



RINGETTE | RINGUETTE
CANADA

FIRST STRIPES
A PRE-LEVEL
OFFICIATING
PROGRAM

HALF-ICE OFFICIAL'S
MANUAL

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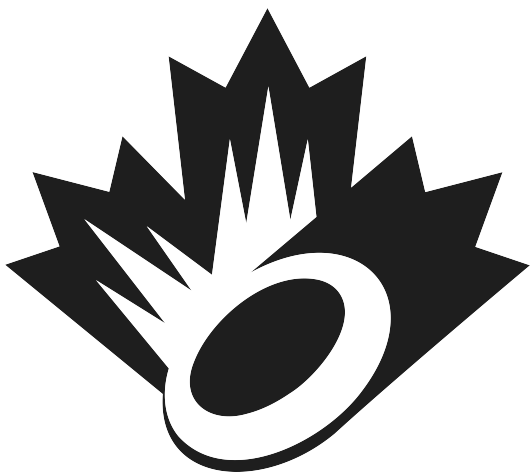


THIS MANUAL

This manual is the main source document for the Pre-Level Program, titled **FIRST STRIPES**, the officiating program for the **half-ice games**. This material 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.

This manual is a guide to the half-ice officiating, a resource you can **reference back** to when you have questions about or when you need a reminder.

Throughout this document, there are “pro-tip” call-outs like this. They are intended to give you extra advice on executing specific tasks efficiently.



Special thanks to the Ringette Alberta Pre-Level Working group for their hard work in building these materials for the program; Anne Kokko, Sherri O’Muir, and Kim Patten.

WHAT TO EXPECT

In order for officials to be considered for this program, they must **read** through this document, and **answer questions** that directly are pulled from this information. Associations that are running this program will be sent officials that have completed the test - associations will manage their own intake.

Associations that are not running this program will still be informed of the interest for following seasons.

You will receive additional training and support following this clinic through on-ice mentorship. To begin with, you will be doing Step 2 and Step 1 games until you transition to the **FULL-ICE program at 14 years of age**. Associations offer a variety of mentorship options, which will be outlined later in this manual.

Remember, you won't get games if your availability is limited or you don't make contact with your local assignor.

ROLES & AGE REQUIREMENTS

The First Stripes Program is pre-level Program, meaning it starts *before* the Full-Ice Program. This section will go over the ages and role responsibilities for this program.

AGE

With the full-ice (Level 1) Officiating Program starting at age 14, the Pre-Level program will require officials to be age 12 or older by September of that same season.

ROLES AND RESPONSIBILITIES

OFFICIALS

- **Apply rules and knowledge** learned in this training
- Communicate with coaches before the game
 - Using a **GAMECARD***
- **Manage** the game,
- Ensure **safety** is a priority,
- **LEARNING** is the main role of officials!

MENTORS

- Understand the **differences** between the half-ice and full-ice program
- **Provide helpful and constructive feedback**

COACHES

- Set up nets, barriers, dots, creases, and gamesheet/minor officials AS normal
 - Officials will not be setting up barriers or marking dots
 - Pre-Level Officiating Program is optional - coaches will do this task ALL the time, with or without officials
- 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**

SPECTATORS

- Cheer with **positive** statements
- Understand that officials are LEARNING and should NEVER question their calls

- Help **foster a positive sports environment** for all involved

ASSOCIATIONS

- **Decide** if this program is being used
- **Inform** the coaches, spectators on the teams, and leagues
 - Supplemental education as handouts
- **Monitor** this level, check in with officials regularly
- Manage game assignments, payment, and appropriate pairings

*Information on the GAMECARD will be presented later in this Manual



CHILDREN'S RINGETTE OVERVIEW

<https://ringettealberta.com/wp-content/uploads/2023/06/Childrens-Ringette-Guide-MAY-2023.pdf>

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.

In the context of this document, Children's Ringette will mean half-ice games. (Note: by pure definition, Children's Ringette refers to gameplay up to U14 and can include full-ice games).



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.

