

## General Rules

1. The **Official Rules of Ringette Canada** will apply.
2. **Teams must supply two (2) off ice-officials** for games except for final Gold Medal games: Home - Scorekeeper/Penalty Box, Timekeeper. U10 Step 3 teams will supply 3 minor officials, Home - Scorekeeper/Penalty Box, Timekeeper and a second Penalty Box official.
3. Teams must be **ready to go on the ice ten (10) minutes before game time**. Despite being ready early games will start on time. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. However, the game will be played as an exhibition.
4. **Games running behind may be shortened at the discretion of the arena manager**. With 5 minutes remaining in the ice slot, the game clock will be dropped to 2 minutes. Warm ups for subsequent games may be shortened to catch the schedule up.
5. **Score sheets are located at the Host Table of the arena**. They are to be completed and signed by the coach at least fifteen (15) minutes before game time, with the top two copies returned post game.
6. **HOME** team gets first choice in uniform colour (BLACK/WHITE)
7. There will be at least a three (3) minute break between halves to allow time for a cheer.
8. In medal games, the higher place team shall be HOME.
9. U10 Step 3 Teams **must declare goaltender(s)** and affiliates on the gamesheet by indicating (G), (AP).
10. Teams **MUST** declare **affiliated players** on game sheets by **indicating (AP) on the game sheets for which those players are used**. *It is the responsibility of the team to ensure that player affiliation rules are followed.*
11. There will be a three (3) minute on ice warm up.
12. **Length of Halves** shall be 23 minutes run-time for Active Start, U10-S1 and U10-S2 and 18 minutes stop-time for U10-S3.
13. **Good sportsmanship** will be stressed throughout the tournament.
  - Any TEAM accumulating **MORE THAN 30 Penalty Minutes** in any ONE GAME, shall see the head coach or acting coach from that game **suspended for their next tournament game**. (*No grievances will be accepted*)
  - A **MATCH penalty** will automatically result in suspension from **all subsequent tournament games**.
  - Abusive/offensive language is not to be used on the ice, bench area or in the public halls and lobbies of the arena.
  - Any person who interferes with the game, or verbally abuses an OFFICIAL, COACH or PLAYER will be asked to leave the playing area and not return. The head coach will be notified by an on ice official to remove the person. If the person refuses to leave the arena playing area after a reasonable period of time, the game will be called and the team the person is associated with will forfeit the game.
14. **Game scores** will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures, with a **MAXIMUM FIVE GOAL** difference.
15. Any team wishing to file a protest may do so by submitting their request in writing, along with \$250, to the Clareview Arena Host/Welcome Table. Notification of a protest must be received within one hour of the incident occurring to enable sufficient time to deal with the protest.  
A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$250 will be refunded). No game protests involving referee judgment will be accepted.

**THE REFEREE'S DECISION SHALL BE FINAL.**

## Modifications for Active Start and U10 Divisions

**Active Start and U10 (all steps) will use modified small goal nets.**

**Active Start will play a friendship series on half ice and will follow Black Gold League policy for U10 S-1 and S-2 and all participants will receive a participation medal.**

1. A maximum of two (2) coaches from each team is allowed on the ice. The coach or designate who participates on-ice during a game is required to wear skates and CSA approved protective head gear. One coach will stay close to the boards and out of the area of play, the other close to the goalie to provide goalie assistance. Sticks for coaches are not permitted.
2. Games will be half ice, 3v3 plus goalies
3. Time will be posted on the scoreboard but not scores. There will be no maximum number of times a player can score when playing **half ice games**.
4. Two 23-minute periods (running time) with 90 second buzzer shifts.
5. Three (3) minutes will be given at period break for the teams to do a cheer.
6. Teams must change ends for the second period.
7. No penalties will be called, but rather, the penalty will be explained to the offending player by the referee to facilitate learning of the rules.
8. No Goalie Equipment will be used other than a goalie stick. Goalies will change every shift. 4 players will go out for a line change – one of them will play in goal for that shift. The next shift a new player will play goal. Players will not play goal for an entire game.
1. The structure will be random round robin. There shall be no overtime (a tie is a tie).
2. A maximum of two (2) coaches from each team is allowed on the ice. The coach or designate who participates on-ice during a game is required to wear skates and CSA approved protective head gear. One coach will stay close to the boards and out of the area of play, the other close to the goalie to provide goalie assistance. Sticks for coaches are not permitted.
3. Games will be half ice, 3v3 plus goalies.
4. Time and scores shall be posted on score clock with a maximum five (5) goal spread.
5. There will be no maximum number of times a player can score when playing **half ice games**.
6. Two 23-minute periods (running time) with 90 second buzzer shifts.
7. Three (3) minutes will be given at period break for the teams to do a cheer.
8. Teams must change ends for the second period.
9. No penalties will be called, but rather, the penalty will be explained to the offending player by the referee to facilitate learning of the rules.
10. Goalies can wear goalie equipment and use a goalie stick. Goalies do not change; however a team may choose to change goalies at half-time.
11. No penalties will be recorded on the gamesheet.
12. Total score is recorded on the gamesheet- do not credit individual players.

