



COACH AND MANAGER PACKAGE

Silver Ring Jamboree

January 19-21, 2024





Welcome!

On behalf of the Edmonton Federation of Community Leagues Ringette Association executive and our Tournament committee, we would like to welcome you to our community and wish everyone the best of luck in our annual Silver Ring January Jamboree. We would also like to say "Thanks!" to the families and friends who have come out to support the players.

We want to extend a heart-felt thank you to all our sponsors for making this event so successful. Their generous contribution helped make our vision a reality by helping to offset the cost of holding the tournament. In addition, our tournament committee and our volunteers have worked for many months to offer us this weekend's activities. Without these volunteers and their strong sense of community spirit, hosting this event would not be possible.

During the Silver Ring, we all look forward to seeing a great display of skill, competition, and teamwork in the true spirit of fun and good sportsmanship.

We have plenty to offer over our tournament weekend, including many exciting prizes. Check out our tournament map for directions to all our venues, and don't hesitate to ask any of our volunteers for directions or advice on where to eat, get skates sharpened or where to go shopping - they will be happy to help. The Tournament Committee is also here to assist you. Feel free to stop by the Tournament Office at the Meadows Rec Centre Arena (Second Floor. Room 201) should you have any concerns or questions.

We look forward to three days of good competition, developing relationships and a fun-filled weekend and we hope to see you again next year! Best of luck to all teams!

Kristy Geiger, Karen Garlitos and Barb McCloy
Silver Ring Jamboree Chairs





Edmonton Ringette Silver Ring Tournament Committee

Kristy Geiger
Barb McCloy
Karen Garlitos
Dustin Friel
Kim Patten
Troy Diakow
Ben Greidanus
Graeme Wicentowich
Kristen McLean
Johanna Goyeau
Tricia Webster
Brandy Bennett
Richard Nolan

The Edmonton Silver Ring Jamboree Committee would like to thank all the players, parents and many volunteers whose hard work and dedication have made this another successful Silver Ring Jamboree.

A BIG “THANK YOU” TO ALL OUR REFEREES!





Arena Locations

Donnan Arena

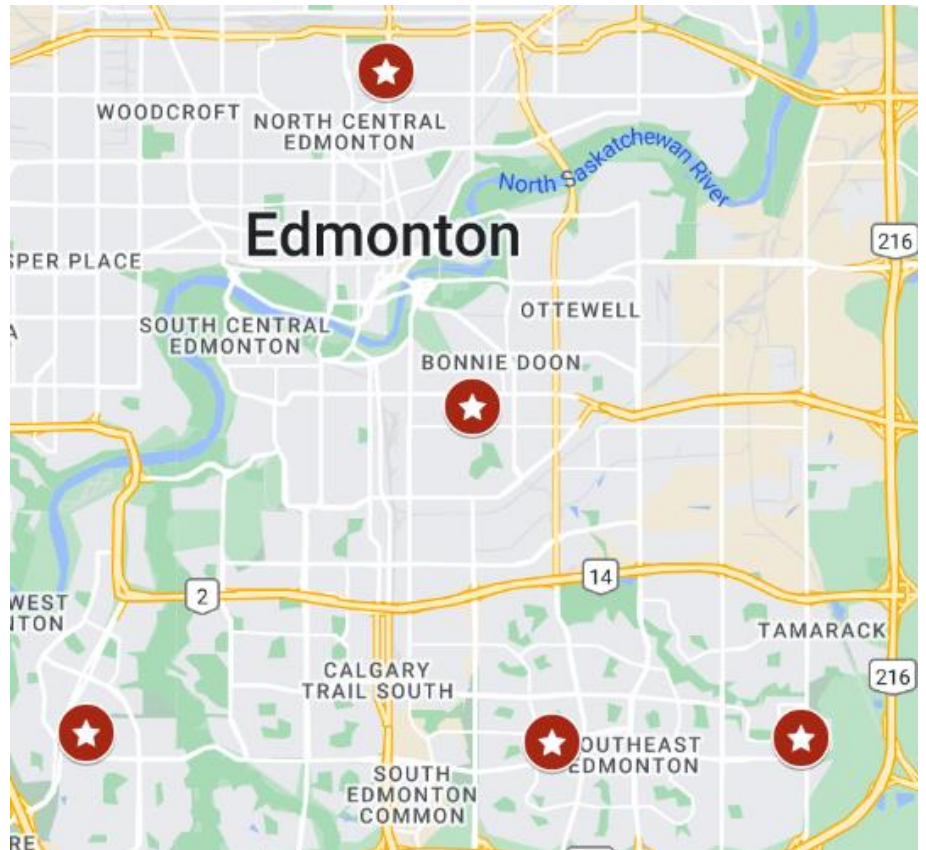
9105 80 Ave NW
Edmonton, AB T6C 0N9
780-442-4546

