

# **Eastman Ringette League**

## **Rulebook**

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## Acronyms used in this document

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ERA	=	Eastman Ringette Association
ERL	=	Eastman Ringette League
RMB	=	Ringette Manitoba
WRL	=	Winnipeg Ringette League
AGM	=	Annual General Meeting

## **\*\*NOTES\*\***

1. The Eastman Ringette League Rulebook describes the By-laws of the Eastman Ringette League.
2. This document is intended to be a “living” document. The ERL will clarify any inaccuracies, misinterpretations, errors and omissions, etc. as they are discovered. The ERL Committee’s corrections and interpretations shall prevail over this document and be binding to all parties hereto.
3. The ERL is the league governed directly under the Eastman Ringette Association.
4. The ERL is made up of eight (8) Community Clubs (Beausejour, Grunthal, Lac du Bonnet, Lorette, Red River Rage, Red River Wild, Springfield and Steinbach). Open division teams in Eastman also have representation limited to decisions impacting play at this age division only.
5. The ERL is managed by a League Coordinator (selected at the ERA AGM) and the League Committee which is comprised of one (1) representative from each Community Club. The League Committee will select a League Secretary and a Statistician each year. The League Committee shall appoint both standing and adhoc committees and may designate the terms of reference for these committees.
6. Where this document states that payment(s) shall be made to the “League” or “ERL”, all cheques or monies shall be payable to the “Eastman Ringette Association”.

## **CONSISTENCY**

As Ringette Manitoba’s (RMB) Annual General Meeting follows the Eastman Ringette Association Annual General Meeting, any RMB Policies and Procedures that affect the Eastman Ringette League's play shall be updated to reflect consistency. However, the ERL Rulebook shall take precedence; RMB shall be referred to only if an occurrence or situation is not covered by the ERL Rulebook.

Failure to comply with Policy and Procedures outlined in this Rulebook may result in:

1. Forfeiture of games;
2. Suspension from the league;
3. Suspension from the league play-offs; or
4. Other appropriate action.

## 1. AMENDMENT OF POLICY AND PROCEDURE

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- A. Policy and Procedure may be amended by a 2/3 (two thirds) majority of the ERL Committee, but only at a Special Call Meeting or at the Eastman Ringette Association's Annual General Meeting (AGM).
- B. Any amendment(s) passed at a Special Call Meeting will govern but will be considered interim until ratified by a 2/3 majority at the subsequent AGM.
- C. Notice of Motions must be submitted (in writing) along with the notice of the Special Call Meeting of the ERL or ERA AGM meeting no less than 30 days prior to voting on any of the amendment(s).

## 2. PLAYER REGISTRATION:

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### A. Register Before Competing

Before competing for any team in the ERA/ERL, a player must be registered with the ERA and RMB and within the timeframes established by each of the above.

- 1. Any team using an unregistered player(s) will forfeit any points earned for those games where the ineligible player(s) were played.
- 2. Teams will not be permitted to protest the loss of points due to the use of an ineligible player(s).
- 3. All players should be registered with the ERA by the ERL meeting to be scheduled before the end of the first week of October each year. Player registration, addition or deletion will not be processed after January 15 of the current playing season, as per RMB policy.

### B. Proof of Age

- 1. No player shall be eligible to play until proof of age has been submitted to the proper authority.
- 2. Requests for Age Exemption for over-age players must be made in writing to ERL/ERA. If approved by ERL/ERA, the community club must submit separate formal written requests to the WRL and RM.

### C. Player's Residence:

- 1. Except as otherwise provided by the League, a player competing for any team must have a bona fide residence in the home community centre of the team on September 15th of the current playing season. All players must play in their home community centre as per Appendix A unless special permission is granted by the ERL Committee and the ERA.
- 2. Players residing on a rural country lot/acreage between 2 communities shall register with the closest community club by road travelled.
- 3. Where a player who registers to play ringette in a community from which a team of her age category is not in competition, or where a player is unable to be included on a team,

a player may request to Transfer to the next closest Eastman community that requires her services, provided she does not replace any other player in said community.

4. Where, after September 15th in the current playing season, a player undergoes a bona fide change of address to a Community Club outside the ERA boundary and wishes to play for the Community Club to which the player has moved, the player must submit a completed "Application for Release" form to the ERL. However, if the player wishes to compete for their former community centre (the one in which they resided prior to September 15th) the player may do so without a release.

#### **D. Player Transfer**

Definition: A player that is being *transferred* from one community club to another community club within a Local Association. Example within the Eastman Local Association: A player from Lorette would need a "Transfer" to play in Grunthal.

1. Any ringette player who does not have an active ringette program in her community as per Appendix A may register with the closest Community Club without a Transfer.
2. A transfer shall not be considered or granted for a player who has not reported to their home community for registration if said community has a Ringette program.
3. No Transfers will be granted after October 15th of the current playing season except for change of address up to RMs roster deadline of January 15th.
4. Generally, no transfer shall be granted unless there are peculiar and extenuating circumstances, in which case the decision of the ERA shall be final.
5. All Transfers are granted on a one-year basis only. Transferred players must report to their home Community Club for the following playing season.
6. A Community Club will normally not be permitted to Transfer a player out of its community and also Transfer in a player from another community in the same age category and division.
7. Players who are not required to fill a team in their home community and wish to try-out for another team in Eastman of their skill level may apply for a Transfer. Otherwise players should play in their home community.
8. All Transfer applications for players between community centres are the jurisdiction of the ERL and ERA.
9. Discussions between ERL communities on player transfers are to occur at the first ERL meeting following the registration dates for each ERL community club. This meeting to be scheduled prior to the WRL Amalgamation meeting each year.
10. As a general rule regarding transfers, the player concerned must report to the first community closest to her residence that has a team of her age category. If that community does not require her, she will be free to play for the next nearest community that has a need of her services, upon approval by ERL and ERA.

## ***Procedure for Transfers between communities***

**Note: As of May 2008, RMB's "Player Release Form" is to be used for all Transfers and Releases.**

Step #1 – A Player Release Form (available on the RMB website) must be completed and signed by the parents and player requesting the Transfer to another community.

Step #2 - The player's home community may accept or refuse the request for Transfer. If accepted, the President from the home community must sign the form (go to step #3). If refused, the player must play in her home community.

Step #3 - The community that the player is WISHING to play for has the right to refuse or accept that player. If accepted, the President of the receiving community must sign the Player Release Form (go to step #4). If refused, the player/parents can go back to Step #1 and choose the next closest community that may require her.