<https://www.officiatingringette.ca/o/index.php>

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

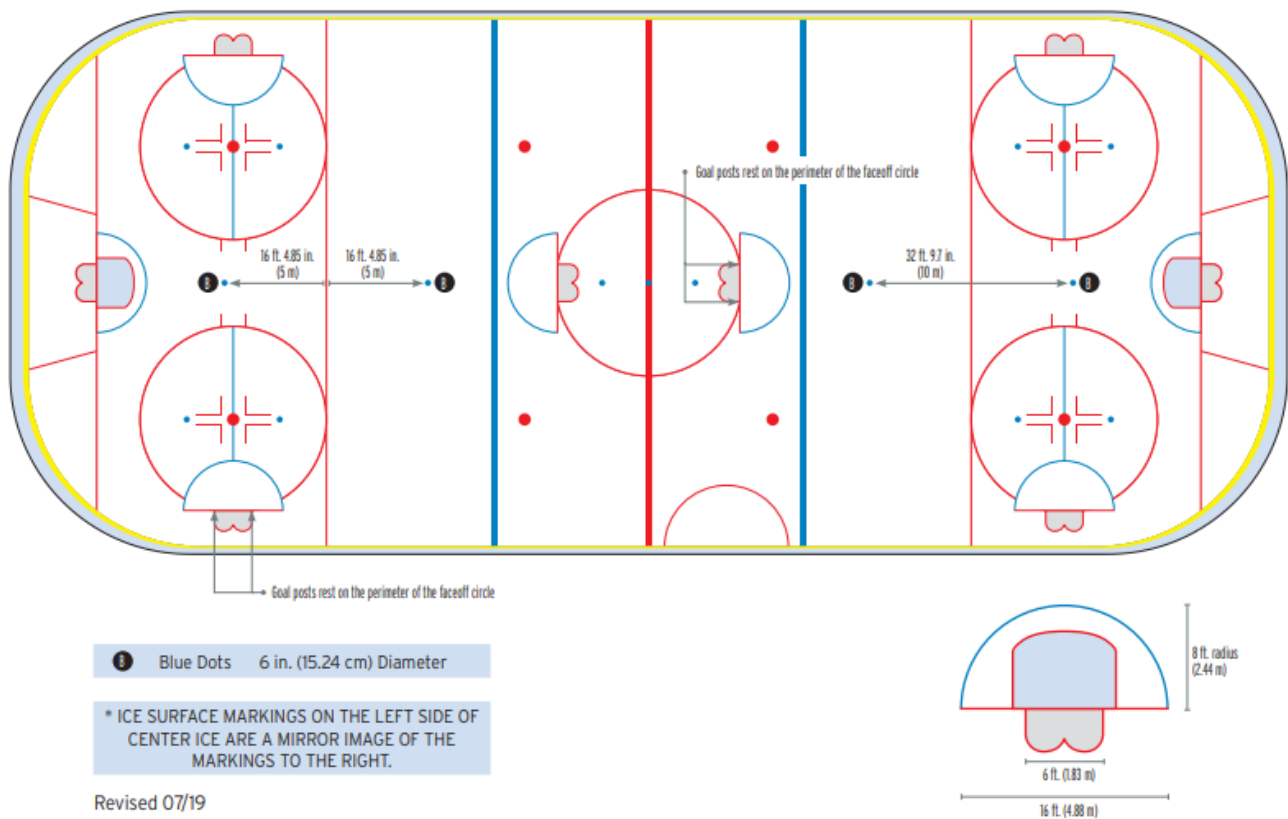
For a full description of Setup and Game Play, please consult the Children's Ringette Guide - This guide is what coaches will be using to understand which rules are in play. Outside of the Officiating piece, it is helpful to understand some of the lines and rules, here are some pieces from that Guide to help understand the half-ice game play.

RINK MARKINGS & SETUP

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



CROSS- and HALF-ICE MARKINGS for Ringette and Hockey



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
 - Officials will not be reporting at all to the penalty box
 - There will still be a game sheet

All other rules in regard to this game will be covered in other sections in this manual.

NUMBER OF OFFICIALS

| 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 |

**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 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

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 pinnie*
3. A pea whistle (that slides onto your fingers - **not** on a lanyard like a coach)
4. Black, loose-fitting pants
5. Skates

Other appearance requirements that you should be aware of include:

You should not wear a hoodie while refereeing.

Many arenas are quite cold in the winter, and you will definitely need under layers from time-to-time. There are better choices than hoodies.

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



It is preferable that you referee without gloves on.

If you must referee with gloves due to the temperature, they must be black finger gloves (no mitts).

If you routinely wear jewelry, you must remove it before you go on the ice.



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 your **GAMECARD**, officials will go through the tasks, and also have **both coaches sign the expectations section**.

All on-ice officials should arrive at their game assignment at least **15 minutes before** the published start time. Arriving to the game as above ensures you have time to prepare for the game, meet each other, get dressed, warm up and takes away the stress of not knowing if your partner is showing up.

OFFICIALS DRESSING ROOM

In many facilities, there is only one Officials Dressing Room. You 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. Please consider this, and others, when you are changing. It is also recommended that you leave your valuables at home, and anything that is essential should come into the minor officials box with you.

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

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, approach the home team to ask for those two game rings. To find out which team is home, visit the penalty box to ask the timekeeper. Place the extra ring in the penalty box on your side of the ice, to avoid mixing it up with the other extra ring (since 2 games can be on 1 ice surface at the same time).

To select rings: take a ring and place your forefinger on the inside edge and your thumb on the outside edge. Go around the ring, pinching it to feel for cracks or soft spots. Do not select a ring with cracks or soft spots.

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

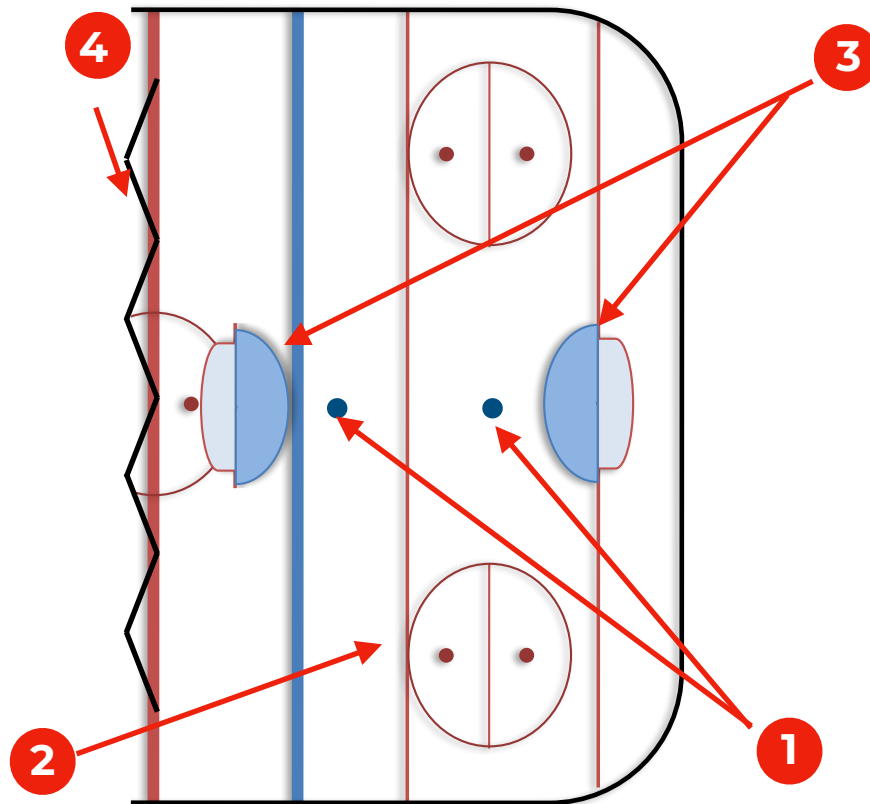
With much less to sort after the game, please ensure you:

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



ICE MARKINGS

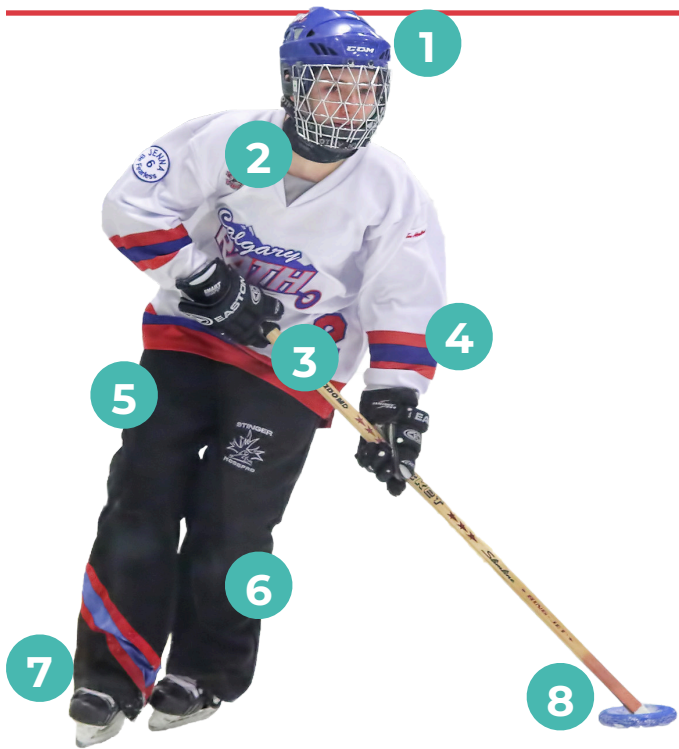
NOTE: Half-ice games have different markings than those of the Full-ice game. Key differences are the lack of zones, a single passing line instead of two blue lines, and all passes are done on the passing dots instead of free pass circles.



1. Passing Dot
2. Passing Line

3. Crease
4. Barriers, if any

REQUIRED EQUIPMENT



Player

1. Helmet (CSA Approved)
2. Neck Guard (BNQ Certified)
3. Gloves
4. Elbow Pads
5. Hip, Tail bone & Pelvic Protection
6. Shin Pads
7. Skates
8. Ringette Stick



Goal Keeper

9. Protective Glove (eg. blocker)
10. Protective Glove (eg. catcher)
11. Goal Pads
12. Goal Stick

Players must always wear ALL their playing equipment. When playing in goal, they can wear a combination of the following: 1) ALL player gear and a goalkeeper stick in place of their ringette stick; 2) ALL player gear with a catcher or blocker in place of their gloves, and the goalkeeper stick in place of their ringette stick.

GAMECARD

FIRST STRIPES GAMECARD

PRE-GAME TASKS

Coaches:

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

Officials:

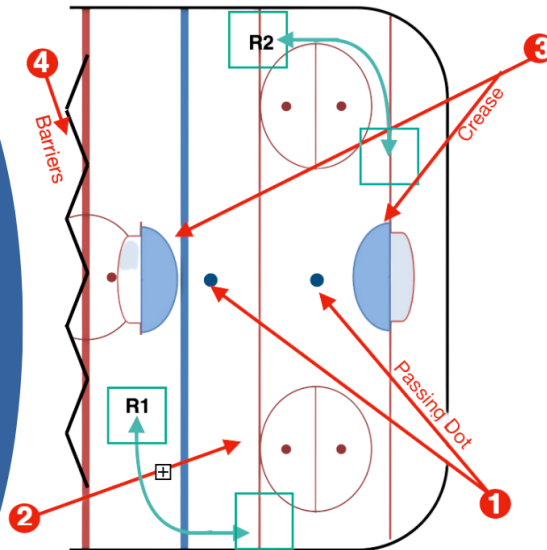
- ✓ Check Ice Surface
- ✓ Collect Rings
- ✓ Check Game Sheet
- ✓ Confirm Agreement (on backside)
- ✓ check the Nets

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

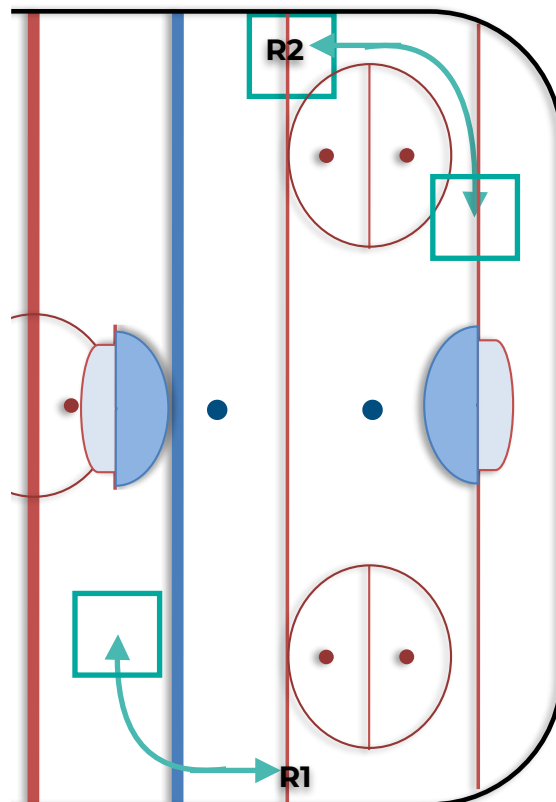
POSITIONING

IDENTIFYING YOUR NET

The on-ice officials take one of two positions on the ice: the *lead* official and the *back* official. Which position you're in is decided by which net is "yours" and which net the play is travelling towards (i.e. who is trying to score).