Millwoods Rec Centre

7207 28 Ave NW
Edmonton, AB T6K 3Z3
780-442-5311

The Meadows Rec Centre

2704 17 St NW
Edmonton, AB T6T 0X1
780-442-5311



Skate Sharpening

Milwoods Sport & Cycle
6107 28 Ave NW
Edmonton, AB T6L 6N5





Heart and Hustle Awards

Four (4) Heart & Hustle awards will be provided to the **U10 Step 3 teams**. You can pick these up at the Welcome Tables. The recipient of these awards will be selected by each team's coach and can be presented in the locker rooms following the game.

Team Volunteer Requirements (Minor Officials)

Active Start, U10 Step 1 and U10 Step 2

Friendship Games

The Home Team, as listed on the game sheet, is required to provide a score keeper (RAMP gamesheet app).

The Visiting Team will be required to provide a timekeeper.

U10 Step 3

Round Robin, Bronze, and any Consolation Final Games

The Home Team, as listed on the game sheet, is required to provide a score keeper (RAMP gamesheet app) and a penalty box attendant.

The Visiting Team will be required to provide a timekeeper and penalty box attendant.

Medal Games Officials

Edmonton Ringette will provide minor officials for GOLD medal games.

Open B

Round Robin, Bronze, and any Consolation Final Games

The Home Team, as listed on the game sheet, is required to provide a score keeper (RAMP gamesheet app), a timekeeper, and a penalty box attendant.

The Visiting Team will be required to provide a shot clock operator and penalty box attendant.

Medal Games Officials

Edmonton Ringette will provide minor officials for GOLD medal games.





First Stripes – Pilot Program for Step 1 and Step 2

Edmonton Ringette will be piloting the First Stripes program at the Silver Ring Jamboree. First Stripes is an Officiating Program for half-ice ringette. As it is a pilot, Edmonton Ringette will not have First Stripes at all Step 1 and Step 2 games, as the new First Stripes officials must be mentored during their games, and mentors are not available for all of the games during the tournament.

More information on the program can be found here.

Here is the link to the Coaching Document – Please read before your first games. This is a quick notes version of the program with focus on what the coaches should be aware of.

[First Stripes – Pre-Level Officiating Program COACHES INFORMATION](#)





Raffle Baskets

Raffle Basket tickets will be sold Friday and Saturday at The Meadows Rec Centre. Draw to take place Saturday evening at 8:00pm.

Silent Auction

Silent Auction items will be available for bidding from Friday, January 19, 2024 at The Meadows Rec Centre and ending Saturday January 20 at 8:00 pm.

Sucker Pull/Stickers/Croc Charms

Will be available at The Meadows Rec Centre.

50/50 Draws

50/50 tickets will be sold via Raffle Box. We are running a 50/50 Raffle, sponsored by KV Capital. There will be QR codes around the arenas to purchase your 50/50 ticket. If you wish to purchase your tickets early, here is the link:

<https://www.rafflebox.ca/raffle/efclra-6>



KV Capital

Tournament Schedule

The Silver Ring Jamboree is using the RAMP Tournaments platform for the tournament this year. Click on Tournaments, then Edmonton Silver Ring and look for your division.

<https://www.ringetteabgames.com/>





Injury Response Plan

There is always the potential for injury in all physical activities. Therefore, it is important to have an emergency action plan. The key to the emergency action plan is getting professional care to the athlete as quickly as possible.

DIAL 911

First Aid Kits: Lifeguards (in arenas with a pool on site), Arena Staff, Team Staff

When Injury Occurs

1. Take control and assess the situation.
2. Remember the basic first aid rule: Do not move the injured athlete. If the athlete cannot start a movement themselves, do not move the body part for them.
3. Tell bystanders to leave the athlete alone.
4. Leave the athlete's equipment in place.
5. Evaluate the injury. Once you have assessed the severity of the injury, decide whether further assistance is required. If an ambulance is required DIAL 911.
6. If an ambulance is not needed, decide on how to remove the injured athlete from the ice surface.

