



# **RULES CLINIC FOR A/AA COACHES 2017-2019**

**Instructor:**

# WHY THE CLINIC?

- Ringette is a complicated game with many technical aspects
- Rules and concepts are often misinterpreted
- Increased enjoyment of the game by ensuring all have similar understanding and interpretation of the rules
- Develop a positive relationship between Coaches and Officiating program
- Technical requirement of Ontario Ringette's Coaching Program during rule change years



# RULE CHANGES

**MCHUMOR.com** by T. McCracken



"I just love this new rule allowing  
you tie up obnoxious coaches."

©T. McCracken mchumor.com

# HOUSEKEEPING CHANGES



- All “changes” listed in the casebook have been highlighted in red
- However, many of the red points are just editing and “housekeeping” changes to either clarify existing rules or to further explain things officials are already doing
- We are just going to highlight the major changes and clarifications



# ACTIVELY CHECKING CLARIFICATION

- Actively Checking is when a player, who is not in control of the ring :
  - attempts to stick check an opponent who has control of the ring or is in a position to control the ring.
  - legally uses the body to maintain position on the ring carrier after an attempt to play the ring.



# JOINT CONTROL CLARIFICATION

- 1.4 NOTE: *Joint control is considered control for the purpose of stoppages due to delayed violations and penalties .*



## PENALTY BENCHES

- There shall be two gates to the penalty bench, constructed to open away from the ice surface. Adequate arrangements shall be made to physically separate members of the opposing teams. The teams should use the penalty bench closest to their players bench .



# BLUE LINE UNINTENTIONAL CONTACT

- **8.4.a If the last player to contact or control the ring when it is entirely on one side of a blue line:**
  - 8.4.a (1) controls the ring when it is entirely on the other side of that blue line before the ring is contacted or controlled by another player, play is stopped immediately.
  - 8.4.a (2) **contacts the ring when it is entirely on the other side of the blue line, no player from that team may contact or control the ring:**
    - 8.4.a (2) (a) **within five (5) seconds, or**
    - 8.4.a (2) (b) **prior to the ring completely leaving that zone.**





# REMOVAL OF REVERSE TWO BLUE LINE PASS

- 8.5 Two Blue Line Pass. The ring may not be passed to a teammate directly from the **defending** zone to the **attacking** zone.



## DELAY OF GAME PENALTY

- 8.6.g While the ring is in an end zone, if the team not in possession of the ring has more than the maximum number of skaters permitted in that restricted area:
  - 8.6.g (1) if any skater of that team becomes involved in the play in the restricted area while there are too many skaters in that area, the excess **skaters are** assessed a Delay of Game penalty.



## DELAY OF GAME PENALTY

- 14.5.d the ring is in an end zone and the team not in control of the ring has more than the maximum number of skaters permitted in that restricted area and any skater of that team becomes involved in the play the excess **skaters are** assessed a Delay of Game penalty.



# A PLAYER CAN BE BOTH ON THE BENCH AND OFF THE BENCH AT THE SAME TIME

- **14.5.t** NOTE: *A player is considered to be in the bench if either of their skates is physically off the ice and in the bench area .*



## INTERFERENCE

- 14.11.g a player pushes an opponent into a prohibited area to cause a violation.
- 14.11.g NOTE: *Body contact may be called depending on the severity of the push (see Rule 14.2 Case 7).*



## SLASHING

- 14.12.a makes forceful stick contact with any part of the body or the non-playing end of the stick of an opponent.



# PENALTY SHOT AWARD

- 19.4 A Penalty Shot is awarded, during the last two minutes of regulation time or at any time during overtime:
  - 19.4.b if the ring is in an end zone and a skater, in excess of the maximum number permitted in that defending zone restricted area deliberately remains in that area when it is obvious that there are too many skaters and becomes involved in the play while there are too many skaters in that area.



# “FRIENDLY REMINDERS”





# SHOT CLOCK CLARIFICATION



- The on ice official notices one shot clock is displaying 24 seconds remaining while the other is showing 21 seconds:
  - a. While play is going on – *the official shall allow play to continue and allow the opportunity for a reset during the normal course of play. Should one of the clocks reach zero while they are out of sync, play shall be stopped and the ring will be returned to the team last in control.*
  - b. During a stoppage in play – *the on ice official shall signal for a reset before starting play.*



# MOVE IT OR LOSE IT VIDEOS

- [Turnover Behind Net.mp4](#)
- [Turnover Along Boards at Centre.mp4](#)
- [Turnover at Centre Ice.mp4](#)
- [Turnover on Breakout.mp4](#)
- [Turnover in Front of Net.mp4](#)
- [2nd Stick Turnover.mp4](#)
  
- This however is a penalty – *players are NOT actively checking:*
- [Boarding Penalty.mp4](#)



# MAJOR PENALTIES

- A Major penalty is committed if a player commits a **boarding, body contact, charging, cross checking or elbowing** infraction that includes initial contact to the head or contact from behind. Should the on-ice official deem this contact was as a result of any intent to injure a Match Penalty shall be assessed.

