

TOURNAMENT RULES 2026

U10 Step 1 and 2

Step 1 and 2 team games may be played at Piper Arena in Okotoks and the Bob Snodgrass Recreation Complex in High River. The Bob Snodgrass rink that is being used for the U10 Step 1 and 2 games only is 145' x 56', which is a mini version of the large ice in the other arena in the building.

- Coaches/managers are responsible for the actions of their player's parents and/or guests. Be kind to all players, have patience with our referees and know that ANY ABUSE (yelling, swearing, gestures or threats) towards the referees, players, volunteers, or staff either during a game or throughout the arena WILL NOT BE TOLERATED. This type of behavior will result in an immediate expulsion from the arena, and possibly the tournament.
- Final decisions on situations not clearly defined in either of the above will be ruled on by the tournament committee. Decisions made by the tournament committee will be final. No appeals will be considered.
- There will be 2-24 minute periods (run time) and a 2 minute buzzer will be used for player changes. If a game is running overtime, game will be shortened to stay within scheduled time.
- Officials will not be used in U10 Step 1 and 2 tournaments. If desired, maximum one (1) coach from each team will be allowed on the ice, staying near the boards and out of the area of play. The coach MUST be wearing skates and a CSA approved helmet and cannot have a stick while on the ice during the game. We will be following the Ringette Alberta Guidelines for play.
- Passes will be made across the red centre line; and free pass possessions will take place from the centre ice circle.
- Restarting play after the buzzer for a line change: the Coach/Official will call over a player from the team that last had possession and give them the ring. When most players are set, they can start the play.

- o Play will be re-started by a free pass OR goalie ring given to the team that last had possession (goalie ring is a good choice if the goalie hasn't gotten to do very many)
- o It MUST NOT BE A RING RACE between players from both teams.

- A maximum of three (3) goals per game by one player will be allowed. Additional goals will not be counted.
- Each home team will be responsible for supplying adult volunteers for all games as follows:

Home –1 scorekeeper, 1 timekeeper. Please note that scores are not posted on the clock but posted on the game sheet.

- Good sportsmanship and fair play will be stressed throughout the tournament.
- Players must be registered with Ringette Alberta and rostered to the team they are playing with.
- Affiliates must be identified to the tournament director prior to the tournament start date and must be affiliated with the team in accordance with Ringette Alberta regulations.
- 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 Ringette Alberta affiliated player rules are followed.
- Any team wishing to file a protest may do so by submitting their request in writing, along with \$200 in cash, to the Tournament Committee.
 - o Notification of a protest must be received within thirty (30) minutes of the incident occurring to enable sufficient time to deal with the protest.
 - o A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$200 will be refunded.)
 - o No game protest involving referee judgment will be accepted. THE REFEREE'S DECISION WILL BE FINAL.
- All athletes will receive a medal in a ceremony will take place immediately after the last round robin game. Players are to line up on each side of the blue line.