Steps #4 - Once both communities have agreed and signed the Player Release Form, all forms are brought to the first ERL meeting for approval. The League Coordinator then reports to the ERA Board with recommendations to approve/not to approve.

Note: All transfers shall be submitted and must be approved by the ERA. The ERA Executive Board reserves the right to approve or deny all transfers in the interest of the ERA as a whole.

## **E. Player Release**

**Note: As of May 2008, RMs "Player Release Form" is to be used for all Transfers and Releases.**

Definition: A player that is being released from one Local Ringette Association to play with a team belonging to another Local Ringette Association. Example: An Eastman player needs a "Release" to play in SWRA, Boni-Vital, River East, etc.

1. No player residing within the Eastman boundaries may compete for any team operating outside the boundaries of the ERA. Any player competing in contravention of this rule shall be reported to RM. Exception - AA players picked up by another AA team after being cut by any AA Flames team in Eastman.
2. Players may register on one team registration form only per season (unless transferred or released by the team or club first registered with prior to January 15). Anyone registering with more than one team without proper transfer or release may be suspended. Exception see Article II C 1.b)
3. Players who request a release from Eastman must fill out a *Player Release Form* from their home Community Club first.
4. Releases shall not be granted after October 15th except for change of address up until the RMB January 15th roster deadline.
5. Releases between Local Associations must first be approved by the Local Associations concerned, with final approval being granted by RMB.

6. In a year where the Eastman Ringette League doesn't host a U16A or U19A team, former AA players who have been cut from the coming season's AA teams, shall be permitted to tryout for A teams hosted by other associations. If the player is successful in making an A team hosted by another association, this player shall be released from the ERA.
7. The ERA will consider player transfers to associations outside of Eastman where said transfers are not detrimental to Ringette in Eastman excluding U16A and U19A. The feasibility will be considered at the annual ERL amalgamation meeting. Formal Transfers of players to or from other associations are negotiated at the annual WRL amalgamation meeting.

## **F. Temporary Promotion**

A temporary player (TP) is deemed to mean, a player replacing a registered player for that team. Since players of the same (or higher) age category and the same (or higher) division cannot be used as temporary players for a team, the following rules apply to a team using players from a lower age division and/or category:

1. When temporary players are required to ice a team, the following criteria will be applied in order. Temporary players will be:
  - i. From the home Community Club, its next lowest skill division, its next lowest age division, only then.
  - ii. From the Community Club closest to the home Community Club having eligible players.
2. Where a temporary player is being requested from the next lowest age division of the home Community Club, the President of the home Community Club shall be notified prior to the request being made to ensure that it is in the best interest of the home Community Club. The home Community Club President shall discuss the request with the board, if necessary, to determine if the temporary player request shall be granted.
3. Temporary promotion of players for U10 teams will only be allowed from U10 teams at the same or lower play calibre of the team making the request. Temporary promotion will follow the following criteria:
  - i. Firstly come from the home Community Club, only then from the Community Club closest to the home community club and finally from any eligible player.
  - ii. The player may be promoted for a maximum of three games and the existing temporary promotion rule for league play-offs applies.
4. For U12 and older, an "A" division player may be promoted for a maximum of three games, per team (excluding tournament games) to any team one age category higher.
5. For U12 and older, a "B" division player may be promoted for a maximum of three games, per team, (excluding tournament games) to an "A" division team of the player's own age or to any team one age category higher.
6. For U12 and older, a "C" division player may be promoted for a maximum of three games, per team, (excluding tournament games) to an "A" or "B" division team of the player's own age or to any team one age category higher.

7. No player registered on an AA roster may be used as a temporary player in the ERL.

8. In exercising any of the foregoing options, a coach must obtain permission of the coach or manager of the team on which the temporary player is registered and shall identify the temporary player (TP) on the game sheet. A coach who fails to secure the other coach's permission shall at the discretion of the league, be subject to suspension.
9. A team may not use more than three (3) temporary players (TP) for a game to provide:
  - i. For a team with a roster in excess of 10 skaters and a goaltender that number of temporary players necessary to bring their total number to a maximum of 10 skaters and a goaltender.
  - ii. For a team with a roster that is less than 10 skaters and a goaltender that number of temporary players necessary to bring their total number up to their original roster size.
10. Except with the permission of the League, no player, regardless of age, shall be allowed to play in a lower age group than that in which they are registered.
11. If a player is used in excess of that allowed in 1, 2, 3, 4, and/or 5 above, the team using that player shall forfeit all games in which they played beyond what is allowed.
12. Temporary players are not allowed for play-offs except for special conditions under ARTICLE 10 – COMPETITION, Section S - Play-off Rules.
13. Contravention of any of the temporary promotion regulations shall result in immediate suspension of the team coach and bench staff until the matter is resolved.

#### **G. Additions and Deletions**

1. As soon as the coach has presented additions and deletions to the Community Club Convenor, that Convenor shall email / fax / phone in the particulars to the ERL League Coordinator (or designated Registrar) and RM. The Community Club must forward the documentation to the ERL League Coordinator (or designated Registrar) ASAP but no later January 15th of the current playing season.
2. It will be the coaches' responsibility to ensure that all players on their team are registered with their Community Club.

### **3. TEAM REGISTRATION**

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#### **ALL TEAMS MUST BE REGISTERED BY THE RINGETTE MANITOBA DEADLINE.**

1. All teams will be registered on Ringette Canada forms which will be issued by RMB.
2. The Community Club Convenor, Registrar or other contact shall forward to the League Coordinator (or designated Registrar) all registration material, including electronic forms, on or before the ERL meeting to be scheduled before the end of the first week of October.
3. Community Clubs shall determine placement of their teams (U10 to U19) in the A, B or C categories. The league shall accept the philosophy that players and teams shall be allowed to play at their level of competitiveness. The ERL or ERA may overrule said placement for valid reasons.

4. If 2 teams (U12 and older) are registered at the same age level out of 1 Community Club, they must register in two different divisional categories (either A & B, A & C, or B & C) unless special permission is granted by the ERL and approved by the WRL if also playing in that League.
5. Each Community Club shall be responsible for the collection of membership and registration fees, WRL team fees (if applicable) and shall submit the same with team entry forms to the ERL Coordinator no later than the ERL meeting to be scheduled before the end of the first week of October. The League Coordinator shall in turn remit the required fees to the ERA Treasurer.