*\*\*Minor penalties that are committed in an aggressive manor can also be 4 minutes\*\**



# AREAS OF EMPHASIS

## REMINDERS

- Need to consider **intent & safety**, not solely advantage when assessing penalties for:
  - Cross-Checking
  - Slashing
- **WHY?**
  - Game has evolved over the years and we have begun to allow intentional infractions to occur as not deemed to be a significant enough advantage



# AREAS OF EMPHASIS

## REMINDERS

- **WHAT** are we looking for?
  - **Cross-Checking**
    1. If player makes contact with a cross check by pushing their stick outwards and onto an opponent, this must be called
    2. If a player keeps stick close to body and does not push, only guides an opponent, this is NOT a cross-check



# AREAS OF EMPHASIS

## REMINDERS

- **Slashing**
  1. If player checks opponent and contacts an exposed area (upper arm or midsection) this must be called
  2. If player checks an opponent and contacts stick followed by the glove followed by the stick, etc. then this should result in a verbal warning
  3. If player takes a one-handed swing at an opponent who is going by them to try and slow them down – and makes contact with the body... this **MUST** be called



# AREAS OF EMPHASIS

## REMINDERS

- Deliberately pushing an opponent into the crease to get a stoppage in play.
  - If the official deems this to be deliberate, a penalty should be called
  - Depending on the degree of contact either a Body Contact or Interference penalty may be assessed

Note: It is not okay to ignore the violation



# REVIEW OF RULES AND RULE APPLICATION





# SIGNALS – DO YOU KNOW THE DIFFERENCE?

- Delayed Violation
- Delayed Violation with 5-Second Count
- 5-Second Count
- Delayed Penalty
- 2 Blue Line Pass
- Reset Signal
- Hand on Lower Third



# WHAT IS CONTROL?

○ A player is deemed to be in control of the ring when he/she **INTENTIONALLY** commits an action, such as:

- Shooting the ring
- Placing stick in the ring
- Carrying the ring
- Intentionally propelling the ring
- Kicking the ring
- Batting the ring (hand)



# WHEN IS A GOALKEEPER IN CONTROL OF THE RING?

- Within the goal crease, goalie prevents the ring from entering the net and the ring comes to rest inside or contacting the goal crease
- While not preventing the ring from entering the net, goalie propels the ring with the stick, or bats or kicks the ring
- The ring comes to rest inside or contacting the goal crease



# BLUE LINE VIOLATION

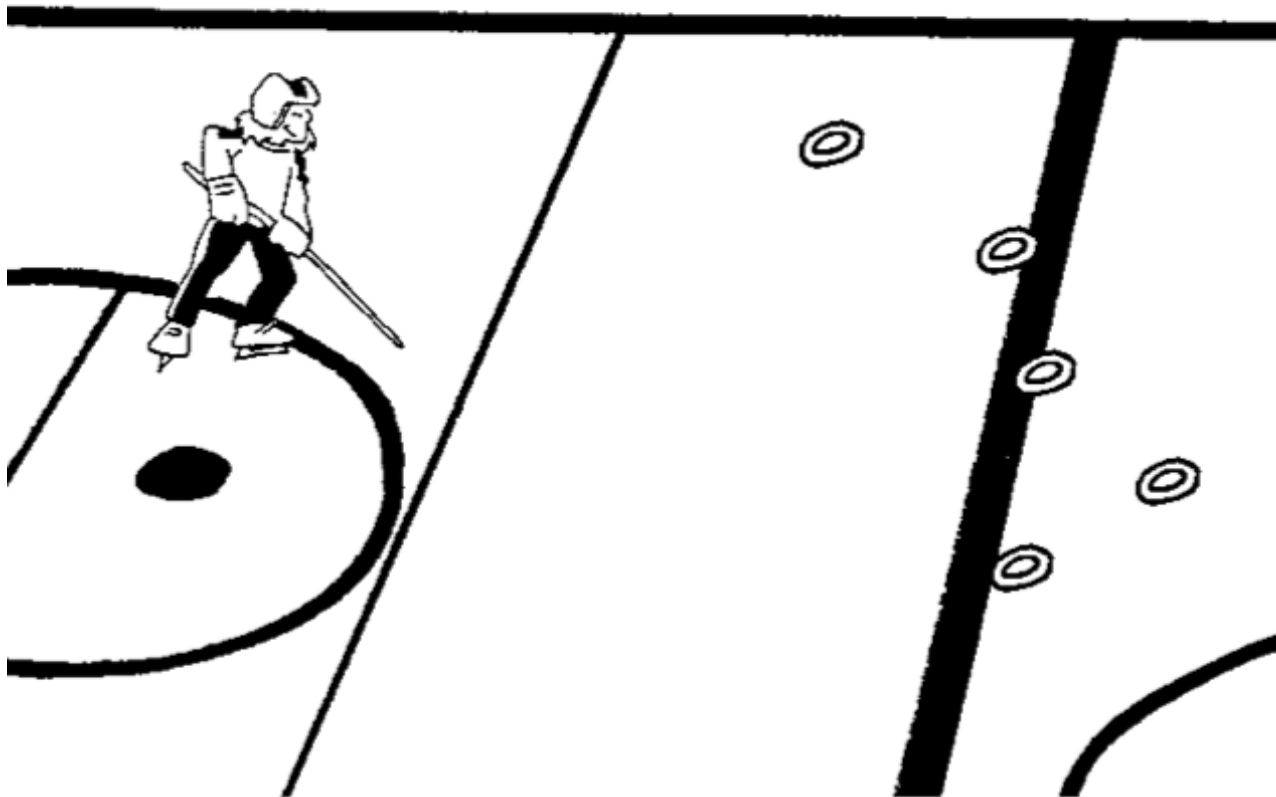
## Key Points:

- The blue line is considered neutral
- A ring resting or touching ANY part of the blue line is **NOT** considered “over”
- Blue line violations are only blown down when the offending team **CONTROLS** the ring
- A delayed 5-second count is used when a ring is *touched* both sides, but not *controlled*



# BLUE LINE VIOLATION EXAMPLES

- Ring passed by skater shown:



## 2 BLUE LINE VIOLATION

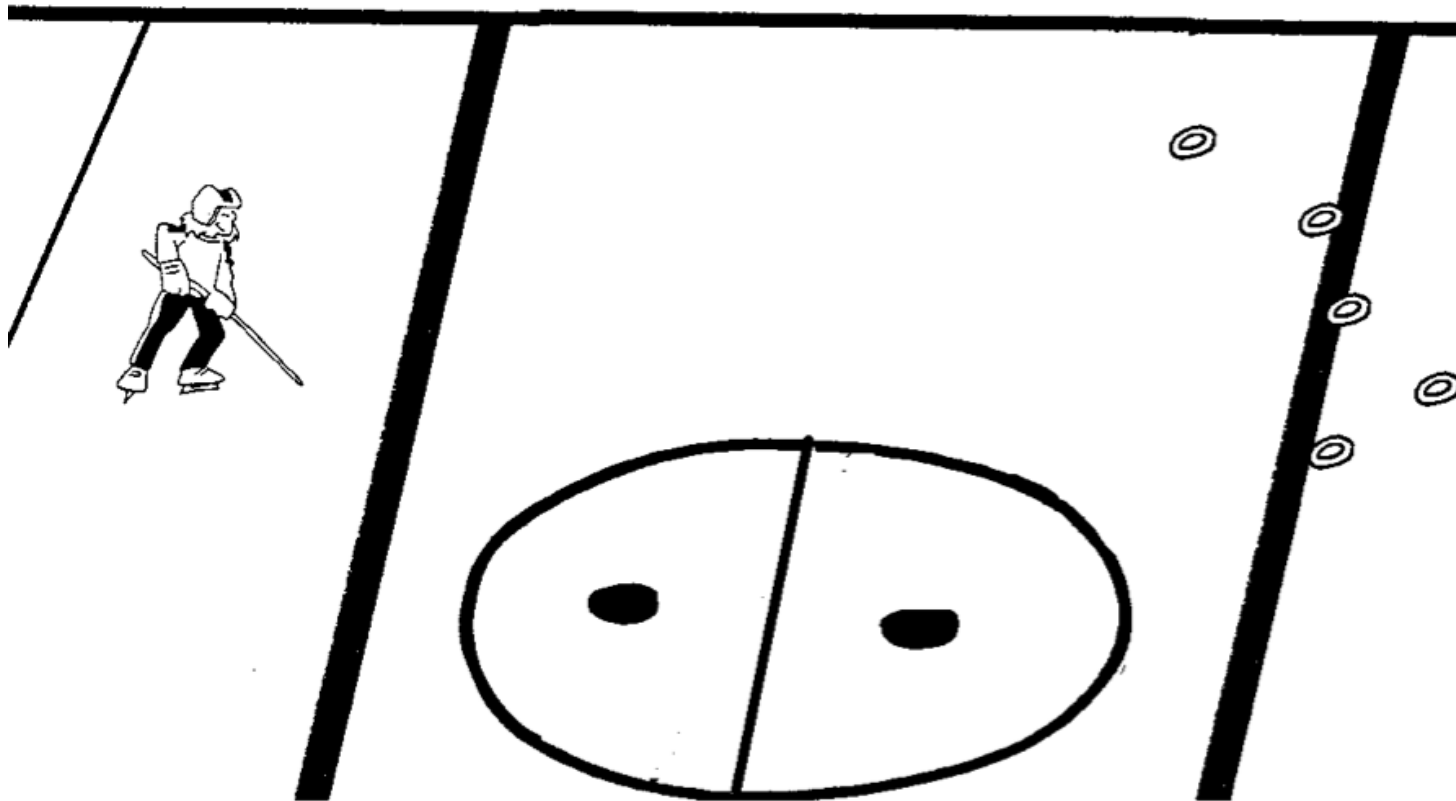
### Key Points:

- Ring must **completely** cross both blue lines
- An early stick check on a two blue line pass *does not* result in a penalty
- Delayed 5-second violations are counted out in full
- Violations are blown down on **control**
- The opposing team must play the ring within a reasonable amount of time

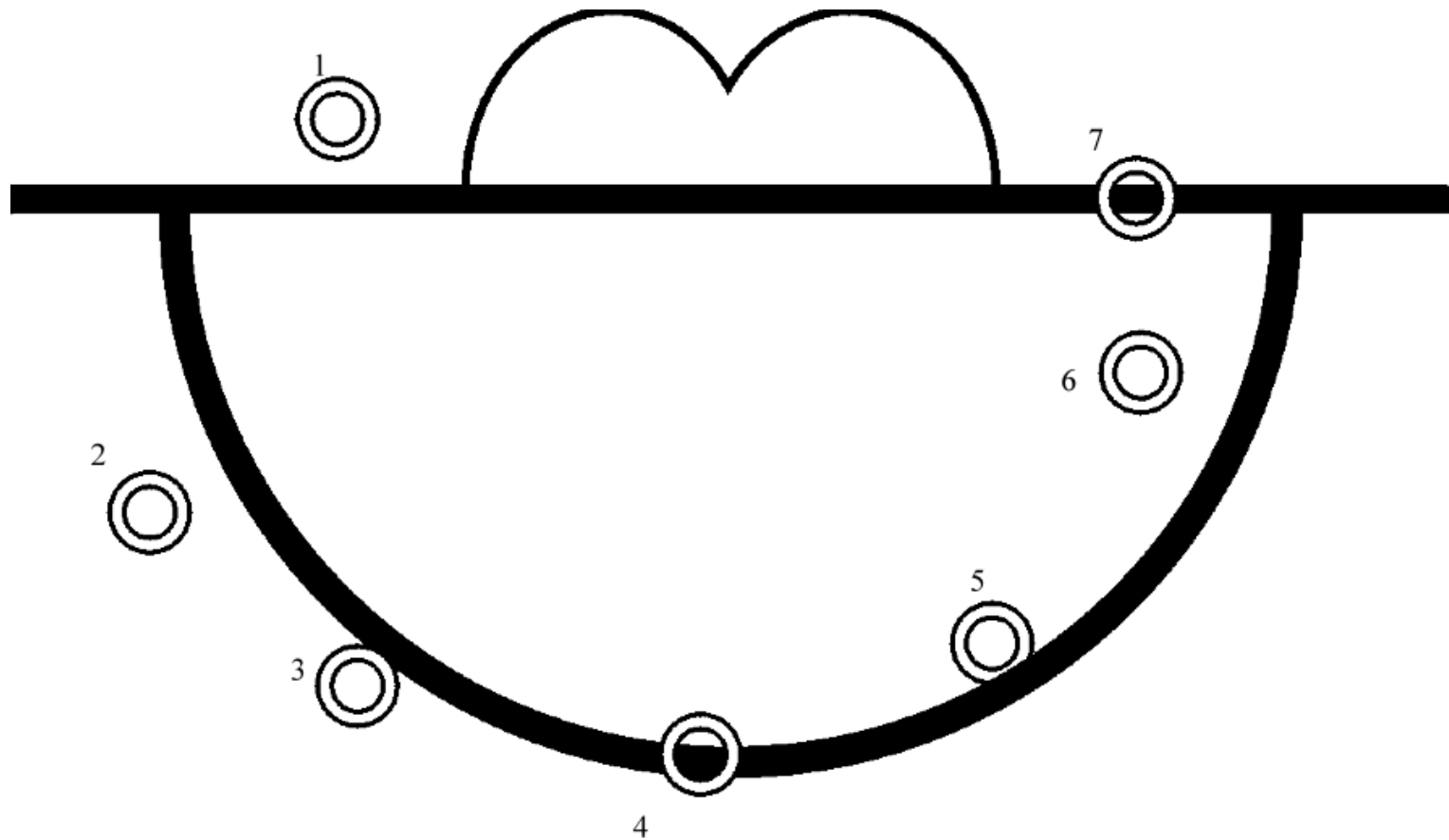


# 2 BLUE LINE VIOLATION EXAMPLES

- Ring passed by skater shown:



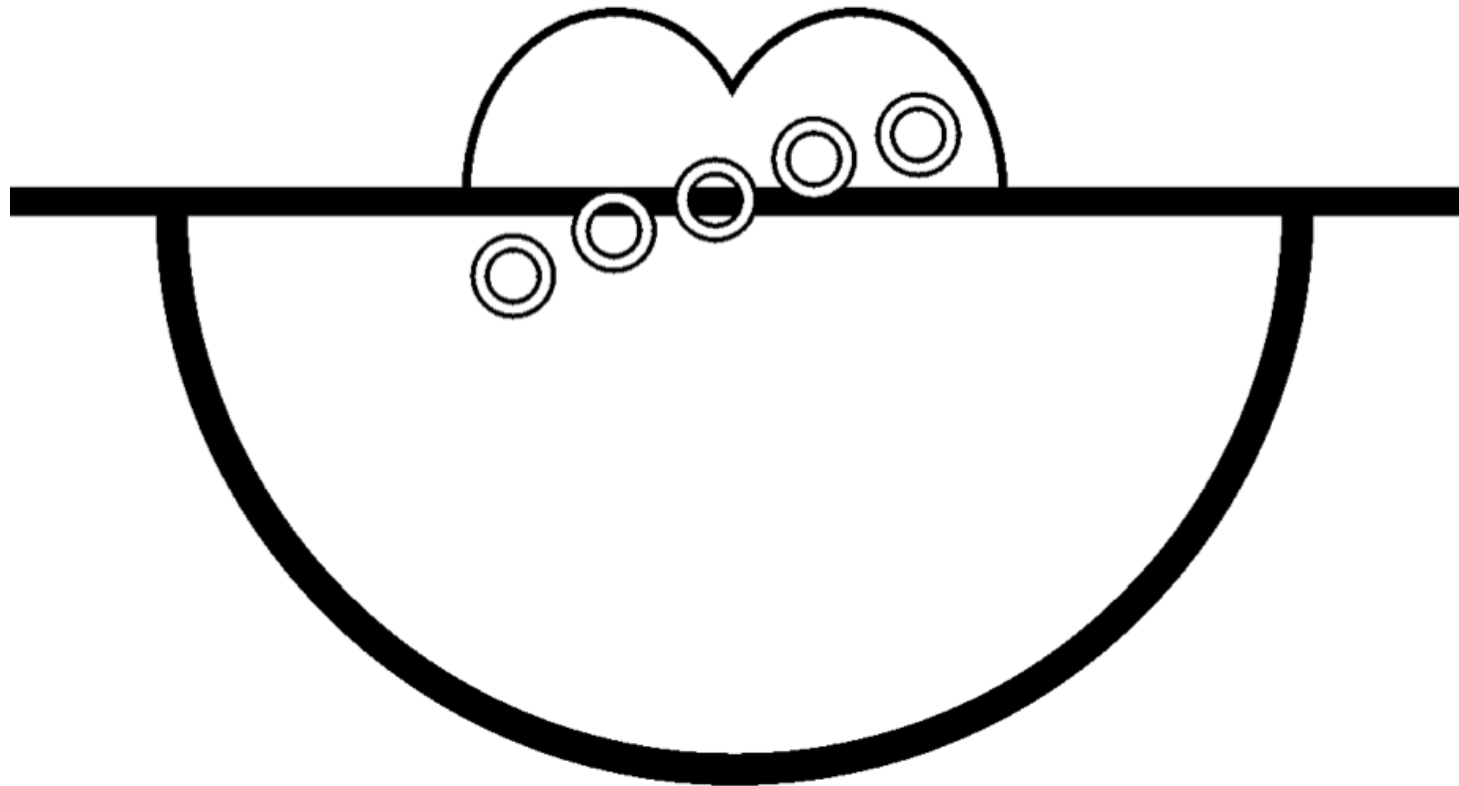
# MORE LINES? THE GOAL CREASE





# GOAL SCORING

- A goal is scored when the **ENTIRE** ring legally crosses the goal line between the goal posts and below the cross bar.