Addresses for Hospitals (*Non-emergency transport only)

Grey Nuns Community Hospital 1100 Youville Dr W Northwest Edmonton, AB T6L 5X8	University of Alberta Hospital 8440 112 St NW Edmonton, AB T6G 2B7
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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 and Penalty Box. Away - Timekeeper and a second Penalty Box official. Active Start, Step 1 and Step 2 do not require penalty box officials. **Open B:** The Home Team, as listed on the game sheet, is required to provide a score keeper (RAMP gamesheet app), a timekeeper, and a penalty box attendant. The Visiting Team will be required to provide a shot clock operator and penalty box attendant.
3. Each team will designate a **Spectator Liaison** for their team in the stands. *See Spectator Rules.*
4. 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.
5. **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.
6. **Game sheet Codes are located at the Host Table of the arena.** RAMP GameSheet App is being used at the tournament forelectronic gamesheets. Coach or Team Staff must verify the roster on the app and sign, at least fifteen minutes before game time.
7. **HOME** team gets first choice in uniform colour (BLACK/WHITE). In the case of conflict in uniform color, the VISITING team must change their uniforms.
8. **Active Start and U10:** There will be at least a three (3) minute break between halves to allow time for a cheer. **Open B:** There will be at least a one (1) minute break between halves.
9. In medal games, the higher place team shall be HOME.
10. U10 Step 3 and Open B Teams **must declare goaltender(s)** and affiliates on the gamesheet by indicating (G), (AP).
11. 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.*
12. There will be a three (3) minute on ice warm up.
13. **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 and Open B.
14. **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.
15. **Game scores** will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures, with a **MAXIMUM FIVE GOAL** difference for Active Start and U10. Open B will have a **MAXIMUM SEVEN GOAL** difference.
16. Any team wishing to file a protest may do so by submitting their request in writing, along with \$250, to the Meadows 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. Edmonton Ringette is piloting the **First Stripes Officiating Program** for Step 1 and Step 2. Please see the Coach Information document for what coaches should be aware of.
5. Two 23-minute periods (running time) with 90 second buzzer shifts.
6. Three (3) minutes will be given at period break for the teams to do a cheer.
7. Teams must change ends for the second period.
8. 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.
9. 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.

U10 Step-1 and Step 2 divisions will play a friendship series on half ice as they do for Black Gold League play where all participants will receive a participation medal.

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 app.
12. Total score is recorded on the gamesheet app- 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 on the game sheet app.

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

NOTE: "players" includes goaltenders, skaters and affiliates.

When using no affiliates..... 18 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 18 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 hard card.

U10 STEP 3 and OPEN B RULES for TIE BREAKING

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 (U10 Step 3) will be credited in applying these rules and a SEVEN goal difference for Open B.

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.

Spectator Rules

1. Each team will designate a **Spectator Liaison** for their team in the stands.
2. **Spectator Liaison** is a person supplied by all teams during a game (exhibition, scheduled, tournament, or playdown / playoff) for the purpose of moderating/being responsible for their team's parents conduct during the game. This person is responsible for liaising with the officials and Tournament organisers if necessary.
3. **The spectator liaison can be any person associated with a player on the team, over the age of 18, and can be different each game.** Their name must be on the electronic gamesheet under the official's section. The spectator liaison must sit in a visible area in the stands with the spectators. The spectator liaison must be an individual who is willing and able to control and monitor the behavior of the parents and team spectators throughout the game.
4. There are **no loud noisemakers, airhorns or drums allowed in the City of Edmonton arenas**. Spectators may be asked by rink attendant or tournament staff to stop using the loud noisemakers if they use them.
5. **Fans, spectators, and minor officials are the responsibility of the Team they are associated with.** Fans, spectators, and minor officials are expected to demonstrate the same sportsmanship and ethical conduct as their Team.