## 4. REGULATIONS FOR TEAM FORMATION

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### A. U10 Division

Team formation will be in accordance with RMB policy governing the formation of U10 teams. "Ringette Manitoba shall accept the philosophy that U10 teams shall not be skill selected. Where numbers permit a Community Club to form more than one U10 team, those teams shall be balanced in strength. Community Club shall be responsible for monitoring U10 team formation."

### B. U12 to U19 Divisions

Any Community clubs who form more than one team at any age groups (U12 to U19) must have evaluations/tryouts to determine the placement of the registered players for that age group. Community Clubs cannot amalgamate without prior written permission from the ERL.

## 5. RINKS AND FACILITIES

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1. All Community Clubs shall notify the Scheduler of ice allotments for the season. The deadline for the **first** submission of regular season ice **shall be the third Monday in September. The initial submission is required for regular games which may be played during October. The deadline for the second submission of regular season ice shall be no more than five (5) days after the WRL ice is returned.** Clubs or teams not meeting the deadline will be fined \$ 50.00 for each day the ice is late. When the schedule is prepared, the C.C. Ice Convener, or the person the Club appoints to be responsible for ice, must check all details of the ice used in the schedule against the ice allotments they provided to the Scheduler. Any errors in ice details on the schedule shall remain the responsibility of the Community Club providing the ice. Any additional costs incurred that are caused by errors in the statement of those ice details on a schedule shall be borne by the club providing the ice.
2. **Ice submitted by Community Clubs during the weekend before Christmas, Remembrance Day or within three hours of the scheduled completion time of another league game (ERL or WRL) will not be accepted.**
3. The home team shall provide playable and properly marked ice at all times.
4. **A team shall be responsible for any damage to any property or equipment of any arena or rink, and shall pay the costs for repairs. In the event that two teams are involved and the blame is debatable, both teams shall be assessed equally.**

## 6. EQUIPMENT

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### A. Requirements

Required uniforms, equipment, sticks and methods for handling complaints regarding them are described in Ringette Canada Official Rules.

### B. Coaches Responsibility

It is the coach's responsibility to make sure all players on his/her team are dressed with proper equipment.

### C. Mandatory Helmet Requirements

A C.S.A. approved helmet, with a proper and separate chin strap properly affixed, must be worn by all on-ice participants. In addition, a C.S.A. approved face mask, with separate face mask straps properly affixed, must be worn by all players on the ice. Please note that the helmet chin strap is a separate strap and is in no way to be used to hold down the face mask. It is also mandatory that all players wear a throat guard that has been BNQ approved. Players are to be assigned and must display the same # jersey each game of the entire season (unless the player is wearing a pinny or different jersey due to colour conflict).

## 7. SCHEDULER

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### A. Appointment

The Scheduler shall be hired by the ERL League annually. He/She will have voice but no vote at all the ERL meetings that he/she is required to attend.

### B. Duties

The Scheduler shall:

1. Obtain from Local Community Clubs Ice Convenors the necessary indoor ice allotments (1 hour) required for the conducting of competition of league games.
2. Develop a schedule for League competition and play-offs and load said schedule onto the ERL website.
3. Ensure that no games are scheduled during the Christmas week without prior agreement between the League and the Local C.C.
4. Load rescheduled games onto the website.
5. Direct all enquiries to League Coordinator.

## 8. COACHING STAFF

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### A. Duties

**Coach:** Ultimate responsibility for players and staff

**Assistant Coach:** Trainee, teacher of skills, directing a given responsibility as assigned by coach.

**Manager:** Administrator, manager of human and other resources, transportation, communications and finance.

**Trainer:** First aid, prevention of injury, medical resources, physical conditioning and equipment repairs.

### B. Qualification Requirements

Coaching requirements shall be in accordance with RM policy manual. In U19 and under, one member of team staff must be a woman 18 years of age or older. \*\*\*\*\*ERL strongly recommends 2 women be registered on a team roster.\*\*\*

ALL COACHING STAFF SHALL HAVE COMPLETED THE REQUIRED CERTIFICATIONS BY JANUARY 15 OF THE RINGETTE SEASON. COACHING STAFF NOT MEETING THIS DEADLINE SHALL HAVE THEIR NAMES DELETED FROM THE OFFICIAL RM TEAM ROSTERS AND SHALL NOT BE ALLOWED TO PARTICIPATE FURTHER IN LEAGUE PLAY.

### C. Responsibilities

1. Coaches will be responsible for team and players.
2. Teams consistently acquiring numerous penalties (8 or more per game) will be monitored.
3. Coaches may be subject to disciplinary action.

### D. Team Officials in Player's Box

There shall be a maximum of five team officials in the player's box, including at least one female 18 years or age or older.

### E. Player / Coach

On a roster/game sheet a coach cannot be listed as a player and a player cannot be listed as a coach on the same team.

## 9. COMPETITION

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All games will be played in accordance with official Ringette Canada Rules except where ERL rules take precedence.

**A. On-Ice Officials**

1. Each Community Club shall furnish two (2) On-ice Officials (i.e. referees) certified and registered by RM for all home games.
2. If both coaches agree by signing the games sheet prior to the game that they will play with only a single On-Ice Official the game may precede. However, if in the On-Ice Officials opinion the game has become unmanageable the game may be stopped and rescheduled at the discretion of the league.
3. On-ice officials must report to the ERL within twenty-four (24) hours the names of any players assessed a misconduct or match penalty before, during or after an ERL game.
4. Generally, an on-ice officials shall be at least two (2) age categories above the teams participating.

**B. Minor Officials**

1. Each community club shall provide for their home league games U10 and older with certified and registered Minor Officials (timekeepers and scorekeepers).
2. Shot Clocks will be used for all games for the following divisions: U12 A, U14, U16, and U19. Home team will be responsible for supplying shot clocks and RM certified and registered operators.
3. On-ice Officials shall ask if qualified minor officials are present, IF THEY ARE NOT present for league games then the game sheet shall be marked and be allowed to proceed.

**C. Game Times**

1. Teams must be ready to play ten (10) minutes before game time. At the discretion of the on-ice officials, the game may begin ten minutes before the published start time.
2. Teams must be ready to play no later than two minutes after the game start-time, which can be any time starting ten minutes earlier than the published start time.
  - (a) A “delay of game” penalty shall be assessed for every two minutes that a team is not ready to play.
  - (b) After ten minutes has elapsed, the game will be defaulted.
3. All divisions - U10 and older play two twenty (20) minute stop-time halves.
4. If, in the last five (5) minutes of regular time, there is insufficient time to finish the game, the game time will be reduced to two (2) minutes and played stop time. Games will not be rescheduled if not completed due to lack of time.

