



RINGETTE | RINGUETTE
CANADA

FIRST STRIPES
A PRE-LEVEL
OFFICIATING
PROGRAM

HALF-ICE OFFICIAL
MENTOR MANUAL

CONTENTS

THIS MANUAL	3
FIRST STRIPES OVERVIEW	3
CHILDREN'S RINGETTE OVERVIEW	4
LEVEL OF PLAY	4
PLAYERS	4
GAME SETUP	5
RINK MARKINGS & SETUP	5
THE PLAY	6
MENTOR AND OFFICIATING OPTIONS	7
UNIFORM & APPEARANCE	9
PRE & POST GAME DUTIES	10
OFFICIALS DRESSING ROOM	10
RINK MARKINGS/SETUP	11
BARRIERS	11
MINOR OFFICIALS/GAME SHEET	11
ICE SURFACE	11
DOORS	11
RINGS	12
NETS	12
GAMETIME	12
POST GAME	12
ICE MARKINGS	13
GAMECARD	14
MENTORING	15
POSITIONING	15
FIVE-SECOND COUNTS	16
STARTING OR RESUMING PLAY: PASSING DOT	16

STARTING OR RESUMING PLAY: GOALKEEPER RING	16
HOW TO STOP PLAY	17
PENALTIES	18
FIRST STRIPES SUPPLEMENTARY RESOURCES	19
MANUAL	19
TEST	19
GAMECARD	20
FEEDBACK SURVEY	20
DOCUMENTS	21
MENTORING CRITERIA	22

THIS MANUAL

This mentor manual pulls information from the Manual to Pre-Level Program, titled **FIRST STRIPES**, the officiating program for the **half-ice games**. The program is designed to introduce officials to some fundamentals of the officiating program, and develop skills that will jumpstart their introduction to the full-ice program.

FIRST STRIPES OVERVIEW

The First Stripes is a Pre-Level Officiating Program for 12 and 13 year olds to officiate Step 2 and Step 1 games until they choose to transition to the **FULL-ICE program at 14 years of age**.

In order for officials to be considered for this program, they must **read** the manual, and **complete a test**.

Officials will receive additional training and support following this clinic through on-ice mentorship. Associations may offer a variety of mentorship options - which is the focus of this manual. Mentorship options will be further looked at here to provide the mentor with the most appropriate training at this level.

CHILDREN'S RINGETTE OVERVIEW

[CHILDREN'S RINGETTE FULL GUIDE](#)

This link takes you to the Guide that Ringette Alberta put out for coaches in June 2023 - the section below pulls out information from this document for a **quick guide** - please use the above link to read in full.

LEVEL OF PLAY

Half-Ice Games - First Stripes Officials will be certified for half-ice games only.

Officials at this level are not certified for Full-Ice or Cross-Ice games. Cross-Ice ringette is boards to boards, happening in the age level before the half-ice program. Officials looking to start in the Full-Ice programs can do so when they reach the age required in their Province.

PLAYERS

Players:

- 3 skaters
- 1 goalkeeper
 - Goalkeeper may wear goalkeeping pads, OR be a player with a goalie stick (can wear goalkeeper gloves)

GAME SETUP

For a full description of Setup and Game Play, please consult the Children's Ringette Guide.

This manual will briefly outline the roles and responsibilities for the coaches and the officials - to provide clarity in case of confusion on-ice.

RINK MARKINGS & SETUP

Coaches are ALWAYS responsible for setting up creases, dots, and barriers, and are given this diagram to help them:

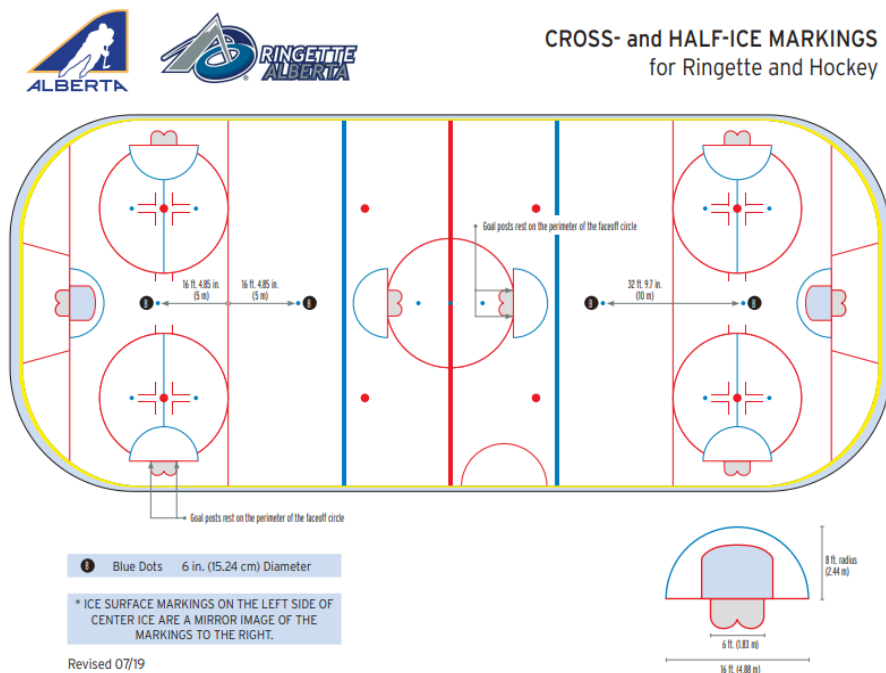
Creases - One crease will always need to be drawn on at the centre circle.

Passing dots - Both passing dots will need to be drawn on.

Barriers - Some arenas will have them, and some will not, coaches will get and set-up.

Nets - Small nets will be used, if not on the ice, then have the coaches help you ask the arena staff for their small nets

NOTE: Coaches will ALWAYS be in charge of setting up the ice for their games



THE PLAY

Each game is played with **two halves** - time lengths of these halves can be varied, as long as they fit into the total amount of ice scheduled.

- 90 second shifts - The timekeeper will be in charge of starting the clock, and sounding the **buzzer** for a shift change after **90 seconds**
- EVERY buzzer - Play is to **start with a pass from the passing dot** OR if the goalkeeper has it - then start with a goalie ring
 - Where the ring is placed **depends on who last has possession of the ring**
 - if the buzzer goes off while team white is in possession, then team white would get the ring on their passing dot AFTER the buzzer as well
 - If the buzzer goes off while team white's goalkeeper is in possession, then the goalkeeper would keep the ring and wait for the whistle to start
 - If the goalkeeper keeps possession - remind them to wait for the whistle - they may forget if they are new in net
- After a whistle for **violation or a 'penalty'** - **play is to start with a pass from the passing dot** OR if the goalkeeper has it - then start with a goalie ring
 - After a violation or a stoppage for a "penalty" or crease/line violation, **ring possession will be given to the team that did not cause the stoppage**. This will either be a free pass from their dot or a goalie ring.
- The PASSING LINE is the small red line at the top of the circles
 - The BLUE line is only on the FULL-ICE games
- No score is tracked, but a scoresheet will still be present
 - Officials will not be reporting at all to the penalty box

MENTOR OPTIONS & OFFICIATING OPTIONS

OPTIONS FOR OFFICIATING PARTNERS (Associations to choose)	
NEVER ALONE	Officials at this level are NEVER to be solo on a game, even if coaches are present
1 First Stripes Official +1 Mentor (Junior or Senior)	
1 First Stripes Official + 1 First Stripes Official + Senior Mentor/Evaluator	Can be one senior mentor/evaluator for two games on one ice surface
COACHES ONLY	Coaches will take up that Coach/Official role that is standard at this level
Once an official has completed 5 on-ice mentoring sessions, the RIC can check in with the official to determine if on-ice mentoring is needed. Following that check-in, RICs and the Association board can have a responsible representative in the stands at games, in case the official needs support. The official MUST always have a Mentor or support.	

**Officials are NOT replacing coaches, they are filling a different role

Definitions of Mentors:

Evaluator = Fully certified via evaluation clinics

Senior Mentor = Official that has completed their 3 or 4 clinics, but has not yet taken the evaluation clinics, MUST also have proven to give mature and constructive feedback

Junior Mentor = Level 1 or 2 *WITH Evaluation(s) completed*, or having taken the Level 2 clinic, and 18 years old. MUST also have proven to give mature and constructive feedback.

**All mentors must be 18 years old.

UNIFORM & APPEARANCE

All on-ice officials are expected to meet the minimum requirements of the First Stripes Official's uniform:

1. **A helmet (preferably black)**
2. **A referee armband** (not a full officiating jersey)
3. **A pea whistle (that slides onto your fingers - **not** on a lanyard like a coach)**
4. **Black, loose-fitting pants**
5. **Skates**

NOTE: Official pictured is from the full-ice program, where a crest and a jersey is required.