	<p>Coaches</p> <p>FIRST STRIPES</p> <p>An <u>Optional</u> Officiating Program for Half-Ice games</p> <p>Date Updated: September 2023</p> <p>Updated By: Lauren & First Stripes Working Group (Anne Kokko, Sherri O’Muir, Kim Patten)</p>
<p>Intention</p>	<p>This document was created for COACHES, to explain and describe the optional officiating program happening on half-ice games, how it works, and when this program will be used.</p>
<p>Purpose of the Program</p>	<p>First Stripes is a Pre-level Program, designed for Half-Ice games. It was developed using the Long Term Officiating Development Matrix, and is intended to build officiating skills that can translate into the Full-Ice program.</p>
<p>Duration of Program</p>	<p>This program is optional, meaning that some associations will be running this, and others will not be. If your association is hosting this program, you will see officials on the ice more than an association that is not hosting the program.</p>
<p style="text-align: center;">SETUP AND GAMEPLAY DOCUMENT -</p> <p style="text-align: center;">https://ringettealberta.com/wp-content/uploads/2023/06/Childrens-Ringette-Guide-MAY-2023.pdf</p> <p style="text-align: center;">This document is in the manual for Half-Ice games and is on the RAB website.</p>	
<p>Age of Officials</p>	<p>First Stripes program will require officials to be age 12 or older by September of that season.</p> <p>This program is a pre-level program to the Full-Ice Program that starts at age 14.</p>
<p>Roles</p>	<p>On Half-Ice games, coaches are normally on-ice; there are 3 roles for coaches: Bench coach, on-ice coaches (2), and a coach-referee. This program only replaces the Coach-referee - all other roles for coaches continue as normal.</p> <p>When there are officials on the ice, coaches will not have to enforce rules with a whistle - but can focus on helping their players develop.</p> <p>Please keep in mind that coaches are always responsible for rink setup and providing timekeepers and a gamesheet, as they would for any game at this level.</p> <p>Coaches:</p> <ul style="list-style-type: none"> - Set up nets, barriers, dots, creases, and gamesheet/minor officials AS normal - Officials will not be doing this <ul style="list-style-type: none"> - Pre-Level Officiating Program is optional - coaches will do this task <u>ALL the time, with or without officials</u>

	<ul style="list-style-type: none"> - When Officials are present, coaches should not have to interact with the ring, and are asked to stay out of the paths of the officials and not use their whistles - Help their players understand the rules - Interact with the officials in a calm tone, these officials are LEARNING <p>Officials:</p> <ul style="list-style-type: none"> - Apply rules and knowledge learned in this training - Communicate with coaches before the game <ul style="list-style-type: none"> - Using a gamecard - Manage the game - Ensure safety is a priority - LEARNING is the main role of officials! <p>Mentors:</p> <ul style="list-style-type: none"> - Understand the differences between the half-ice and full-ice program - Provide helpful and constructive feedback <p>Spectators:</p> <ul style="list-style-type: none"> - Cheer with positive statements - Understand that officials are LEARNING and should NEVER question their calls - Help foster a positive sports environment for all involved <p>Associations:</p> <ul style="list-style-type: none"> - Decide if this program is being used - Inform the coaches, spectators on the teams, and leagues <ul style="list-style-type: none"> - Supplemental education as handouts - Monitor this level, check in with officials regularly - Manage game assignments, payment, and appropriate pairings
<p>Number of Officials (please note that plenty of options are given to fit the needs of your association)</p>	<p>NEVER ALONE! Acceptable combinations:</p> <ol style="list-style-type: none"> 1) 1 Pre-Level + Junior Mentor 2) 1 Pre-Level + 1 Pre-Level + Evaluator/Senior Mentor 3) 1 Pre-Level + 1 Pre-Level/1 Pre-Level + 1 Pre-Level + Evaluator/Senior Mentor (2 games happening at once) 4) Coach <ul style="list-style-type: none"> - Pre-level Officials are NOT to officiate solo, or 'with' a coach, this program operates with 2 officials or NONE <p>**Coaches are still asked to be on the ice when there are officials, as coaches are still in charge of rink markings, and coaching their athletes on ice.</p> <p>Definitions of mentors:</p> <ul style="list-style-type: none"> - Evaluator = Fully certified via evaluation clinics - Senior Mentor = Official that has completed their 2/3 or 4 clinic, but has not yet taken the evaluation clinics, MUST also have proven to give mature and constructive feedback - Junior Mentor = 1 Level 1 WITH AN Evaluation completed, MUST also have proven to give mature and constructive feedback

