



The U14A Dorchester Dragons invite you to an amazing day of 3 on 3 Ringette and other fun events hosted by the DRA during the day.

There will be bake sale tables; miscellaneous ringette vendors and a 50/50 draw. Each player will receive: A pizza lunch; 3 games guaranteed. There will also be semi-finals and finals.

Team information and schedules will be emailed the day after registration closes: December 12, 2023.

REGISTRATION TABLE / CHECK IN / JERSEYS / MISSING PLAYERS

- Open at 9:30am
 - Each team will have the same (shared) dressing room all day;
 - Each team will get an envelope with their schedule and pizza vouchers for all participating skaters and extras for volunteer bench staff.
 - Please pre-assign a parent or volunteer bench staff to pick these up at the registration table.
 - Bake Sale available at 9:30am
 - Free coffee
 - Arena canteen will be open
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- Games will be starting at 10:30am and the finals' game going until 5:30pm.
- Please be ready to go on the ice 10 minutes before your scheduled game.
- All skaters are required to bring a white (or light) and dark Jersey. The schedule will outline what colour Jersey to wear for each game.
- Home team wears light jerseys, away teams wear dark jerseys.
- Please notify the Tournament Director (at the registration table) if your team is missing players causing their roster to drop below 7 skaters.
- The Tournament Director will try to assist with finding replacements for any team in this situation with a player who has competed at a similar level the previous season.
- If teams are missing a goalie, the Tournament Director will ask a goalie from another team to play.
- Please contact Jenn Cates, Tournament Director if you have any further questions: ringgetteholidayclassic@gmail.com
- All schedules will be posted in the lobby
- Pizza lunch will be available from 11:30 am to 3:30 pm.

RULES OF PLAY FOR ALL GAMES AND ALL DIVISIONS

Overview

- The assigned home team will start with the ring.
- Games are 2 nine (9) minute periods with a 1-minute break between periods
- A 1-2 minute warm up is included *time permitting so be ready*
- Flooding of the ice will be done every other game.
- The game will be semi-running time - the clock stops for all goal and penalty situations but does not stop for violations or line changes so set up quickly!
- Penalties during the game turn into penalty shots at the end of the game (if needed).
- There is no shot clock. Instead, there will be a 60 second buzzer for all line changes and all divisions.
- The ring is live on line changes – see below for rules
- There will be one thirty second time-out per team per game.

Line changes and gameplay expectations

At all times, each line will be matched with the appropriate age group and skill group.

- o Line 1 plays Line 1
- o Line 2 plays Line 2
- o Line 3 plays Line 3

- o Line 1 will be asked to start each game. Switching players is prohibited unless it is addressed with the Tournament Director prior to the game. Lines must remain the same for the entire game.
- o When the buzzer goes for the line change, the ring is 'live' from wherever it is (including Goalie Ring).
- o When the buzzer sounds, skaters who are on the ice must immediately stop the play and head directly to their bench.
- o Players next in line to get on the ice must sub in a one to one substitution - this encourages players to hustle to the bench to change and allow the next skater to go on.
- o Players coming onto the ice must skate behind their own net before going to the ring.
- o Skaters are not allowed to pass the ring backwards over their blue line when less than 10 seconds remain in their shift. To do so would make it easier for their team, and more difficult for the opposing team.
- o This will be considered "unsportsmanlike" and a penalty will be issued.
- o When the buzzer goes, all ring play stops. If a skater attempts a 2 line pass from their attacking zone into their defensive zone, the officials will immediately give the opposing team an attacking free pass.

Penalties

- o Penalties will be called and recorded to the scorekeeper but not served and will result in a free pass. At the end of the game, penalty shots will be taken for each penalty received and added to the final score if successful.
- o **Penalty shots must be taken by the player who drew the penalty.**

Penalty calls & end game penalty shots

- The Referee will notify scorekeeper of team and type of infraction
- The ring is placed in circle for free pass and play begins on whistle

One penalty shot awarded for each minor penalty

Two penalty shots awarded for each major penalty

Penalty shots will start immediately after the end of the 2nd period.

Penalty shots to be taken alternating between teams

Penalty shots to be taken by each team by players in order of listing on score sheet

- Players involved in penalty shots will assemble in the center circle and will take the penalty shot immediately on the referee's signal.

Goalies

- You **cannot** pull your goalie at any point in the game and add a 4th player as the maximum in any age group is "3".

Injuries

- If there is an injury, the clock will be stopped. There will be volunteers trained with First Aid that can offer assistance to a team if needed.

Points

- 2 points awarded for a win; 1 point for a tie; 0 for a loss.

Tie Breakers and Shoot Out

- If teams are tied in the overall standing after the round robin is complete, the tie breaker rules are as follows:

1. Goals For (minus) Goals Against

2. Goals For (minus) Goals Against) divided by Goals Against

- If Semi Final or Final games are tied, teams will go to a shootout.
- Three players will be selected to shoot from each team for the initial round. One player from each line. If the game is still tied after these 3 shooters, the entire team will choose 1 player at a time at his or her discretion for a sudden death shootout.
- Every player will be given the opportunity to shoot before you can use a player again.

<< SCHEDULE TBA HERE >>

LOCATION INFORMATION

- Games will be taking place on the 2 rinks located at the Dorchester Flight Exec Centre > APC and CAN USA. There is lots of parking.



2066 Dorchester Rd, Dorchester, ON N0L 1G2