PRE-GAME/ POST-GAME DUTIES

Coaches are required to complete game set-up, whether or not there are officials for that game. The responsibility of our officials on these games is to check that those tasks are completed, and using the **GAMECARD**, officials will go through the tasks, and also have **both coaches sign the expectations section**.

MENTORS - Provided here is the information that the officials receive in their manuals and on the GameCards - As part of your mentoring, ensuring they complete these tasks is important and will help them when they get to the Full-Ice Program and have to do similar tasks.

OFFICIALS DRESSING ROOM

In many facilities, there is only one Officials Dressing Room. Officials will be sharing this room with the officials from the game before, after, and also the other game that might be on the ice at the same time, as well as any mentors/evaluators.

RINK MARKINGS/SETUP

Coaches will have and know the dimensions and markers (please consult the [Children's Ringette Overview](#) for more information on this.)

BARRIERS

Some associations will have half-ice barriers to be set up for 2 games. This is also the responsibility of the coaches.

MINOR OFFICIALS/GAME SHEET

Each game will have a **game sheet, timekeeper** - coaches/teams will put these in place as they normally would. Officials will just check they are there and will buzz for the shift change (90 seconds)

ICE SURFACE

Officials will do a skate around and if there are any big gashes in the ice - fix, if possible.

DOORS

Coaches and players will be moving around, but doors should **be closed** if no one is standing near them.

RINGS

The **home team will provide two rings** for the game, officials will approach the home team to ask for those two game rings.

NETS

Small nets are used at this level, coaches will bring the nets on ice, if not already. Ensure that the nets are in the right position before the game starts.

GAMETIME

Scorekeeper will **keep the game time and buzz for shifts**, officials at this level do not need to worry about the time on the clock. The only concern here, check how much time is left in the ice slot and ensure that the 2nd period does not have more time than the time left in the ice. If yes, just ask the time keeper to adjust.

POST GAME

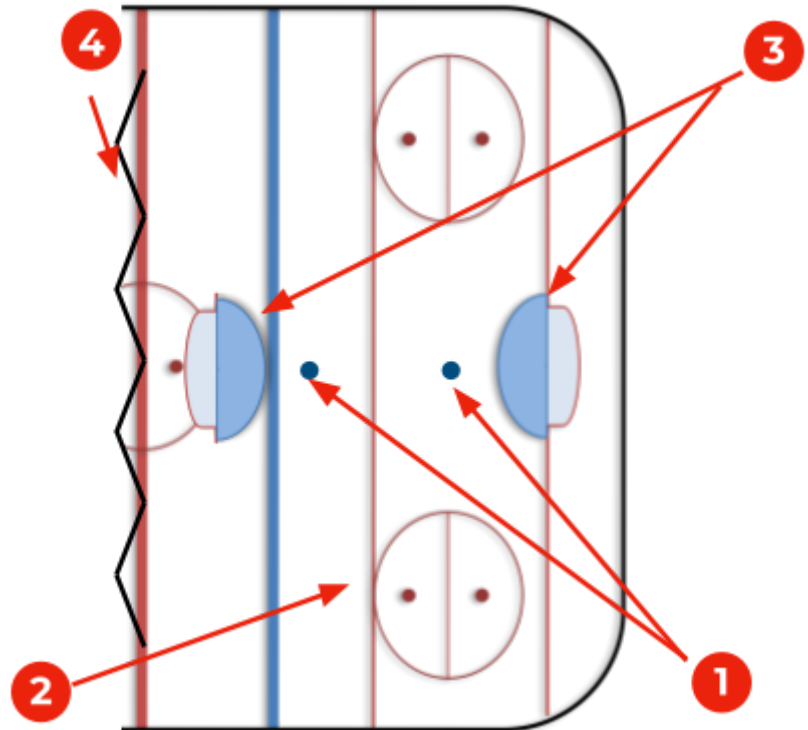
With much less to sort after the game, please ensure you:

- **Return the rings** to the home team
- No handshake is required
- **Scan QR code** on GAMECARD to submit a post-event report

ICE MARKINGS

NOTE: Half-ice games have different markings than those of the Full-ice game. Key differences are the lack of zones, a single passing line instead of two blue lines, and all passes are done on the passing dots instead of free pass circles.