You can identify your net from anywhere on the ice by **placing your back to the side boards nearest you and looking to the left.**

If play is going towards your net, then you are the lead official. Otherwise, you are the back official. Ideally, regardless of your position, you should always try to be between the ring and your net.



STARTING PLAY: PASSING DOT

The **lead** official's responsibility is to check that there are **not too many players on the ice**, that the goalkeepers are in position. Then the lead official gives the **"all clear" signal**.

Once the **lead** official gives the **"all clear" signal**, the **back** official **blows their whistle to start play and begins a five-second count**.

Note: More details in the section on [STARTING OR RESUMING PLAY](#)

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 your 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 has not passed the ring, gently and helpfully remind them to pass the ring - after another 2 seconds, then it becomes a violation.

Note: The back official always takes up a position even with the passing line. To start the game: R2 (lead official) makes sure that there are no more than three skaters from each team on the ice and the goalkeeper is in position. R2 then gives the "all-clear" signal; R1 (back official) blows their whistle and begins a five-second count.

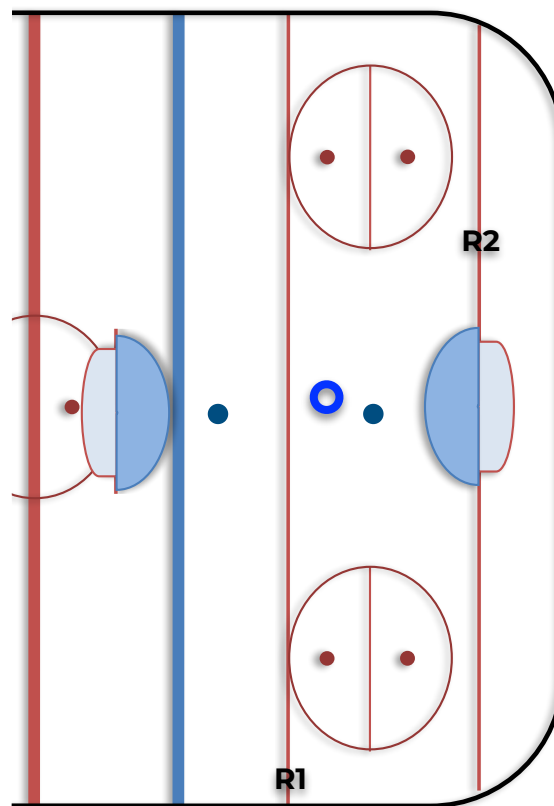
WHILE PLAY IS ONGOING (STATIONARY POSITIONS)

R1 Primary Responsibilities

1. Watching for **penalties** and other **violations**
2. Monitoring for a turnover and **preparing to skate up ice.**
3. Watching for penalties and other violations

R2 Primary Responsibilities

1. Catching **crease violations**
2. **Counting 5-seconds** when the ring is in the crease
3. Calling **goals**
4. Watching for penalties and other violations



Both officials should turn their bodies slightly towards the net.

WHILE PLAY IS ONGOING (TRANSITIONING)

Basic “J” positioning while moving up the ice.

The *lead* official's (from the passing line) objective is to stay ahead of the play, leading all the way to the net. Their ultimate objective is to be at the net before a shot is taken so that they're in a position to assess whether a goal is scored or if there is a crease violation.

The *lead* official will make decisions about how to set this path. Where possible, the *lead* official should be skating backwards such that they can view the play as it moves up ice.

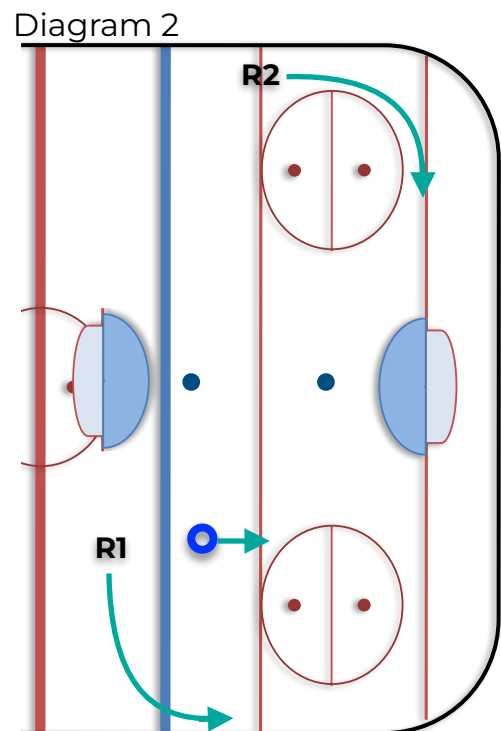
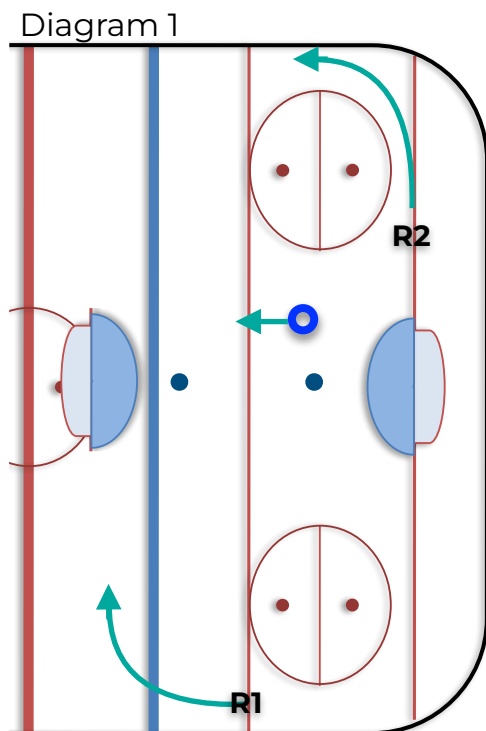
Ideally, the *lead* official is always ahead of the ring. However, in practice, fast passes up ice can make this difficult, but with new skaters learning the rules, play shouldn't move too rapidly. The *lead* official might need to transition between forwards and backwards skating to move up ice at the appropriate speed to gain on the ring and retake the lead.

