



2025-2026 RINGETTE NEW BRUNSWICK U12, U14, U16/19 AND 18+

PROVINCIAL TOURNAMENT RULES

****** FUN2 Rules follows ******

1. The Ringuette Canada Official Rule Book are the official players rules of the tournament, except for differences indicated in these Tournament Rules.
2. Good sportsmanship is expected, appreciated and celebrated RNB Provincials Tournament.
3. Ringuette NB Ringette will not tolerate verbal and physical abuse. Any member of a team, players or staff, as well as their spectators will be asked to leave the arena if they are verbally or physically abusive to another person (officials, players, team staff or spectators). Players and coaches will be assessed the appropriate penalties, and the tournament has the right to ask the spectators to leave the arena should they be abusive towards another person. When there are cases of verbal or physical abuse reported, the Host Association President or RNB President, at their sole discretion, may impose further tournament game suspensions as appropriate.
4. If in the second period of any game there is a seven (7) goal difference or greater, the period will change to running time and remain even if the goal differential goes below 7 later in the period. All goals scored will be entered on the score sheet, but the maximum difference of goals that will be shown on the scoreboard and tournament charts is seven (7) more than the lowest scoring team's goals.
5. Teams must be ready to go on the ice ten (10) minutes before any game. A two (2) minute warm-up will commence when the Zamboni leaves the ice surface. Failure to start play when required will result in an automatic game default (posted score will be 7-0) unless the following circumstances apply... a) proof of transportation breakdown; c) cancellation or delay of transport due to weather conditions; and d) schedule change and/or error not communicated to the teams by the tournament organizers. Should a game be un-played for one of the above reasons, the tournament organizers will make every attempt possible to reschedule the un-played game, however, if the tournament organizers are unable to reschedule the un-played game, the game result will be recorded as a posted score of 3-3.
6. Official game sheets are to be verified and signed by one bench member staff at least thirty (30) minutes before the game time.
7. All games will consist of two (2) fifteen (15) minute stop-time periods. There will be no overtime in round-robin games.
8. Medals will only be awarded to teams playing in final games.

9. In accordance with Ringette Canada guidelines, the U10 and below tournament formats will be jamboree style. This means all teams will have an equal amount of games and all U10 teams will be eligible to play a fourth game like a final with an opposing team of the same or similar caliber, all players receive a medal. (Jamboree).
10. If a final or semi-final game is tied at the end of regulation play, the following procedure will apply: The teams will immediately commence a stop-time, sudden victory period of 5 minutes. Possession of the ring will be determined by the tossing of a coin by an on-ice official. The team winning the coin toss will get the free pass and the other team will get the choice of ends. If still a tie, then a sudden death Shootout with three (3) shooters per team to declare a winner. Note that a team cannot use the same shooters from the original three (3) until their lineup has been used up, excluding the goalie.
11. During round-robin play, teams will receive two (2) points for a win, one (1) point for a tie and zero (0) points for a loss. At the completion of round-robin play, teams will be ranked according to total points in all games played. The breaking of ties in the standing at the end of round-robin play will be according to Ringette Canada rules for "Breaking of Ties in Team Standings".

Breaking of Ties in Standing (RC rules): When two (2) or more teams have an equal number of points after completion of the round robin games, the highest of the tied teams will be determined in the following order and considered the "official score" of the game:

- a. The winner of more game (s) between each other during the round robin will be declared the highest position. If all tied teams have not faced each other refer to item (b).
- b. If still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.
- c. If still tied, the team having the least total of goals against in games between the tied teams during the round robin will be declared the highest position.
- d. If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
- e. If still tied, the tied team with the least total goals against in all games during the round robin will be declared the highest position.
- f. If still tied a coin toss will be used to break the tie. IMPORTANT NOTE: This procedure will be followed in sequence until the tie is broken (i.e. One team is eliminated from the tie). Once one team is eliminated from the tie the procedure reverts back to (1).

12. All games at U12 and above will use the 30 second shot clock. A volunteer from the home team will be required to operate the shot chock in round-robin tournament play.
13. No game protests will be accepted. All on-ice decisions and applications of playing rules will be final. Player ineligibility and all other grievances will be arbitrated by the Tournament Host Committee Chair and/or Ringette New Brunswick Representative, whose decisions are final.
14. A match penalty assessed will automatically result in suspension from the remainder of the tournament.
15. A player is only eligible to play for one (1) team in their tournament division. When required, a maximum of three (3) players may be called up from teams within the same association, to a total roster of eleven (11) players, with permission of the Host Committee Chair.

16. In order to be eligible to play on a team in the tournament, the player must be on that team roster for regular league play, unless express prior permission is obtained from the Tournament Chair at the time of registration.
17. Any changes to the team lists must be submitted to Ringette NB on or before Thursday March 12, 2026, and have the approval documentation from the governing body of their home association sent to Ringette Chaleur; ringuettechaleur2021@gmail.com
18. Any over-age players on a roster must be identified to Ringette NB no later than Thursday, March 12, 2026, and have the approval documentation from the governing body of their home association sent to Ringette Chaleur; ringuettechaleur2021@gmail.com
19. It is the responsibility of the home team to declare their colours to the visiting team prior to the game. In the event of a colour conflict, the visiting team must change colours. The on-ice officials hold the final decision of whether there is a colour conflict and in cases where the jersey colours are difficult to distinguish, the visiting team will be asked to change.
20. Any team playing four (4) round-robin games will have one (1) game randomly selected to be removed (thrown out) from their round robin stats. This draw will take place ten (10) minutes following the team's final round-robin game and will be conducted at the tournament office. The opposing team's stats will not be altered.

FUN2 (U9)

- Ringette Canada Jamboree Guide Rules (FUN 2) will apply, unless modified by these Tournament Rules.
- Teams will have a 2-minute warm up prior to starting their game.
- Games will be 4 on 4, with 1 player acting as the goalie with a stick only. Players must rotate positions for each additional shift.
- Four teams will be on the ice at one time. At the end of the 1st Game, teams will immediately play an additional game against one of the other teams already on the ice (as per the schedule).
- Teams will receive three ice times between Friday and Saturday - equaling 6 games minimum, depending on the number of teams registered.
- Games consist of two (2) x 12-minute periods, straight time 3-minute shifts, **goalies do not switch ends at the half.**
- The Ringette Line will be used as the line players are required to pass over.
- Any turnovers (goals or stoppage in play) will result in the opposing team receiving a free ring on their own side of the ringette line.
- Small nets will be used, and a physical divider will be placed at center ice.
- No goals will be recorded, and no penalties will be served. Coaches are permitted on the ice but must wear a helmet. After shift change, team starts with free ring on their own side of the ringette line as determined by the referee/coach, No Zone.
- All other game rules apply.