1. Passing Dot
2. Passing Line
3. Crease
4. Barriers, if any



Mentors:

Passing Dot acts like a simple free pass circle, without the circle. The Passing Line is a blue line, they must pass over.

GAMECARD

FIRST STRIPES GAMECARD

PRE-GAME TASKS

Coaches:

- ✓ Set up markings
- ✓ Set up barriers
- ✓ Set up nets
- ✓ Fill out game sheet (coaches will always set up the ice for the game)

Officials:

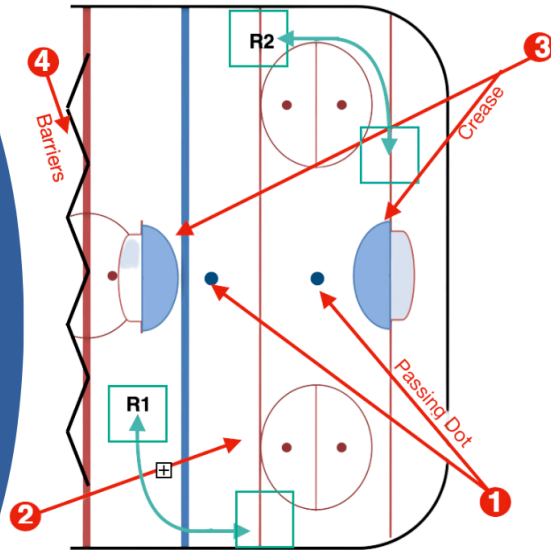
- ✓ Check Ice Surface
- ✓ Collect Rings
- ✓ Check Game Sheet
- ✓ Confirm Agreement (on backside)
- ✓ check the Nets

Home Team:

Must provide Timekeepers.
Time keepers will buzz every 90 seconds, for both games on the ice surface.

Every Buzzer:

Play is to start with a pass from the passing dot, or if the goalkeeper has it, they start with the goalkeeper ring. Team last in possession will start with the ring.



Positioning is shown in green
Rink Markings are shown in red

First Stripes is an OPTIONAL program, teaching new officials the basics before they decide to enter the full-ice program. Officials are asked to have the coaches read and agree to this statement, please note that there is also a survey submitted to BOTH the association of the official AND Ringette Alberta

TRAITS TO KEEP IN MIND

BE INTERESTED

ACT PROFESSIONAL

BE OPEN TO MENTOR FEEDBACK

FIND YOUR CONFIDENCE

KEEP A GOOD ATTITUDE

BUILD YOUR ABILITY TO RESPOND



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. Where is the coach's responsibility to teach their players the rules of the game, these officials will help teach the rules by providing some guidance to the rules.

AS COACHES – WE WILL RESPECT THE OFFICIALS AND COMMUNICATE RESPECTFULLY

Home Team

Visiting Team

Officials - Please complete this after EVERY game



Post Game Survey

FIVE-SECOND COUNTS

To start play, either at the passing dot or a goalkeeper ring, the player has five-seconds to make their pass. In half-ice games, these players are still learning the rules. Before January, make 5-count (no vocals are needed) - and if the player has not passed the ring, gently and helpfully remind them to pass the ring - no whistle to stop play. After January starts, then officials should make the 5 count - and if the players have not passed the ring, gently and helpful remind them to pass the ring - after another 2 seconds it becomes a violation

STARTING OR RESUMING PLAY: PASSING DOT

Only 1 player may take the ring, and **MUST** have enough space to not be disturbed when taking the pass (players can be above and below the passing line, but NOT close to the player making the pass)

NOTE - If there is a player getting too close to the passer, then just ask them nicely to let the pass have more space. Sometimes it might take more than 5 seconds, and that is ok, just remember, they are learning and give the passer so helpful/positive reinforcement.

STARTING OR RESUMING PLAY (GOALKEEPER RING)

In stoppages where the ring is awarded to the defending team, play will start with a goalkeeper ring, instead of a free pass. This will also give the goalies a chance to touch the ring more.

Pro-tip: If a goalie has not had a touch in a while, consider adding more goalie rings for those goalies to get more touches and have a bit more fun.

As soon as the goalkeeper has control of the ring inside the goal crease, the **net** official should be in place to **blow their whistle and begin a five-second count**. During this count, the goalkeeper must put the ring into play outside of the crease by throwing, batting, legally kicking, or passing with the paddle of their goalkeeper stick.