**D. Number of Loops**

1. The number of loops within an age category shall be left to the discretion of the ERL

2. Ringette 4U (U9 Bunny) Division - All Eastman U9 teams/squads will participate in the RM program approved for that age group.
3. U10 Division – U10 teams must play one home game and one away game with all other teams in their respective A, B or C division. Teams will be allowed to play in the WRL. In the event that the WRL creates 2 loops in any one of the divisions; ex. B loop 1 and B loop 2, then those 2 loops shall be considered one division in the Eastman Ringette League and the Eastman teams in each loop in that division must play each other.
4. U12 to U19 Division - Teams must play one home and one away game with all teams in their respective A, B or C divisions. Teams will be allowed to play in the WRL. In the event that the WRL creates 2 loops in any one of the divisions; ex. B loop 1 and B loop 2, then those 2 loops shall be considered one division in the Eastman Ringette League and the Eastman teams in each loop in that division must play each other.

#### **E. Realignment**

1. Realignment can be achieved through a request by the Coach, Manager, Convenor, Community Club, or the ERL. All the teams in the loops affected will be notified by the League Coordinator.
2. The realignment of any Eastman teams made by the WRL shall be valid in the ERL. However, the ERL Committee and/or ERA Board may over rule said placement for valid reasons. All ERL Community Clubs are to notify the ERA WRL Representative indicating requests for realignment, including requests to remain at the same level.
3. The deadline for requesting realignment is December 1<sup>st</sup>. Requests must be made to the ERL Committee. If the team requesting the realignment participates in any other leagues, request for realignment must be made directly to the other league. Any team may appeal a realignment of their team or any other team but must do so at the scheduled realignment meeting.
4. The ERL Committee reserves the right to realign teams prior to ERL play-offs. Teams requesting realignment for play-offs must do so in writing/email prior to February 1st.
5. ERL regular season games will be played against teams registered in same loop as of the beginning of the year. Teams will be realigned as necessary, and as per the WRL realignment process, for ERL playoff games only, i.e. no additional ERL regular season games will be required as a result of a mid-season realignment. In case of realignment, the playoff draw for that loop would be done randomly.
6. Reminder that all teams must complete their regular season ERL games regardless whether or not they were realigned, unless prior approval is received from ERL and ERA. (\$150.00 dollar fine per team per game not played or a \$250.00 fine for any team that fails to show up for a scheduled game)

#### **F. Number of Games & Commencement Dates**

The number of games and dates of commencement and completion in all divisions of ERL competition shall be determined by the ERL **Coordinator**.

## **G. Number of Players**

The minimum number of players on a team shall be 7 in accordance to Ringette Canada Rules.

## **H. Designation of Team Captains**

A team may have three captains or alternates in total. They must display either a letter "C" or "A", three (3) inches high on the front left of their sweaters. These captains are designated to speak to officials before, during or after a game.

## **I. Players Not Being Played**

1. If any player in attendance from the start of the game does not play at least two (2) minutes of game time in the first 20 minutes of each period, a two (2) minute (per period per player not being played) unsportsmanlike like penalty shall be assessed. (Except for the spare goalies).
2. While these unsportsmanlike penalty(ies) are being served, the player(s) not played will be on the ice and not be the person(s) serving the penalty.
3. Enforcement of this rule is the responsibility of the governing body.
4. If a player's name is included on the game sheet prior to the start of a game, that player may participate in the game when she/he arrives at any time in the game, and no penalty is assessed.
5. For all ages and divisions of competition within the ERL, a player who has played as a goalie in a game and has been replaced by another player in goal, will be allowed to continue to play as a skater in that game providing proper equipment is worn.

## **J. Fair Play**

- a. Coaches shall insure that all players receive equal opportunity for instruction, support and playing time.
- b. Where players from a lower division or age category are invited to practice with a team of a higher division or age category, coaches will ensure that these opportunities are distributed equally among eligible players of the home community club first and then the nearest community club. An eligible player shall be defined as a player that is a major age player for their age division. In case of AA, opportunities to practice with and Eastman AA team will be distributed equally to eligible Eastman players.
- c. Contravention of any of the fair play rules shall result in a written warning to the team official or officials for the first offence and an immediate suspension of the team official or officials for the second offence.

## **K. Player Injury**

If play is stopped for an injured player, this player cannot be involved in resumption of play.

#### **L. Mercy Rule**

1. When a team is winning by seven (7) or more goals with less than five (5) minutes to play, the balance of the game shall be played "running time". Running time shall continue unless the score comes within 2 goals.
2. Teams shall keep scores to no more than a 10 goal difference.
3. Goal differences of more than seven (7) shall not be posted on the game clock.

#### **M. Safety on the Ice**

1. To prevent injuries, players must not throw sticks or equipment on the ice or pile on the goalie in jubilation at the end of a game. If the above does happen, the coach will get one warning written on the game sheet. If this occurs a second time, the League Coordinator will notify the ERA Director of Officials for disciplinary action.
2. While on the ice, on the player's bench or in the penalty box, all players' must have their helmets and face masks properly worn, with all straps properly affixed, except for treatment of injury.
3. Any person with known medical conditions which potentially could be impacted by playing ringette must provide a medical certificate stating their ability to participate in this sport prior to participating in any Eastman Ringette League ringette games. Such medical conditions could include pregnancy, epilepsy, head or neck injuries, etc.

#### **N. Early Termination of Games**

1. Early termination of games - A game may be stopped by the referee(s) if the referee(s) consider that a game is becoming excessively rough. After warning the offending team(s), the referee(s) may stop the game at any point before it is completed. If both teams are contributing to the improper conduct and the offensive conduct continues despite the warning, the game may be terminated by the referee(s). The game will be considered complete and no points will be awarded for the game. Should only one team be deemed guilty of improper conduct, the non-offending team will be considered to have won the game by default and the score shall be posted as 5-0. Exception: Article IX.A.3.
2. Early termination of a game in the event of an injury - Should a league game be terminated prematurely due to the injury of a player, the following shall apply:
  - a. If the injury resulted in failure to complete the 1st period, the game shall be rescheduled by the ERL to a later date where the game shall be replayed in its entirety with no carry-over of previous score or minor penalties. Any match or misconduct penalties incurred in the original, uncompleted game will stand.
  - b. If the injury resulted in the termination of the game any time after the 1st period during a League game, the game shall be considered as having been completed. The score at the time of stoppage will be taken as the final game score.
  - c. If the injury resulted in the termination of the game any time after the 1st period of a ERL playoff game, the ERA Director of Games and Tournaments and the host committee shall decide if a game should be replayed.

