



RHRA Tournament Rules - 2026

1. The Richmond Hill Ringette Association Tournament is sanctioned by the Ringette Ontario and therefore all Ringette Ontario Rules and Ringette Canada Official Rules will be followed unless otherwise specified.
2. All members of the coaching staff must sign the game sheet 30 minutes prior to game time. Teams must ensure that jersey numbers in RAMP match the jersey numbers worn.
3. Teams must be ready to go on the ice TEN MINUTES PRIOR TO THE SCHEDULED GAME TIME for all games. Failure to be on the ice within 5 minutes of notification to begin the game may result in forfeiture of the game.
4. Two (2) minutes will be allowed for on-ice warm-up for all games. This warm up will start as soon as the Zamboni leaves the ice, and it is each team's responsibility to have their players lined up and ready to take the ice. An additional 30 seconds will be allowed for coach's directions and/or team cheer. Non-observance of this rule will result in a delay of game penalty. It is very important that we all do our part to keep the games on schedule.
5. In the event of injury to a goalie, that player is allowed up to 5 minutes to recuperate from the injury or to leave the ice. If the injured goalkeeper is replaced, that player may not return to the ice until the play has resumed. If an alternate goalkeeper is already dressed, that player must immediately replace the injured goalkeeper – no warm up is allowed. If no alternate goalkeeper is already dressed, an additional 5 minutes is allowed to dress and warm up a replacement goalkeeper. If the goalie receives a major or misconduct penalty a maximum of 5 minutes will be allowed to replace the goalie with an eligible teammate.
6. No unsportsmanlike conduct will be tolerated from any spectators or coaches. If there is such conduct, the officials will ask this person to leave the building. If, after 3 minutes the person has not left, a penalty will be assigned to the team associated with the person who is at fault. If the person refuses to leave, the team with unsportsmanlike conduct may forfeit the game.
7. Please be advised we will be following the Ringette Ontario tie-breaking formula, this is available for viewing at the convener desks.
8. Game durations and format will be played as follows:
 - **Fun3, U12A, U12B, U19A, 18+A:** 2 x 15 minute periods
 - **U14AA:** 2 x 17 minute periods
 - **18+U:** 4 x 10 minute periods

9. Running time will be used no earlier than the beginning of the second half of games (Period 2 or Period 3 for University games) when the goal spread reaches 7 or greater. If the goal differential goes below seven (7), then the game will go back to stop time. If a penalty is called during running time, then the penalty time stops and restarts when play commences. The clock will stop for injuries or if a time out is called and restarts with running time when play commences.

10. If the goal spread is 7 or greater, additional goals will be recorded on the scoresheet but not posted on the scoreboard.

11. Games tied at the end of regulation play will be handled as follows:

a. Regular Round Robin Play – the game will remain tied with each team receiving one point.

b. Semi-Finals and Finals Games - the game will proceed to sudden victory overtime (successive periods with the first goal winning the game - periods will be the same length as they were during regulation). A coin toss will decide which team starts with the ring. The team that wins the coin toss will get the free pass while the other team will get choice of ends.

12. Time-outs - One 30 second timeout per game, including 4 period games. For playoff games proceeding to overtime, each team is entitled to one additional 30-second timeout every full length overtime period.

13. Games with two periods will have a 1 minute break in between periods. Four period games will have 1 minute break between periods 1&2 and 3&4 with a 2 minute break at half time.

14. Medals will be presented off-ice in the fitness room on the main floor of Tom Graham Arena and in Program Room #1 at Ed Sackfield Arena.

15. Bench staff members are to walk around to get to their team benches and not walk across the ice surface.

16. In extenuating circumstances, the tournament organizers may request assistance from the home team to supply a qualified minor official to avoid delay of the game (if a schedule minor official does not show and backups are not available at that time).