Count out loud - 1, 2, 3, 4, 5..... 6.....7

****Consider using the same concept for timing as you would a free pass. Give them time and support them in making a throw. At the start of the season, give them as much time as they need to learn this skill. At the end of the season, be more firm with time, but still give them more than 5 seconds, if trying.**

HOW TO STOP PLAY

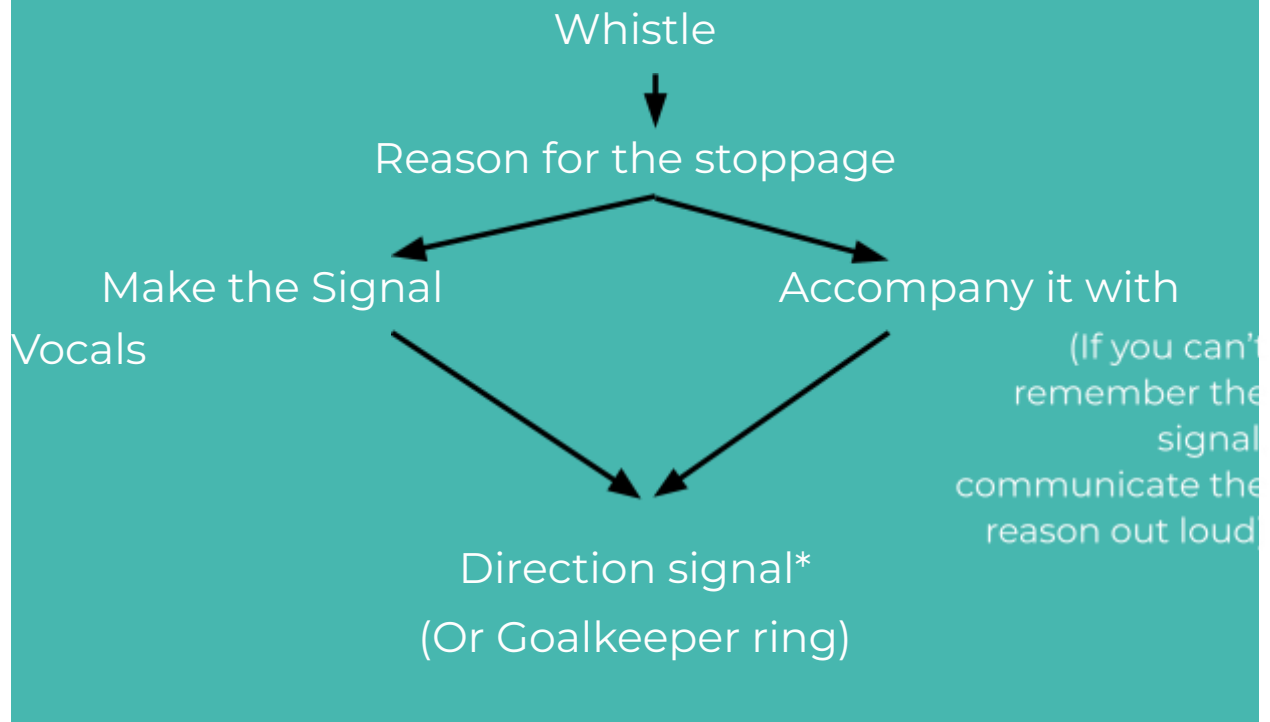
When you realize that play needs to be stopped, **blow your whistle**. If you're in the middle of skating, **come to a complete stop**, and then **make your signal(s)**.

Every time you stop play, the last signal you make should either be "goalkeeper ring" or "direction of play" (a point in the direction that the ring will travel when play resumes).

Finally, (unless you've signalled "goalkeeper ring") the on-ice official nearest the ring should collect it, skate it directly to the

correct passing dot, and reach down to place the ring on the appropriate dot.

Consider these steps after blowing down the play, and if you miss a signal, continue to use your voice to explain:



PENALTIES

Penalties will still exist at this level - BUT NO PENALTY IS GIVEN. Play will be stopped, and the ring given to the other team.

Officials should communicate to the player what they did to have the whistle, and to help them and their coach understand why that was a penalty. Officials should not be taking too much time to do this piece either.

FIRST STRIPES SUPPLEMENTARY RESOURCES

This program is more than just a manual, in this section all the supplementary documents that have been built alongside this manual will be identified and further explained

MANUAL

This document is the Participant Manual to the First Stripes Program, it contains MOST of the information that will be needed to Officiate on Half-Ice games. Studying this guide gives the new Official all the information that they will need to complete a mandatory test.