## **O. Game Sheets**

1. Game sheets for ERL league games will be provided to all teams by the ERL League Coordinator.
2. Home team is responsible for providing the game sheet and the Home Team is responsible for providing a qualified timekeeper and scorekeeper.
3. All players must be duly registered before being placed on the game sheet.
4. Player names should be neatly PRINTED in numerical order, with the game number from the schedule placed at the top.
5. All coaches, managers, trainers, etc. (maximum of five) on the bench during the game must print their names on the game sheet.
6. The goaltender(s) shall be marked with "G" and temporary players with "TP".
7. All suspended players shall be placed on the game sheet in the normal manner and shall be marked with "SUSP".
8. After the game, copies of the game sheet shall be distributed as indicated on the game sheet, except when a match penalty has been assessed. In that event, the referee shall write on the bottom of the game sheet "WRITTEN REPORT TO FOLLOW", indicating the number(s) of the player(s) involved and what infraction(s) took place. The referee shall then retain the white copy and make out a separate and detailed report of the incident(s) that took place. The referee shall contact the ERL Senior Official as soon as possible after the game (no later than 10 p.m.) to make arrangements to deliver the game sheet and separate written report.
9. All game sheets must be mailed or sent electronically by the winning team, or in the case of a tie, the home team, to the League Coordinator post marked no later than 72 hours after the game time. Teams may also elect to submit the game sheet via email to the League Coordinator as a clean, electronic send a copy of the game sheet in electronic format. In this case, teams must keep the original copies on file, to be made available to the League Coordinator upon request.
10. Game scores must be entered onto the ERL website ASAP but no later than 48 hours after game completion.
11. Failure to report results in a timely fashion will result in transfer of points from the winning team to the losing team, or to the visiting team in the case of a tie, and the score shall be entered at 5-0

## **P. No Show Teams**

**DEFINITION** - of a no show team – the team does not show up for a regularly scheduled game without proper notification or reason (other than inclement weather).

1. In a situation where a team does not show up for a game:
  - a. That team shall forfeit the game and shall be fined no less than 250.00 dollars payable to the League. The team that showed up for the game shall be

indemnified for expenses incurred (up to \$250.00) from the result of the no show team.

- b. The League Coordinator shall notify the Treasurer who will invoice the Community Club in which the no show team resides.
- c. All fines, or other fees or amounts owing to the league, must be paid ASAP prior to playing anymore games or to entering the play-offs, or if incurred too late in the season for that to be appropriate, the amounts must be paid prior to the AGM or the Community club will not be entitle to a vote at said meeting and be allowed to register the team the following year.
- d. The team that showed up will be awarded the points for the win and a score of 5-0 will be entered.

2. In a situation where a team shows up with less than 7 players:

- a. The team with less than 7 players will forfeit the game and a score of 5-0 shall be entered on the game sheet. An exhibition game may be played if the 2 teams agree to exchange some players to the lesser team.
- b. The League Coordinator shall look into the matter and a fine may be imposed.
- c. Any team who show up for game with less than 7 players a second time will be fined a minimum of \$50.00 dollars.

The League recognizes extenuating circumstances may arise due to inclement weather and appreciates that common sense should be exercised in these circumstances. In these cases, games may be rescheduled.

#### **Q. Outdoor Games**

There will be no outdoor games.

#### **R. Rescheduled games**

Games may be rescheduled but must follow these rules.

- 1. The rescheduling of games not played because of unsafe weather or roads, or if ice or refs was not available.
  - a. The home team Community Club convenor shall give the Scheduler the new ice time ASAP after both teams have confirmed that they have no other game conflicts with the new ice time.
  - b. Both teams shall make every effort to reschedule the game ASAP or one or both teams will be fined a minimum of \$150.00
- 2. If for some reason(s) such games cannot be rescheduled, no points will be awarded to any of the teams involved. No games can be rescheduled to be played after the final day of the regular season.
- 3. The rescheduling of games not yet played

- a. Can only be done if the game is rescheduled on a day prior to the original game date. Ex. If a game is scheduled to be played Dec.15th the rescheduled game must be played before Dec. 15th. Or the game must be played as per the schedule.
- b. Both teams must agree to the new date.
- c. The home team Community Club convenor must notify the Scheduler ASAP of the new date.

#### **S. Scheduling Requests**

1. Teams may request to be omitted from the league schedule, for a maximum two (2) seven (7) day periods during the season. A maximum of 3 teams per Community Club may be omitted on any given weekend. All requests must be submitted in writing, in a separate e-mail, sent directly to the Scheduler, with the subject "opt/out", authored by a person listed on the team's roster. The Scheduler will send a confirmation that the request has been received and recorded. Unless the confirmation has been received, there is no assurance that the request has been recorded. The request must be received by the league Scheduler no later than October 25th.

Requests will be accepted on a first come, first served basis. Only one request will be accepted.

#### **T. Tournaments**

1. Prior to participating in a City, Intra-provincial, Inter-provincial or International Tournament, teams must either
  - a. Obtain approval from Ringette Manitoba or
  - b. Ensure that the tournament has been sanctioned by RM.
2. Any team or Community Centre wishing to host an International Tournament must obtain Ringette Manitoba approval.
3. A Community Club will not host a tournament on the same weekend that another Eastman Community Club has already booked for their tournament without prior approval from the League.

### **UNDER NO CIRCUMSTANCES WILL AN ERL LEAGUE GAME BE PLAYED/SCHEDULED AS A GAME OF A TOURNAMENT.**

#### **U. Team Standings**

1. Wins count 5 points, ties count 3 points and losses count 0 points The sum of all points of games between teams in a loop is taken and the team with the most points in the loop at the end of regularly scheduled league play is deemed to have finished at the top of the loop. Team with the next highest number of points is second and so on.
2. In deciding the final play-off positions in the standing of the division at the conclusion of the regular schedule, the ERL shall decide a final standing with respect to teams finishing with an equal number of points at the end of regularly scheduled play on the following basis:

- a. The winner of the game(s) between the tied teams during the regular season will be awarded the higher position. (If more than 2 teams are tied and they did not play the same number of games against one another, move to option d)
- b. If still tied, the team having the greatest positive difference in the games between the tied teams during the regular season will be awarded the higher position. (If more than 2 teams are tied and they did not play the same number of games against one another, move to option d)
- c. If still tied, the team having the least total goals against in games between the tied teams during the regular season will be awarded the higher position. (If more than 2 teams are tied and they did not play the same number of games against one another, move to option d)
- d. If still tied, the team having the greatest positive difference between goals for and against in regular season play will be awarded the higher position. (If all of the tied teams did not play together in the same loop in the first half of the season, only the second half will be considered)
- e. If still tied, the team having the least total goals against in regular season play will be awarded the higher position. (If all of the tied teams did not play together in the same loop in the first half of the season, only the second half will be considered.)
- f. If still tied, a coin toss will be used to break the tie.