# THE ACTING GOALKEEPER (AGK)

- **Key Points:**
- The **first** player to enter the crease is the AGK
- Once that player completely leaves the crease, another player may replace them
- A player who puts the ring into the crease may not then enter the crease as the AGK
- The AGK may not pass the ring beyond the blue line
- Once the AGK puts the ring back into play outside the crease, she cannot contact the ring until it has been contacted by another player



# ANY THREE IN - FREE PLAY LINE

- 3 skaters permitted in the restricted area during play
- During goalkeeper substitution, 4 skaters permitted
- If a team is serving 2 or more penalties, at least one skater must remain outside the FPL **when play is in their defending zone.**
- A legal exchange at the FPL occurs when both skates of the exiting player touch the FPL before the entering player enters the restricted area



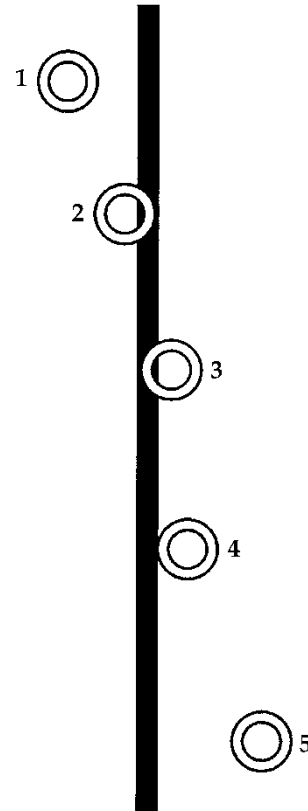
# FREE PLAY LINE AND GOALKEEPER SUBSTITUTION

- An extra player cannot cross the free play line until both feet of the goalkeeper are off the ice
- The bench door must stay CLOSED when the goalie is pulled



# FREE PLAY LINE

Players restricted from the restricted area can touch the ring on the FPL as long as they don't touch any part of the space inside the restricted area.



# SCREENING THE GOALKEEPER

- Following the ring with their back to the Goalkeeper
  - LEGAL
    - Screening player facing away from goalkeeper stationary or moving with ring.
    - Screen player does not look back at goalkeeper
  - ILLEGAL
    - Screening player facing away from goalkeeper, looks back to goalkeeper and adjusts own position.



# SCREENING THE GOALKEEPER

## ○ Facing the Goalkeeper

- LEGAL

- Screening player faces the goaltender and remains stationary

- ILLEGAL

- Screening player faces goaltender and moves with goalkeeper



# SHOT CLOCK REMINDERS

- Shot clock is only reset on the first delayed penalty
- We cannot correct shot clock errors – even if we know how much time should be left
- Even if the shot clocks are only off by one second, they are still considered out of sync and must be reset if they go off in error





# PHILOSOPHY

- Ringette officiating has adopted the following basic philosophy:
  - **To penalize a player who, by reason of an illegal act, has placed an opponent at a disadvantage.**



# APPLYING THE PHILOSOPHY – NOT ALWAYS SO EASY!

- **To apply the philosophy, one must:**
  - Have a thorough understanding of the game
  - Have “sport intelligence”
  - Have mature judgment

\*\*Development of these three points takes years to accomplish\*\*
- **Therefore, we can assume:**
  - That all involved have various levels of proficiency in each area
  - Each individual will see an act in a unique way
  - That during “close calls,” not everyone will be satisfied with the outcome



# CAN PHILOSOPHY BE APPLIED TO ALL SITUATIONS?

- **NO!!!!**
- Infractions are divided into two major categories:
  - MUST call
  - MAY call
- “Must call” infractions involve actions which:
  - Are blatant and/or have potential for injury
  - Deny a scoring opportunity
  - Challenge the authority of the official



# “MAY CALL” INFRACTIONS

- “May call” infractions differ by degree and game factors, such as:
  - Score
  - Time remaining
  - Importance of game
  - Current penalty situation
  - Consistency with previous calls
  - Game tone
- When philosophy is involved, the “right” call is judgment-based and can really differ from person to person



# DO YOU AGREE THAT RINGETTE NEEDS THIS PHILOSOPHY?

- Before you answer, remember that the rules are written in black and white...
- Let's discuss

*Please remember that everyone's opinion of a "good" game is different.*



# CALLING PENALTIES

- **Things to consider:**
- Does every play look the same from every angle?
- Who has the best view in the arena?
- In close quarters, who has the best view?
- Are the players the best judge of what just happened?
- Is the official always in the best spot?