TEST

After looking over the material in this manual, the new official will be asked to take a test. This is not a pass or a fail, you are able to take as many times as you would like. The test is mandatory so that we can ensure that some of the knowledge is retained.

GAMECARD

Each Official will receive a GAMECARD, this is something that the official MUST take on the ice with them. Not only does it have information for set up, and during the game, it also includes a list of responsibilities for clarity with coaches. It also has a statement that the officials MUST get the coaches to read and agree to. There is also a QR on there to access the feedback form.

FEEDBACK SURVEY

After a game, officials are asked to submit a survey about the game. On the survey, there are simple questions like when and where the game is, and then asks a couple of questions on the game and player/coach/spectator behaviour. There is space to bring up any issues, and also space to comment on positive aspects!

These forms come directly to Ringette Alberta, and are then also distributed to the associations running the program. This is another MANDATORY step, and helps monitor the program.



DOCUMENTS

Association Document

A document that outlines the program, focusing on bite size pieces of the program that are important to the Association and Officiating Assignor.

Coaches Document

A document that outlines the program, focusing on bite size pieces of the program that are important to the Coaches and team staff. This is combined with the Children's Ringette Guide to help inform the coaches of the rules, roles and responsibilities, and help clarify when this program is run and when it is not.

Spectator Pamphlet

A document that outlines the program, focusing on bite size pieces of the program that are important to the Association and Officiating Assignor.

Feedback Document

Following the end of the season, there will be a survey to help identify areas of success or opportunities. This feedback will help inform how this program takes shape provincially and then nationally.

MENTORING CRITERIA



Evaluator/Mentor Role - Coach officials to gain confidence in their whistle, basic communications, basic signals and mechanics, all while fostering confidence and fun.

Use checkboxes below to help mentor the official appropriately.

PRE-GAME DUTIES	Pre-game duties introduced at this level, but not expected to complete all	<input type="checkbox"/>
	Officials are using the gamecard to complete pre-game tasks	
TEAMWORK	Officials mostly work individually but in conjunction with on-ice coaches	<input type="checkbox"/>
	Please use gamecard and reporting	
CHARACTER	Beginning to explore commitment to being an official	<input type="checkbox"/>
Response to Feedback	Introduction to receiving feedback mostly from Mentors and on-ice coaches	
Hustle (during play)	Introduction to how to hustle to be in position.	
SIGNALS	Learning to blow the whistle and make basic signals.	<input type="checkbox"/>
Blowing Whistle	Beginning to be loud enough to start and stop play	
5 Second Count	5 second count to start play but may not always signal delay around creases or violations. Allows for some extra time for the 5 count, if players are unsure - will use their verbals to help them pass the ring	
violations	Starting to use signals for some violations	
POSITIONING (during play)	Introduction of positioning standards for small-ice games	<input type="checkbox"/>
"J" Shaped Zone Coverage	Introduction of modified "J" for small-ice games. Lead Official= Ahead of play. Back Official= Behing the play.	

MECHANICS <i>(the process of how you do the things you are supposed to do)</i>	Introduction of basic mechanics modified for small-ice games, including use of signals, violations and goals. Adjusts 5-second count for newer players.	
Free Passes	Starts play when it is safe to start. Begins 5-second count.	
Goalkeeper Ring	Beginning to signal goalkeeper ring on stoppages. Blows the whistle to start play and begins 5-second count.	
Goal scoring	Stops play and signals for a goal.	
Penalties	Any infractions are blown down, and the official communicates to the player/coach why they blew it down. Restart by giving the ring to the other team.	
Violations	Play is stopped and ring placement occurs. Explains rule to players if needed. Passing Line, crease, ring out of play.	

RULE APPLICATION	Introduce basic rules as modified for small-ice games	
Free Passes	Understands the basic rules of the free pass, but might not call all violations.	
Creases	Understands the rule, but might not call all violations.	
Passing Line	Understands the basic rules of the passing line but might not call all violations. Expected to call direct carry overs.	
Immoveable Ring <i>(move-it or lose-it)</i>	Understands the basic rules of when to stop play due to an immoveable ring but not expected to apply it correctly.	
Other violations	Stops play when ring leaves playing surface.	
Stopping play at correct time	Expected to stop the play most of the time when required but not always at the correct time.	
Awarding the Ring	Awarded to the correct team and placed in the correct zone some of the time.	