Note: In calculating goal differential, the maximum goal differential allowed per game is 7.

## 10. EASTMAN LEAGUE PLAYOFFS

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1. The League will conduct play-offs to declare an ERL Champion in each age category U10 to U19 in "A", "B" and "C" Divisions where 2 or more teams are in a division.
2. The Eastman playoff Championship weekend shall take place every year on the Louis Riel provincial holiday weekend (which is on the 3rd Monday of February) Each community club in Eastman will host the playoffs on a rotating schedule .
3. This is not an ERL or ERA fundraiser. The ERA shall prepare a budget for the tournament and an appropriate team fee shall be set to cover the cost for each playoff loop. Host communities are permitted to conduct fundraisers during the event (silent auction, 50-50, etc.).
4. All teams U10 to U19 must participate and opt-out of the WRL schedule for ERL Playoffs. A team may request permission to opt-out of ERL playoffs but in all cases approval must be granted by the ERL Committee and the ERA Board no later than January 15th.
5. All teams participating in the Eastman Playoff shall submit their playoff fees no later than February 10<sup>th</sup> to the Director of Games and Tournaments.

6. The ERL Champion in each loop U14 to U19 shall represent Eastman at the Provincial Championships. In the event that the winner does not wish or is unable to attend the provincials, the next highest placed finisher shall be the representative.
7. Play-off rules shall be prepared, approved and made available to all Convenors, Coaches, Timekeepers, Referees and others concerned by the Director of Games and Tournament.
8. A proposed play-off schedule will be prepared for submission and acceptance no later than 7 days prior to the event.
9. All fines must be paid prior to entering play-offs.
10. The Eastman Director of Officials shall schedule on-ice officials and shot clock operators for all Eastman playoff games at all age categories and divisions.

## **V. Play-off Rules**

1. All players must play a minimum of 50%, of eligible regularly scheduled games in each and all leagues that the team is participating in to be eligible for play-offs. In cases of extenuating circumstances the league may or may not grant permission for a player to participate in play-offs who has not met eligibility requirements.
2. No player will be allowed to play in the play-offs whose name does not appear on the Official Ringette Canada Roster of the current season.
3. Temporary players are not allowed in League Play-offs.
  - a. In cases of extenuating circumstances the ERL Committee can be petitioned to grant a team permission to use a temporary goalie.
  - b. In cases of injury or illness (supported by medical documentation and verification from the coach ensuring that the player will not be playing at all in any of the games), the ERL can be petitioned to grant a team permission to use a temporary player.
  - c. A team may not use more than three (3) temporary players (TP) for a game to provide:
4. For a team with a roster in excess of 10 skaters and a goaltender that number of temporary players necessary to bring their total number to a maximum of 10 skaters and a goaltender.
5. For a team with a roster that is less than 10 skaters and a goaltender that number of temporary players necessary to bring their total number up to their original roster size.
6. All requests for temporary players must be submitted in writing, including e-mail, to the Director of Games and Tournaments, indicating the player(s) being replaced, and the player(s) being requested, the reason, and which game(s) the temporary players will be playing
7. Only Team Staff registered for that team with RM are allowed in the box. In cases of extenuating circumstances the ERL can be petitioned to grant permission to use alternate qualified staff.

8. If any player **in attendance from the start of the game** does not play at least one full shift in the first thirteen (13) minutes of each period, a 2 minute (per period per player not being played) unsportsmanlike like penalty shall be assessed (except for the spare goalie).
9. Teams must be ready to play ten (10) minutes before game time. At the discretion of the on-ice officials, the game may begin ten minutes before the published start time.
10. Teams must be ready to play no later than two minutes after the game start-time, which can be any time starting ten minutes earlier than the published start time.
  - a. A “delay of game” penalty shall be assessed for every two minutes that a team is not ready to play.
  - b. After ten minutes has elapsed, the game will be defaulted.
11. The length of the play-off games **for U10 & U12** shall be 2- 18 minutes stop time halves with a one minute break between halves, unless otherwise **specified**. **The length of playoff games for the U14 and older shall be two 20 minutes stop time periods with a one minute break between periods, unless otherwise specified.**
12. In the case of a tie at the end of regulation time, a ten(10) minute **stop time sudden victory (first to score wins) overtime period will be played**. **If the game is still tied after the ten (10) minute overtime period, the game will be decided by a shootout as follow:**
  - a. **Each team selects five (5) shooters**
  - b. **Visiting team takes a penalty shot, starting from the centre ice**
    - i. **Shooter cannot enter the crease with body or ring.**
    - ii. **No rebounds are allowed**
    - iii. **Goalie starts in the crease and , may leave crease after the shooter crosses the blue line.**
  - c. **Home Team shoots next and teams alternate until both teams have taken five shots. The team with the most goals wins.**
  - d. **If still tied after the first five shooters, each team selects one (1) new shooter. If a team's shooter scores and the other teams shooter does not, then the tie is broken**
  - e. **If still tied continue selecting one(1) new shooter from each team until the ties is broken.**
  - f. **Once all eligible players on roster have shot and still no winner, the process will need to be repeated until a winner is declared.**
13. stop time) overtime period will be provided. A flip of the coin will determine the free pass. If no goal is scored during the 10 minute sudden victory overtime period, consecutive 10 minute sudden overtime periods will occur until a winner is declared.