The *lead* official should try to leave the passing line as soon as control of the ring changes from the attacking team (the team that was shooting on that net) to the defending team (who will be trying to score on the FAR net).

The *back* official (from the net) will follow the play at a distance of about half a zone. Therefore, you should wait until it is clear that the ring is moving up ice before you leave your net position. A primary consideration for the *back* official is to

ensure they are always between the ring and “their” net. Never skate past the ring as the *back* official. You should only follow. The *back* official only skates forward on their path to the passing line.

Both officials should be prepared to stop and turn around at any moment, should play reverse and go the other direction. When play reverses, recognize that the back official becomes the lead and the lead the back.



The ring is moving with the direction of the arrow, in diagram 1 - R1 is the lead official and R2 is the back official, moving up with the ring. In diagram 2 - R2 has become the lead official, staying ahead of the ring, and R1 becomes the back official.

STARTING OR RESUMING PLAY: PASSING DOT

In ringette, a **free pass** is used to start play at the beginning of each period and after some stoppages in play. In half-ice, there is no circle to pass out from, but rather **a dot (with some room given) to make the pass from.**

The free pass is awarded to the visiting team on their passing dot to start the game. The free pass award alternates between the home and visiting team in proceeding periods.

In a free pass, the ring is placed on the free pass dot on the side of the passing line that is closer to that team's goalkeeper.

For example, if purple are the visitors, then purple would start the 1st period with the ring- on the free pass dot that is nearest their goalkeeper.

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.

HOW TO CONDUCT A FREE PASS: PASSING DOT

After a violation or 'penalty'

The on-ice official nearest to the ring collects it, skates directly to the free pass dot **on the side of the passing line that is closer to that team's goalkeeper.**

The appropriate dot is determined by who created the **stoppage in play.**

If team purple's player went over the passing line with the ring, and didn't pass, then purple caused the violation and the team green would get the ring on the free pass dot on the side closest to team green's goalkeeper.

The **lead** official ensures that there are no more than three skaters from each team on the ice and the goalkeeper is in position. Then, they give the **"all-clear" signal.** The **back** official **blows their whistle and begins a five-second count.**



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. Because of the size of the rink, **anything closer to the net can be considered a goalkeeper ring.**

Exceptions include player injury; 'penalty' assessment; when a ring completely leaves the enclosed area of the ice surface, or boards and netting.

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 CONDUCT A GOALKEEPER RING

The net official signals “goalkeeper ring.”

The officials wait until the teams pass the ring to the goalkeeper in the crease. At this level, officials can help get the ring - this is only the case in half-ice games.

Once the goalkeeper has control of the ring in their crease (and there are no other players in the crease with them), the net official blows their whistle and begins a five-second count.

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

Pro-tip: Officials will not be verbalizing all numbers when they are counting at FULL-ICE games, we are only counting at this level to help those athletes learn the rules. In full-ice games, the net official should vocalize “three” when they arrive at three seconds in their count.

STOPPING PLAY

It is the on-ice official's responsibility to stop play when the rules require it. You should blow your whistle to stop play any time:

1. A goal is scored
2. The ring can't be played (i.e. it leaves the playing surface)
3. A player is injured
4. There is a violation or 'penalty', and the violating team has (or gets) control of the ring.

HOW TO STOP PLAY

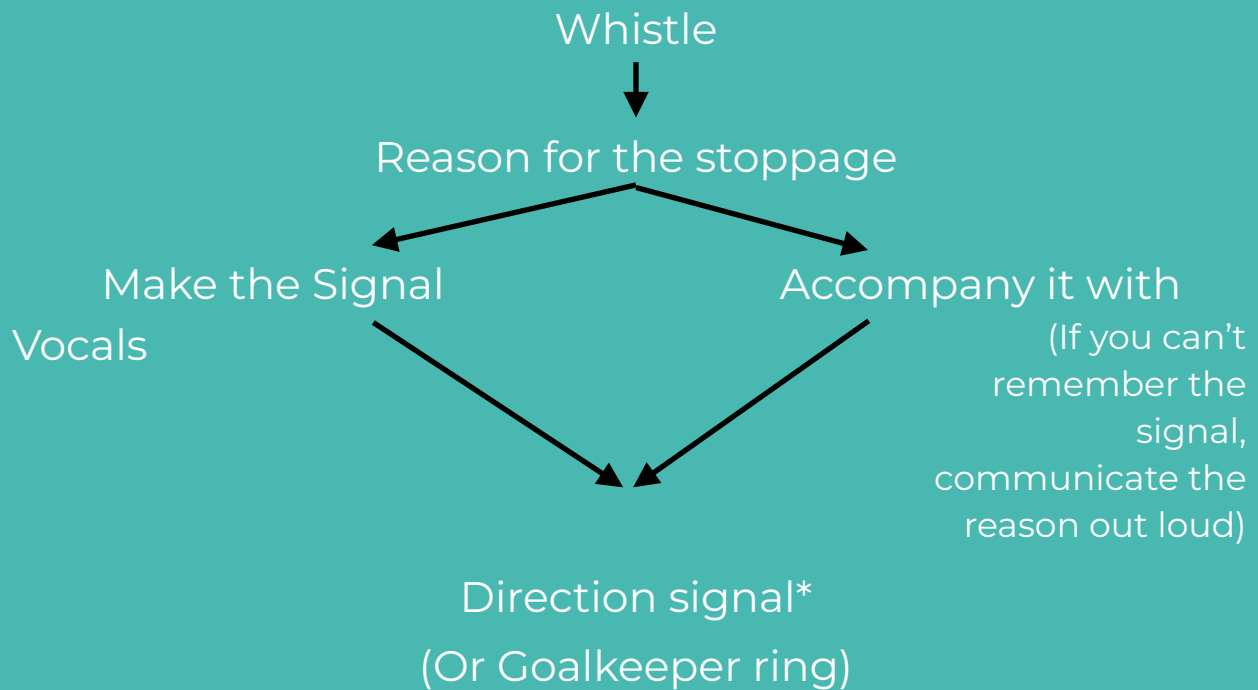
When you realize that play needs to be stopped, **blow your whistle**. If you're in the middle of skating, **come to a complete stop**, and then **make your signal(s)**.