# COMPLICATIONS FOR OFFICIALS

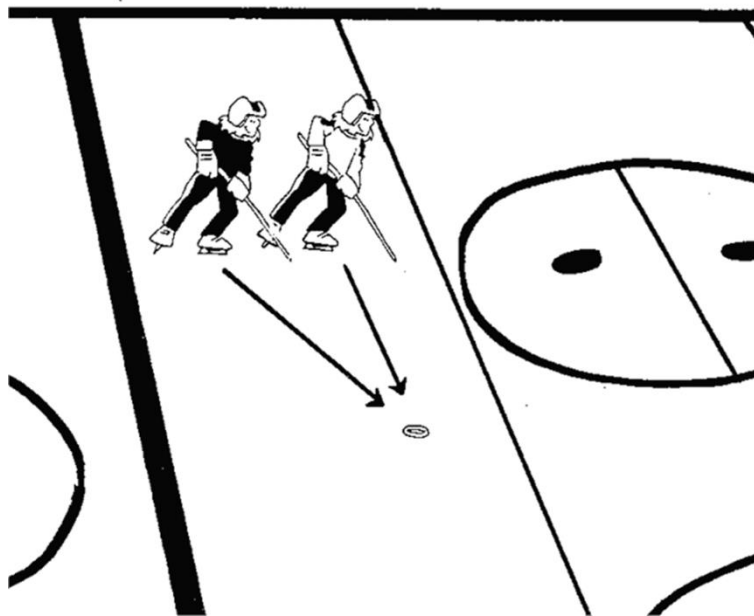
- **We must stay close to the play:**
  - Most often, close quarters are required to judge an act fairly
  - Skating and remaining clear of the play interferes with the view
  - Many events happen simultaneously
- **We must see the entire act:**
  - Cannot call what you *think* happened
  - Cannot call what you *didn't see*
  - Must see what led up to the act, the act itself, and the result of the act



# BODY CONTACT

- **BODY CONTACT PRINCIPLES:**

1. Every player has a responsibility to avoid body contact.
2. Every player is entitled to occupy any vacant space on the ice.





## NOW YOU'RE THE REF

- Can you make the body contact call?
- [Body Contact.mp4](#)



# A/AA ADVANCED PHILOSOPHY

- At the A/AA level, rule application is applied in relation to the EFFECT a penalty has on the opponent.
- Our rules are a framework to maintain the continuity of the sport.





## SUPERVISOR'S EVALUATION FORM



Murray

Last Name

Amy

First Name

5782

Registration No.

4A

Rank (Level/Category)

Central

Region

Ontario

Province/Territory

Game:	Difficult	<input type="checkbox"/>	Average	<input type="checkbox"/>	Easy	<input checked="" type="checkbox"/>	Division:	U10	<input type="checkbox"/>	U12	<input type="checkbox"/>	U14	<input type="checkbox"/>	Level:	C	<input type="checkbox"/>	B	<input type="checkbox"/>
Type:	Hdgy	<input type="checkbox"/>	Comp.	<input type="checkbox"/>	Tourn.	<input checked="" type="checkbox"/>	U16	<input type="checkbox"/>	U19	<input type="checkbox"/>	18+	<input checked="" type="checkbox"/>	A	<input type="checkbox"/>	AA	<input checked="" type="checkbox"/>		
	Regular	<input checked="" type="checkbox"/>	Semi	<input type="checkbox"/>	Final	<input type="checkbox"/>												

Gloucester Devils

Visiting Team

vs

Montreal Mission

Home Team

2014 CRC

Place

09/01/14

Date (M/Y)

Bancroft Duhamel

Partners

CHARACTERISTIC	NEEDS IMPROVEMENT	SATISFACTORY			EXCELLENT		COMMENT
Aggression/Drive, physical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Penalties/Offsides	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Mechanics	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
(free pass, penalties, goals)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Teamwork (in progress & play)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Signals	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
violations	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
penalties	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Attitude	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Sliding Ability	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Positioning (during play)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	123
Rule Application - judgement	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
consistency	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Composure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Game Control	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	4

COMMENTS: (Note: Any "2" in "Needs Improvement" column requires comment.)

1. when leaving net as back you can start feet moving so the quicker to follow up
  - 2 as lead sometimes hesitating to leave - waiting for result - get moving - can always slide back in
  - 3 read play to know when you can be closer as back official - checkers vs no checkers
  - 4 excellent communication with players that allows them to know line
- Great Work!