14. If in the opinion of the referee, a coach is purposely delaying the game with excessive questions to the referees or slow line changes during stoppage of play, a bench penalty will be assessed.
15. There will be no trading or rescheduling of play-off games.
16. No team will be eliminated from play-offs until they have incurred two losses.
17. Top team is home team. The bottom team is the visiting team and must check on colour conflict and if necessary is responsible for changing.
18. The scorekeeper must give the game sheet to the playoff coordinator of the arena in which the games are being played.
19. Teams defaulting games will be invoiced a 250.00 dollars penalty fee as per the no show rules. Any team intentionally defaulting games will be eliminated from the ERL play-offs and will be ineligible to represent Eastman in the Provincials.
20. The home team shall supply timekeeper and volunteer for penalty box. Away team shall supply Scorekeeper. Both shall be given a copy of the play-off rules.
21. Protest
  - a. No protest will be considered over the official's decision as to fact such as scoring of goals or blue line infractions, or judgment of the officials.
  - b. The Director of Games and Tournaments, or designate, must be notified immediately following the game of protest.
  - c. Protests are to be filled out on forms obtained from Arena hosts.
  - d. The protest signed by a qualified team staff member and must then be delivered in writing to the The Director of Games and Tournaments, or designate, within 1 hour.
  - e. Any protest delivered shall contain only one protestable fact and that certified cheque or money order payable to the Eastman Ringette Association or cash in the amount of \$100.00 shall accompany such protest. If there are any additional items that the qualified team member wants to use to protest the same game, a separate amount of \$100.00 must be included for each individual item.
  - f. In the event of a protest being upheld the money order; certified cheque or cash shall be returned.
  - g. In the event of a protest being disallowed no refund shall be issued and all funds will be deposited to the account of the league.

## 11. SUSPENSIONS

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### A. Ringette Canada Rules

Some suspensions, as defined in Ringette Canada rules, are automatic. Other suspensions of coaches, players, managers and trainers shall be handled by the ERL Committee

### B. Teams

Any team using an ineligible player(s) shall forfeit all games where such player(s) was used.

1. An ineligible player is defined as
  - a. a player that has not been registered with the ERL and RM, complete with proof of age (Article II, B)
  - b. a player that has not fully served a misconduct or match penalty
  - c. a temporary player that does not meet the criteria set under Article II, Section F, Temporary Promotion.

### C. Team Officials

2. If a coach persists in using an ineligible player(s) the coach will be suspended from further competition, as set out in the Suggested Guidelines.
3. Any team official knowingly certifying a form which falsifies a player's birth date or place of residence shall incur automatic suspension for an indefinite period to be determined by the ERL Committee.
4. Any team official or game official who falsifies the signature on a game report shall incur automatic suspension.
5. Team officials who rush or abuse an on ice official (referees, timekeepers etc.) or an off ice official (game or event official) or become involved in an altercation with any of the above during or following a game will be subject to suspension. Any team official ejected from a game will be suspended for the next league game.
  - a. 1st offence – game plus a game, and a written letter of rebuke from the ERL
  - b. 2nd offence removal from the coaching staff until brought before the ERA Board for a suspension meeting.

### D. Players

1. Any player who falsifies a birth date or place of residence on a registration form with the League shall incur automatic suspension for an indefinite period to be determined by the Suspension Committee.
2. Any player who falsifies the signature on a game report shall incur automatic suspension.

3. Any player receiving a misconduct penalty in a league game shall be ruled off the ice for the remainder of that game and from the next game. The player will be considered as an ineligible player.
4. Any player that receives a misconduct at zero (0:00) time will be assessed an automatic two (2) league games.
5. Any player receiving a match penalty in a league game shall be ruled off the ice for the remainder of that game and will automatically be suspended from league play for the next two games. Once served, the player may then resume play, until the suspension has been dealt with by a suspension committee. At that time a further suspension may be imposed, based on suggested guidelines.
6. Any player receiving a match penalty at zero (0:00) time will be assessed an automatic three (3) game suspension. Once served, the player may then resume play, until the suspension has been dealt with by a suspension committee. At that time a further suspension may be imposed, based on suggested guidelines.

## **E. Procedure**

### **1. Misconduct Penalties**

- a. In the case of a misconduct penalty, a player and/or team official is to be suspended from the remainder of the game plus the next game.
- b. A misconduct penalty occurring at zero (0:00) time will be an automatic two (2) League game suspension. If an offence occurs with time remaining on the clock and for some reason the game is stopped at that point, it shall not be ruled as occurring at the end of the game.
- c. Suspended players or team officials must serve their suspensions in league games in the same capacity as their suspension was given.
- d. A player or team official serving a suspension resulting from a misconduct penalty is not allowed to participate in any league or play-off games in the same capacity as the suspension was given until her/his suspension has been fully served.
- e. Unless otherwise notified by the Director of Official, players who have been suspended as a player shall still be allowed to coach teams and referee games if they also are registered coaches and qualified referees.
- f. The Director Officials will inform the appropriate Community Club Convener and coach of the automatic one (or two) League game suspension.

### **2. Match Penalties**

- a. In the case of a match penalty, the suspended player is to be suspended from the remainder of the game plus the next two games. Once served, the player may then resume play, until the suspension has been dealt with by a suspension committee. At that time a further suspension may be imposed, based on suggested guidelines.

- b. A Match penalty occurring at zero (0:00) time will be an automatic (3) game suspension. If an offence occurs with time remaining on the clock and for some reason the game is stopped at that point, it shall not be ruled as occurring at the end of the game.
- c. The Director of Officials shall convene and chair the Suspension Committee meeting.
- d. Suspended players or team officials must serve their suspensions in League games in the same capacity as their suspension was given or as set by the body governing the game in which the infraction occurred.
- e. Unless indicated otherwise by the Suspension Committee, these suspensions do not affect the performance of other duties in the Eastman Ringette League, such as refereeing/playing by a suspended team official.
- f. In the case of a match penalty, the suspended player or team official cannot participate in any league game in the same capacity as the suspension was given until the automatic 2 game suspension has been served. Once served, the player may then resume play, until the suspension has been dealt with by a suspension committee. At that time a further suspension may be imposed, based on suggested guidelines.
- g. Repeat offenders, will be subject to further game suspensions over and above the suggested minimums. Repeat offences can carry up to a maximum 1 year suspension (based on severity).
- h. Players with a match penalty must appear before the Suspension Committee, accompanied by a coach, manager or Community Centre Convener. Team Officials with a match penalty must appear before the Suspension Committee.