Not every reason to stop play has a signal, but if it does (like a passing line violation, or a crease violation), make that signal.

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:



*Direction signal is determined by who created the stoppage. The team that didn't create a stoppage will be getting the ring - your direction signal would be an outstretched arm out to the side/direction that the team (that didn't create the stoppage) is trying to score on (not their net!)



CONTROL

Throughout a ringette game, control of the ring transfers from player to player and team to team based on who has the ring on their stick or who is passing the ring in one way or another.

Play is stopped immediately if the team in control of the ring commits an infraction. If the team not in control of the ring commits an infraction, we will wait until they get the ring to stop play.

It is crucial that you understand how “control of the ring” is defined.

Control occurs any time:

- A skater has their stick in the ring
- Any player propels the ring with their stick, or kicks or bats the ring
- The ring comes to the rest in the goal crease

GOAL SCORING

A goal is scored any time the ring completely crosses the goal line (and no longer contacts the goal line) between the goal posts.

If you continue on with Level 1, there will be more qualifications on how a goal is scored, but for Half-Ice purposes, keep it simple.

If a goal is scored BUT before the ring crosses the goal line, an attacking player commits a crease violation or penalty

=

The goal is nullified (not counted).

Please use the same concept of the passing dot here, if there is a player deep in the crease, then that is very obvious and should be called. If the player is JUST inside the crease, consider using vocals to help them learn to not be in the crease.

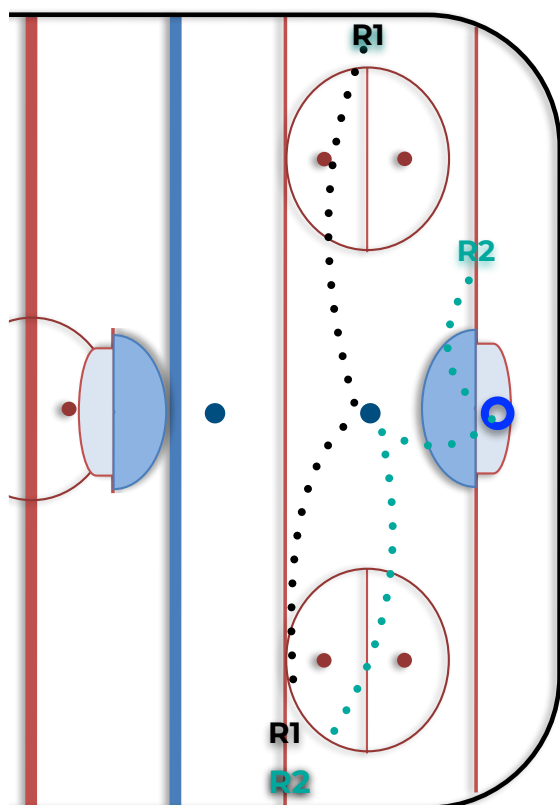
During play: “watch that crease,” “it’s the goalies” etc.

At the start of the season, be more forgiving, and tighten that up in the second half of the season

HOW TO MANAGE A GOAL

When a goal is scored, the net official will signal "goal." They will then collect the ring, skate it to the passing dot nearest to the net that was just scored on, reach down and place it on the dot, your partner from the passing line should meet you. After placing the ring, the net official will skate to the side their partner came from and take up their position for the coming free pass.

The passing line official skates to the nearest dot, your partner from the net should bring the ring, place it. Afterward, the passing line official will skate to the side their partner came from and take up their position for the coming free pass.



After the R2 official has signalled and whistled a goal, R2 then collects the ring from the net, and skates to the passing dot for the team that was just scored on. R1 notices the goal, and after the signal and whistle from R2, R1 goes to the passing dot of the team that was just scored on. R2 and R1 place the ring on the dot and switch sides. R2 goes to the opposite side - getting ready to do an all-clear. R1 moves across the ice - they will get ready to blow in the play and do their 5-second count.

VIOLATIONS

Violations are rule infractions that could result in possession of the ring changing from one team to another.

Play should be stopped immediately when the team in control of the ring commits a violation.

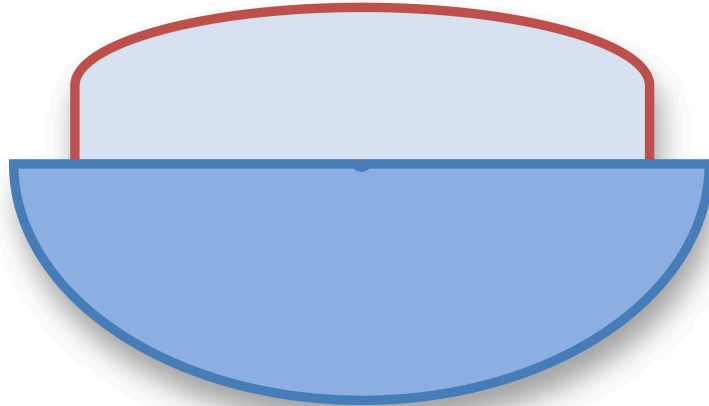
If the team not in control of the ring commits a violation, one of two scenarios occurs:

1. A five-second count begins (with a delayed violation signal). Play is stopped immediately if the violating team gains control of the ring during the five seconds.
2. The violation persists, and if the violating team gains control of the ring while it persists, play is stopped immediately.

