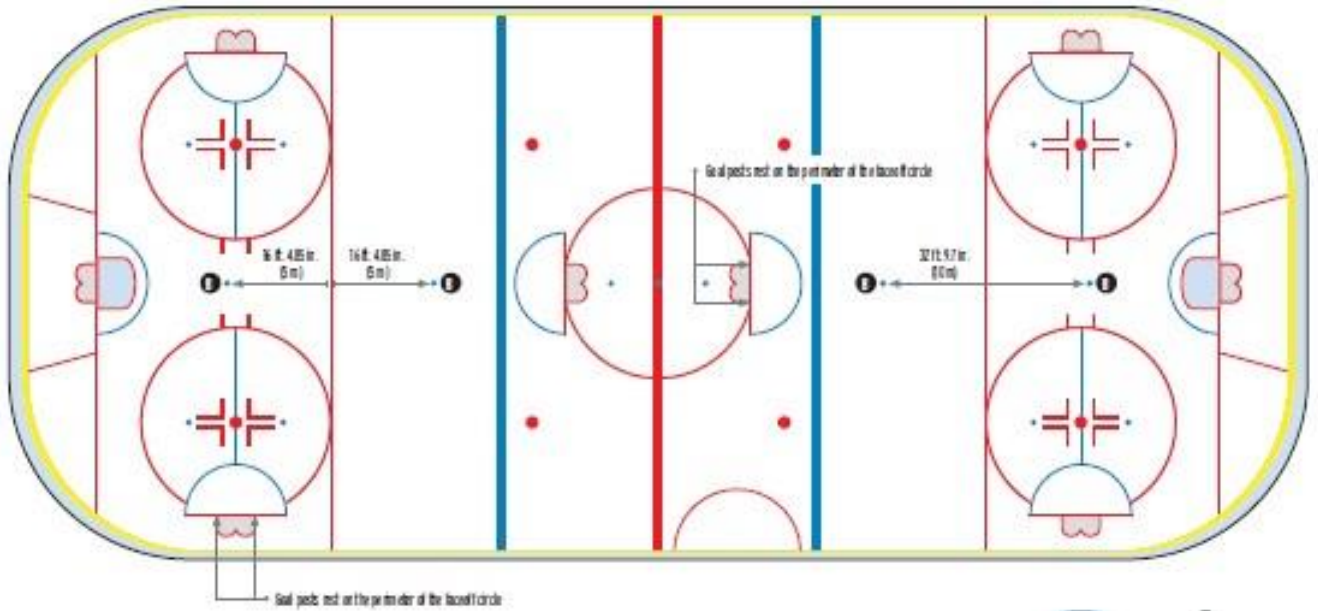
2) Scorekeeping

- Scores and standings are not to be kept or displayed in arena.
 - The score will be tracked by a minor official (parent volunteer), but there is no recording of individual goals and assists.
 - The score is used by the league organizers only to set up future games and make sure teams are evenly matched

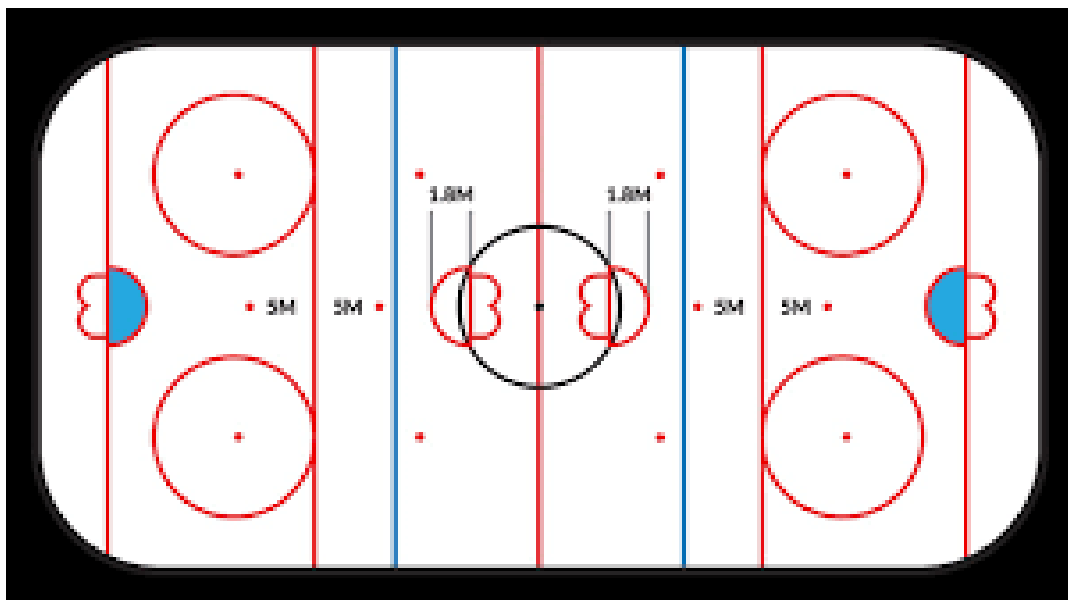
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3) Ice Markings:

Cross and Half Ice Markings



Two Ice Division and Revised Markings



Ice Surface #1

Ice Surface #2

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Ice Markings (Continued):

- Creases are to be painted on and should be approximately 1.8 meters in radius and approximately 1.5 meters away from the center line (half-ice games) or boards (cross-ice games).
- For U10 Step 1 and 2 half ice games use the 1 line game format, meaning both teams use only one passing line with the ringette line being used as the passing line. For Active Start cross ice format there is no passing requirements.
- Free pass dots painted on either side of the ringette line/free play line to allow for free passes after goals are scored or loss of ring infractions are committed. *Note: when an infraction results in a goalie ring then the goalie will start the play.*
- It is not recommended to have both cross ice markings **AND** half ice markings. Simplify the rink painting for our local arenas and use one set of markings for half-ice

Game Format:

4) Timing (assuming one-hour ice slot) :

- 5 minute warmup
 - 2 halves (24 minutes each)
 - 3 minute intermission – at which time teams will complete their cheers
 - 2 minutes at the end of the game to proceed through the “fist bump” lineup
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- During the 5 min warm-up all required set-up shall should be completed by on- ice coaches. This includes: dividers, net positioning and any line painting that is not a permanent part of the ice surface. *Note: During set up coaches shall have helmet, skates and gloves on (personal protection equipment). Parents may help with getting the dividers to the ice surface but NO parents shall be allowed on the ice.*
 - Shift duration will be 90 seconds with a buzzer sounding at each 90 second interval resulting in 16 shifts in each of the 1st and 2nd halves of the game. The game clock is run time (i.e. does not stop).
 - Ring will remain live during shift change, when the buzzer sounds players completing their shift shall leave the ring where it lies and return to their bench. **New players are not allowed on the ice until the players on the ice touch the bench boards.** New players step onto the ice and race to the ring to get possession and resume play automatically. .
 - Should the buzzer sound:
 - While the ring is either in the goalie crease or a goalie ring, then the game will resume once all 6 new players have entered the zone and the referee blows the whistle.
 - Following a goal or infraction the ring will be placed on the free pass dot of the team awarded possession and a free pass will commence once all 6 new players are in their respective zones and the referee has blown the whistle to resume play.

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Game Format (continued):

- Free pass set-up requires defending athlete to remain on the defensive side of the ringette line until the ring has been passed. Once the athlete passes the ring athletes may freely move throughout the ice surface to attempt to regain possession.

Rule Infractions & Penalties:

The following infractions will be blown down by referees and verbally explained to athletes:

- 1) Carrying the ring over the ringette line (only applicable in U10 Step 1 and 2).
 - 2) Crease violations.
 - 3) Ring leaving the playing surface.
 - 4) Stick relating penalties such as tripping,
 - 5) Dangerous play as determined by the referee.
- At the referees whistle the referee will explain to the athlete who committed the offence why the whistle was blown and then award the ring to the non-offending team at the free pass dot or as a goalie ring; whichever is closest to resume play most efficiently.
 - Formal penalties should not be awarded. However, if a player has had repeated warnings and if the behavior is putting player safety at risk play will be stopped and player will sit out a shift (or more).

Goalie considerations: For Active Start goalie changes with every shift. For U10 Step1 and 2 teams are free to change goalies during a game IF they are not wearing goalie equipment and are simply passing a goalie stick to the new goaltender. If however goalies are wearing full pads goalie changes are only permitted if they can be completed within the 3 minute intermission without delaying the start of the second half.

Race to ring considerations: In an attempt to create equal opportunity to regain possession at the time of a buzzer signaling shift change, teams will switch ends of the bench at the beginning of the second period.