RECOMMEND RANK (Level/Category)

A. Murray

Official's Signature

Evaluator's Registration No.

Alex Todd

Evaluator's Signature

Wine - Official

Pink - Co-ordinator/Supervisor

Yellow - Provincial/Territorial Office

Green - Local Association

# WHY DO WE MAKE MISTAKES?

- Angles
- Bad shot clock operator
- “Bad game” – you have it too
- Confidence
- Spacing
- 5<sup>th</sup> game of day? 15<sup>th</sup> of tournament?
- I don’t even know!?
- The amount you complain...think about it!

*“I’m really struggling tonight and I don’t know what’s wrong with me.” – Kerry Fraser to Al Arbour (NY Islanders Coach)*



# ADVANTAGE PHILOSOPHY

- The best officials can work within the playing rules framework to apply the ADVANTAGE PHILOSOPHY.
- At the A/AA level, officials are meant to MANAGE the game. Examples include:
  - Verbal direction
  - Consistency
  - “Message calls”
  - Early calls to set limits
  - Clear communication



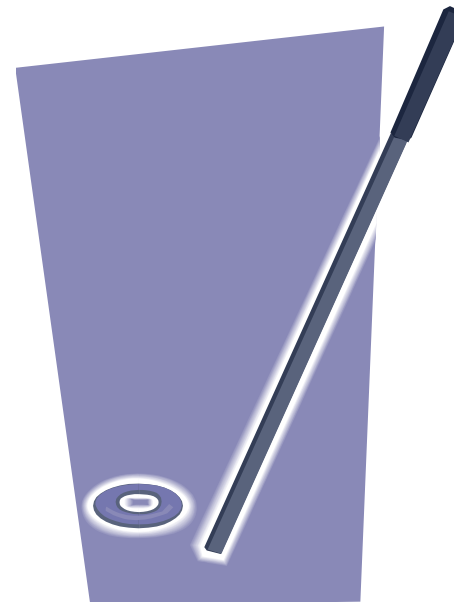
# CALLING TODAY'S GAME: IT'S FRIGGIN' HARD!

- Things we think about during the game:
  - Positioning – we play man2man defense too!
  - Score of the game
  - Time left in game
  - Am I going to put a team down 2 for that?
  - YOU determine what I call
  - “Close calls” – ours to call – yours to avoid



# STICK PENALTIES

- Hooking, tripping, holding, and slashing are all lazy penalties
- Move your feet!
- Was an advantage taken away?



# INTERFERENCE

- *It's the penalty individuals want called when they think something went wrong, but don't really know what...*
- Screens:
  - Time and space
  - Legal playing position
  - Screen does not move
- Did it effect play?
- Was there a change in direction?
- Pushing defenders away – not allowed!





# TRAINING OF OFFICIALS

## *LEVEL OF OFFICIAL MATCHES LEVEL OF GAME*

- **New Officials:**
  - Emphasis on mechanics
  - Rules are taught in black and white
- **Level 2 Officials:**
  - Understand basic rules and mechanics
  - Rules begin to explore philosophy
- **Level 3 Officials:**
  - Thorough understanding of rules and application
  - Reasonable understanding of philosophy, game and sport intelligence
- **Level 4 Officials:**
  - Proven rule knowledge and understanding of game
  - Proven use and knowledge of philosophy, sport intelligence and mature judgment



# CONTROL

- **Do we all agree that?**

- Games are emotional events in which tempers may flare
- Tempers must be controlled in order to provide an atmosphere conducive to good competition

- **Coaches and officials share the responsibility in controlling the tone of the game.**

- Coaches must set an appropriate example of control
- Coaches must not expect the on-ice officials to serve as disciplinarians





# REFEREE ABUSE

- What percentage of games do you think are actually *decided* by the referee?
- Nothing gives YOU the right to demean a referee
- Take pride in earning the respect of the referees – not all coaches do
- In spite of what you might think, I don't **want** you to hate me
- Teams play better when players do not focus on the referee – some things are out of the players' control



# PLEASE TRY TO ALWAYS REMEMBER...

- Fair and equal are NOT the same thing. We are there to facilitate a fair game.
- Officials are not perfect. Players are not perfect. Fans are not perfect. Coaches are not perfect. But we do need each other to make this game a success...we must always learn and work with one another towards our common goal of making a better game.
- Officials make mistakes...
- ...and so do you☺



# BELIEVE IT OR NOT, WE DO BRING OUT WORK HOME!

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"HONEY I WISH YOU WOULDN'T  
BRING YOUR WORK HOME WITH YOU"



# QUESTIONS?



Thank you for being here. Your dedication to our sport is greatly appreciated!