Some violations include:

- Crease
- Passing Line
- Immoveable Ring
- Lost equipment (glove, helmet, neck guard)
- High Sticking (can also be a 'penalty')

CREASE VIOLATIONS



No skater other than the goalkeeper may enter the goal crease.

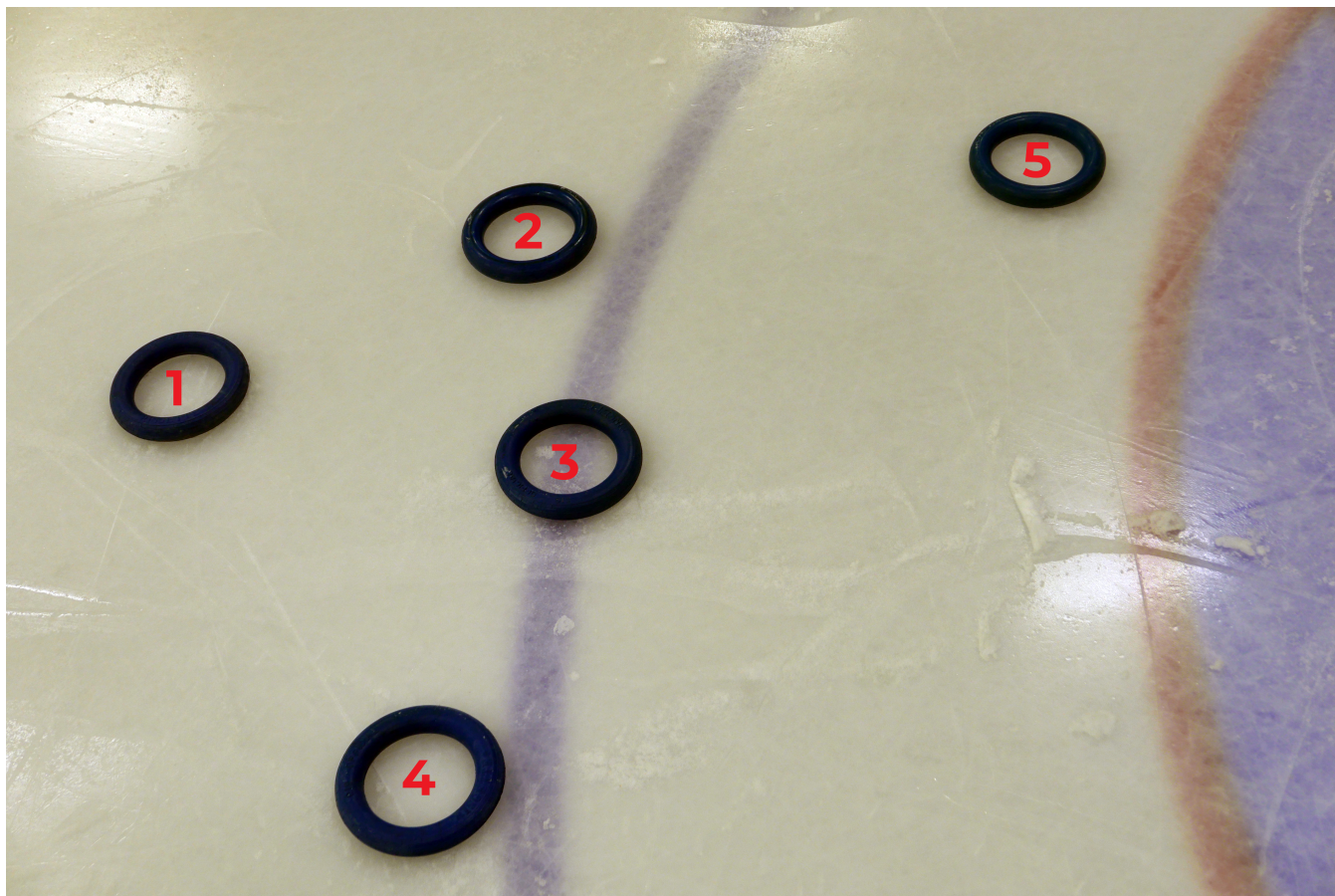
A ring on or touching the goal crease is considered “in the crease,” and no player other than the goalkeeper may contact or control it.

An attacking player taking a shot on net may not put the ring in contact with the goal crease while still contacting or controlling the ring.

Eventually, ideally:

When the team *not in control* of the ring enters the crease, the **net official** should signal a delayed violation. Once the player exits the crease, the **net official** should begin a five-second count.

**For half-ice games, it is more about reminding them to give the goalie space, help them understand the rules. Consider using vocals - “give the goalie room” “watch the crease” etc

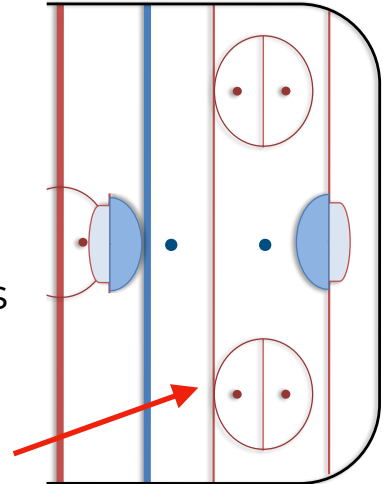


Rings 3, 4, and 5 are considered “in the crease.” Ring 5 is still touching the crease (this is a more advanced part of mechanics)



PASSING LINE

It is a fundamental rule in full-ice Ringette that the ring must be passed across each blue line. This is to encourage teamwork and ensure that everyone gets to play the ring. In Half-ice games, the PASSING LINE is the line in which players need to pass over.