### For the U10 step 3 division:

1. Games will be played on full ice.
2. U10 games will be played according to standard ringette rules.
3. No shot clock to be used.
4. Games will be two 18 minute stop time periods.
5. A maximum of three (3) goals per player per game will apply

### Player Affiliation Rules

#### For ALL Teams:

Game sheets are checked at the control room for proper use of affiliated players. Teams are required to strike the names of players who are not participating in a game from the game sheet to ensure proper verification. When using an affiliate, the name(s) of the player(s) and their jersey number must be written in the appropriate space on the

game sheet (at the bottom of the team roster under "AFFILIATES")

**For U10 Step 3** - The **Maximum** number of players listed on a game sheet:

NOTE: "players" includes goaltenders, skaters and affiliates.  
When using no affiliates..... 19 players  
When using affiliate(s) as skater(s) only ..... 12 players  
When using affiliate skater(s) plus an affiliate goalie... 13 players  
When only using an affiliate goalie ..... 19 players

#### For OUT-OF-PROVINCE Teams:

The team using the affiliated player must have written permission from the coach of that player's regular team (without this permission the affiliated player will be deemed ineligible). We must also have a copy of the affiliate players' regular team provincial record.

## U10 STEP 3 RULES for TIE BREAKING

### For U10 Step 3: Round Robin Team Standing Rules

**POINT STRUCTURE** - Teams receive **two (2) points for a win, one (1) point for a tie, and no (0) points for a loss.** At the completion of round robin play, teams will be ranked according to the total points in all games played. **Note: There are no additional points awarded for shutouts. Web results are unofficial. In cases of disagreement between the website and host arena scoreboard, the scoreboard will display the official result.**

### Breaking of Ties in Team Standings

**Note: Regardless of game score, only a FIVE goal difference will be credited in applying these rules.**

When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:

1. In cases where the tied teams have played an equal number of games against each other, the **winner of more game(s) between each other during the round robin** will be declared the highest position.
2. If still tied, teams shall be ranked according to the difference between goals for and against **in games between the tied teams in round robin play.** The team with the **highest positive difference** shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
3. If still tied, teams shall be ranked according to the **least goals against** in games **between the tied teams** in round robin play. The team with the **least goals against** shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
4. If still tied, teams shall be ranked according to the difference between **goals for and against in all games played in the round robin.** The team with the **highest positive difference** shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
5. If still tied, teams shall be ranked according to the **least goals against in all games played in the round robin.** The team with the **least goals against** shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.

6. If still tied, teams shall be ranked according to the **highest ratio** of goals for divided by the sum of goals for plus goals against for games **between the tied teams** in round robin play. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
7. If still tied, teams shall be ranked according to the **highest ratio** of goals for divided by the sum of goals for plus goals against **for all games** played in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
8. If still tied, teams shall be ranked according to the **least total penalty minutes** for all games played in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, the team with the third least penalty minutes shall be next, etc.
9. If still tied, teams shall be ranked according to the **time required to score their first goal** for all games played in the round robin. The team scoring the earliest goal shall be ranked highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked next, etc.
10. If still tied, teams shall be ranked by a coin toss.

**NOTE: Each step of the tie breaking rules shall apply to all teams involved in the tie.**

*ie. according to rule 2, the White team has a difference of 5 goals, the Red team has a difference of 3 goals and the Blue team has a difference of 2 goals. White team shall be ranked highest, Red team next and Blue team shall be third among these tied teams.*

*If three (3) or more teams are involved in the tie, the tie breaking procedure shall only revert to 1 if teams are still tied after the application of subsequent rules. ie. according to rule 2, the White team has a difference of 5 goals, the Red team and the Blue team are still tied at 3 goals difference. White team shall be ranked highest, revert to rule 1 to break the tie between the Red & Blue teams.*

**"WILD CARD" teams** are determined by using the round robin standings (and tie breaker rules if required) to find the highest place team who did not qualify as 1st or 2nd in their pool.

## Breaking of Tie Scores in Games

- If a **ROUND ROBIN** game is tied at the end of regulation time, each team will be awarded (1) **one point**.

If a game is tied at the end of the second half of a **FINAL game**, the teams will play a "**four on four**" (plus a goaltender) **five (5) minute stop time SUDDEN VICTORY** overtime period. Penalties assessed in regulation time shall carry-over to the overtime period. Possession of the ring will be determined by a coin toss (home team shall call the coin toss).

If no goals are scored in the overtime period, the winner of the game will be decided by a **Shoot-Out**.

1. The team that lost the coin toss for OT will have choice to shoot first or second in the shoot-out.
2. Coaches will have two (2) minutes to produce their list of shooters (including all skaters on the bench)
3. Penalties do not carry over into the shoot-out.

### **Shoot-Out Round One:**

3 players for each team alternate shots. The winner is declared to be the team with the most goals for 3 players. The shootout will end if it becomes impossible for one team to score sufficient goals to tie the other team.

### **Shoot-Out Round Two:**

If it is still tied after round one, teams continue one shooter at a time until a winner is determined. No shooter may shoot again until all players have shot. A winner is declared when one team scores and the other does not in sudden victory format.

- If no additional ice time is available, a coin toss will determine the winner.

### **Time-Outs:**

Each team is entitled to: ONE 30-second timeout per regulation game ONE additional 30-second timeout in overtime.