<p>Gamecard</p> <p>FIRST STRIPES GAMECARD</p> <p>PRE-GAME TASKS</p> <p>Coaches: ✓ Set up markings ✓ Set up hornets ✓ Set up nets ✓ Fill out game sheet Coaches will always set up the ice for the game.</p> <p>Officials: ✓ Check ice surface ✓ Contact Strips ✓ Confirm Agreement ✓ Get hornets ✓ Check the NEDS signs</p> <p>Home Teams: Must provide Timerskeepers. Timekeepers will take every 90 seconds for both games on the ice surface.</p> <p>Every Player: Must start with a pass from the passing side or if the goalkeeper fails, they start with the goalkeeper ring. Team and possession will start with the ring.</p> <p>Positioning is shown in green Risk Markings are shown in red</p> <p>First Stripes is an OPTIMAL program, teaching new officials the basics before they decide to enter the full-time program. Officials are asked to have the contract read and agree to this statement, please note that there is also a survey submitted to BOTH the association and the official AND Stripes Assoc.</p> <p>TRAITS TO KEEP IN MIND</p> <p>BE INTERESTED ACT PROFESSIONAL BE OPEN TO MENTOR FEEDBACK FIND YOUR CONFIDENCE KEEP A GOOD ATTITUDE BUILD YOUR ABILITY TO RESPOND</p> <p>If there are officials on ice – as a coach, I WILL collaborate with the officials in a safe and respectful environment, remembering that these officials are learning, just like the players on the ice, and potentially the coaching staff. While it is the coach's responsibility to teach their players the rules of the game, it is the official's responsibility to enforce those rules through game play. AS COACHES – WE WILL RESPECT THE OFFICIALS AND COMMUNICATE RESPECTFULLY.</p> <p>Home Team <input type="checkbox"/> Visiting Team <input type="checkbox"/></p> <p>Officials – Please complete this after EVERY game.</p> <p>Post Game Survey</p> <p>*Full Size on Program resources webpage https://ringettealberta.com/officials-resources/</p>	<p>Officials will be given a GAMECARD, which will include the following information:</p> <ul style="list-style-type: none"> - Pre-game duty roles <ul style="list-style-type: none"> - Make it clear who is to do what between coaches and officials - Reminders for the officials - Ice Diagram with positioning details AND most importantly: <ul style="list-style-type: none"> - Pre-game Coaches agreement <ul style="list-style-type: none"> - A coach from both teams will need to sign off on a statement before the game, setting expectations <div style="border: 1px solid black; padding: 10px; margin: 10px 0;"> <p>If there are officials on ice – as a coach, I WILL collaborate with the officials in a safe and respectful environment, remembering that these officials are learning, just like the players on the ice, and potentially the coaching staff. While it is the coach's responsibility to teach their players the rules of the game, it is the official's responsibility to enforce those rules through game play - all while developing their NEW officiating skills.</p> <p>AS COACHES – WE WILL RESPECT THE OFFICIALS AND COMMUNICATE RESPECTFULLY</p> <p>Home Team <input type="checkbox"/> Visiting Team <input type="checkbox"/></p> </div> <ul style="list-style-type: none"> - Post-game reporting <ul style="list-style-type: none"> - Link or QR code for a quick post-game survey - Helps RAB and associations monitor this program - Here we also be celebrating successes as well as monitoring the program
<p>Supplementary Documents</p>	<p>This document is created for the information of the associations and Referee-In-Chiefs, but there are other documents as part of this program and its education:</p> <ul style="list-style-type: none"> - Officials Manual & Officials Test - Gamecard - Coaches Document - Spectator Pamphlet - Feedback form <p>It is also important to recognize that any feedback will be taken into consideration at the end of the season, and used to determine how to improve the program.</p>
<p>Skills Officials will be focusing on</p>	<ul style="list-style-type: none"> - Introduction to some positioning and signals - Whistle confidence and reaction time - Communication - Basic violations (crease, passing line, etc.) - Basic penalties (tripping, body, etc.)
<p style="text-align: center;">PROGRAM RESOURCES: https://ringettealberta.com/officials-resources/ All of the resources are available online.</p>	