## **F. Suggested Minimum Suspensions**

1. Use of Ineligible Player(s)
  - a. first offence..... 1 game
  - b. second offence..... 2 games
  - c. third offence..... suspension as a team official for the remainder of that playing season, to include all games, including the Provincials.
2. Players and/or Team Officials who are assessed a Match Penalty for the following:
  - a. Hair pulling..... 3 games
  - b. Facemasking..... 3 games
  - c. Head butting..... 3 games
  - d. Spearing..... 4 games
  - e. Butt-ending..... 4 games

- f. Stick swinging..... 4 games
  - g. Kicking..... 4 games
  - h. Deliberate attempt to injure..... depends on severity (action not specified above) of the action
  - i. Fighting-instigating..... 4 games
  - j. Fighting-participating..... 2 games
3. Abuse of an Official
- a. Excessive verbal..... 3 games
4. Physical Abuse of an Official
- a. Minimal - e.g. touching, brushing.... 4 months
  - b. Moderate - e.g. pushing..... 1 calendar year
  - c. Excessive - e.g. punch, attempt to punch, push causing a fall..... lifetime suspension
5. Defaulted games to not count in the serving of the suspensions. Defaulted games refer to games due to insufficient players, no show by opposing teams, no show by officials, etc.

## 12. GAME PROTEST

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### A. Procedure

1. A protest must be submitted on writing no later than 24 hours after the end of the game, to the League Coordinator.
2. Any protest delivered to the League Coordinator shall contain only one protestable fact and that a money order, certified cheque payable to the Eastman Ringette League or cash on the amount of \$100.00 shall accompany such protest. If there are any additional items that the qualified team member wants to use to protest the same game, a separate amount of \$100.00 is included for each individual item.
3. Upon receipt of protest and the appropriate fee, the ERL Committee (By-Laws Article IV, Sect. F) shall convene a meeting.
4. The parties initiating the protest, and all parties (excluding officials) involved in the protest, shall be present at the Protest Committee meeting to make their case.
5. There shall be no protests of games re: incidences occurring during the course of play.
6. In the event of a protest being upheld the money order; certified cheque or cash shall be returned.

7. In the event of a protest being disallowed no refunds shall be issued and all funds will be deposited to the account of the league.

### 13. APPEALS

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1. All appeals on rulings made by
  - a. The ERL Protest Committee
  - b. The ERL Suspension Committee
2. An appeal on a ruling shall be made within seven days after the notification of such ruling. The postmark shall decide the date of the mailing.
3. An appeal and all evidence in support thereof shall be submitted in writing and in triplicate and signed by a Coach or Assistant Coach.
4. The appeal shall be accompanied by a money order or certified cheque for \$150 payable to the Eastman Ringette League.
5. The Chairperson of the Appeal Committee shall within seven days of receipt of a written appeal, arrange a date for the appeal hearing and give notice thereof to the appellant and the player or his coach, if applicable, and to all persons who are shown on the record of the Suspension Committee or Protest Committee as having made a submission or given evidence to the Suspension Committee or Protest Committee.
6. Representations are limited at an appeal hearing to those persons or officials requested to, or approved to, appear by the chairperson of the Appeal Committee.
7. A ruling of the Appeal Committee shall be final and binding upon all members of the ERL subject to clause 8.
8. A member of the ERL may, appeal a ruling by the ERL Appeal Committee to RM pursuant to their appeals procedures.

### 14. DUES

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1. Each team registered in the Eastman Ringette League competition shall pay an annual membership in the form of a players registration fees to the League. Said registration fee shall be set by the ERA Treasurer each year and ratified at the Annual Meeting.
2. The said fees shall be payable at the time the team registers for competition at the ERL meeting to be scheduled before the end of the first week of October and shall be in addition to any dues or fees payable to Ringette Manitoba and Ringette Canada.
3. All funds raised or earned by the League shall be submitted to the treasurer of the ERA and utilized for the operation of the League and of the ERA.
4. All fines and other debts or amounts owing to the league, must be paid prior to registration

5. A late payment charge of 2% per month shall be charged on all monies that are 30 days past due.

## 15. INSURANCE

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1. All registered players are urged to obtain adequate accident insurance coverage.
2. Ringette Manitoba carries a (third party) Liability Insurance which covers the Ringette Manitoba Inc., all sub or local Associations, Managers, Trainers, Coaches, Officials, Sponsors, Volunteers and all persons associated therewith, while involved in the activities of the Ringette Manitoba.

**NOTE:** RMB Insurance is an insurer of last recourse and should not be viewed as primary insurer.

## 16. MEMBERSHIP

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Beausejour Ringette Association  
Grunthal Ringette  
Lac du Bonnet Ringette  
Lorette Ringette Association  
Red River Rage Ringette  
Red River Wild Ringette  
Springfield Ringette Association  
Steinbach Ringette Association

## H. Appendix A – Eastman Ringette Clubs With Their Adjacent Communities

### **Steinbach Ringette**

Steinbach, Mitchell, Blumenort, \*Ste.Annes  
Giroux, Randolphe, Marchand  
Labroquerie

### **Lorette Ringette Association**

Lorette, IDC, Landmark, \*Ste.Annes  
Grande-Point, Dufresne,

### **Grunthal Ringette**

Grunthal, Kleefeld, St-Malo, St-Pierre-Jolys,  
La Rochelle, Rosa, Sarto, Carey  
Dufrost,

### **Springfield Ringette Association**

Oakbank, Dugald, Anola,  
Hazelridge, Cooks Creek

### **Beausejour Ringette Association**

Beausejour, Garson, Tyndall  
Cromwell, St-Ouens  
Communities to the North

### **Lac du Bonnet Ringette**

Lac du Bonnet, Pinawa, Pine Falls  
Ste. George, Powerview

### **Red River Rage Ringette**

Niverville, Ste-Adolphe, Ste-Agathe,  
New Bothwell, Otterburne, Aubigny

### **Red River Wild Ringette**

St. Jean, Morris, Emerson

\*As of 2007/2008:

All players from **Ste. Annes** may register in either Lorette or Steinbach. Once a “home” community club has been chosen, players must request a Transfer and complete an *Application of Transfer Form* to play in a different community in any subsequent year(s).

## **I. Appendix B - Eastman Boundaries**

**North Boundary** 53rd Parallel.

**West Boundary** From 53rd Parallel South along East Shoreline of Lake Winnipeg to Beaconia. Beaconia East to Hwy. 59, Hwy. 59 South to the Northern limits of the RM of East St. Paul, South along the East limits of the RM of East St. Paul to the floodway, floodway South to Hwy 75, Hwy 75 South from South City limits to PR 305, PR 305 East to the Red River, Red River South to Hwy 23, Hwy 23 East to Hwy 200, Hwy 200 South to the Canada/US border.

**South Boundary** Canada/U.S.A. Border

**East Boundary** Manitoba/Ontario Border

**J. Appendix C – Open Division Policies**

**Open Division –Open Division teams are not included in ERL league play. Open teams may play in the WRL without prior permission from the ERL or ERA.**