Importantly, the last player who contacted the ring before the ring crosses the passing line may not contact or control the ring until someone else does.

But they also may not check a player from the other team who is going to get the ring until an eligible player successfully contacts or controls the ring.

REMINDER -

1. A five-second count begins. Play is stopped immediately if the violating team gains control of the ring during the five-seconds.
2. The violation persists, and if the violating team gains control of the ring while it persists, play is stopped immediately.

HIGH STICK

High sticking can be a penalty or a violation, depending on where other players are at when the player is committing the high stick action.

Violation: If the player commits a high stick action, but there is no one within a sticks length from them

'Penalty': If the player commits a high stick action, but there IS someone within a sticks length from them

Result -If any player commits a high stick infraction, due to safety, at this level, officials should blow down play - communicate WHY - and place the ring for the opposite team.

PENALTY: 14.7 High sticking: A Minor penalty is committed if a player intentionally or unintentionally, raises the playing end of the stick above standing shoulder height within a stick length of any other on-ice participant.

Violation: 12.2.h A violation is committed if a player during play, intentionally raises any portion of the stick above standing shoulder height in order to contact the ring, whether or not contact occurs, while they are more than a stick length away from any other on-ice participant.

NOTE: at this level, calling a high stick as a penalty or violation is similar results with no one going to serve a penalty.

This concept will be expanded on and defined more in the Level 1 clinic - expect changes here in the rule as you develop in your officiating

IMMOVEABLE RING

It is important that the rules of ringette create an environment that prioritizes **safety** for the players and keeps the game moving.

As such, any time the **ring becomes immovable** or otherwise **unsafe to play**, the **on-ice officials should stop play**.

Immovable does not mean “not moving.” It means that the ring is very unlikely to get out of its situation and be passed to another player. For example:

- Both teams have a stick in the ring, and neither team will clearly win that battle.
- The ring carrier has been swarmed along the boards, is being checked by everyone, and has no where to go.

The rules put the responsibility on the ring carrier to keep the ring moveable and safe to play in all situations.

Ring award

In the case of two sticks in the ring, the ring is awarded to the team that was second to get control.

If the ring became immoveable or unsafe to play through checking or swarming, the ring goes to the team that was NOT in control of the ring.



SIGNALS

Signals are how we communicate our decisions on the ice with the other participants in the game. Therefore, it is critical that we know the correct signals for our decisions and execute them well enough that we can be understood.

Tips for Excellent Signals:

1. Come to a complete stop. When your whistle blows, heads will turn to where it came from. Stay there. You have everyone's attention.
2. Let each signal have its moment. Don't rush. Give people time to read and understand it.
3. Don't make two signals at once. Clarity is important. Signal the reason for the stoppage first, put that signal away, and then signal either "goalkeeper ring" or the "direction of play" signal.
4. Your signals will be clear and confident if you flex your core a little and execute them deliberately.

Take the time to practice your signals in the mirror. It feels weird to do, but it will help you establish what the signals feel like when they look right. Try really hard for straight lines and sharp angles.

GENERAL SIGNALS

All Clear



When: Before starting play on a free pass.

How: Extend both arms horizontally from the body, palms down.

Five-Second Count



When: Following the whistle to start play on a free pass or goalkeeper ring. Anytime the ring enters the crease in the course of the game.

How: One arm will move at shoulder height, from the shoulder or chest, outward and back with the palm down. One stroke of the arm should equal one second.

Delayed Violation



When: The team **not in control** of the ring commits a violation (i.e. 4-in, crease, etc.)

How: Lift one arm to shoulder height and bend your elbow 90° upward so that forearm and hand are upright with the palm facing forward.

Delayed Penalty



When: The team **not in control** of the ring commits a penalty. (i.e. body contact, boarding, etc.)

How: Extend your arm (ideally, the hand without the whistle) straight up, palm toward you, with your thumb tucked towards your palm.

Delayed Calling of a Violation with a Five-Second Count

When: The team **not in control** of the ring committed a violation with a five-second count, and they've corrected the violation. (ie. 4-in, crease, early check, contact after crossing blue line, etc).

How: Make one arm signal the Delayed Violation (as above). The other arm performs a five-second count (also as above).



Goal



When: The ring crosses the goal line, and you deem it a good goal. (Or following an awarded goal scenario).

How: Extend your arm out at shoulder height, pointing at the net with your hand, thumb tucked towards your palm.

Goalkeeper Ring

When: A stoppage occurs during the game where the ring is awarded to the defensive team, in the defensive zone, as a goalkeeper ring.

How: Raise both arms above your head, and towards either side at 45°, keeping your arms in line with your body.



Wash Out



When: A goal is **nullified**. It is also used during a two blue line pass when the team **eligible to play** the ring fails to skate directly to it and play it or when the player skating to the ring misses and skates past.

How: Sweep both arms sideways, in opposite directions, across the front of your body at shoulder height with your palms down.

Line Violation

When: Play is stopped due to a line violation such as blue line, free play line, crease or circle.

How: Fully extend your arm downwards, towards the ice at 45°, with your thumb tucked towards your palm.

Five-second expiration



When: The five-second count completes on a goalkeeper ring or free pass, and the ring has not been successfully passed out of the crease or circle.

How: Raise your non-whistle hand outward at shoulder height, palm out and arm relaxed, with the fingers and thumb extended and spread to indicate “five seconds.”

Direction of Play

When: At the end of all other signals at a stoppage in play, if the ring is not being granted as a goalkeeper ring.

How: Fully extend your arm in the direction that the ring will travel when play resumes. Your arm should be at shoulder height, fingers pointing forwards, and thumb tucked towards your palm.



PENALTY SIGNALS

For when you are calling a 'penalty'.

Body Contact



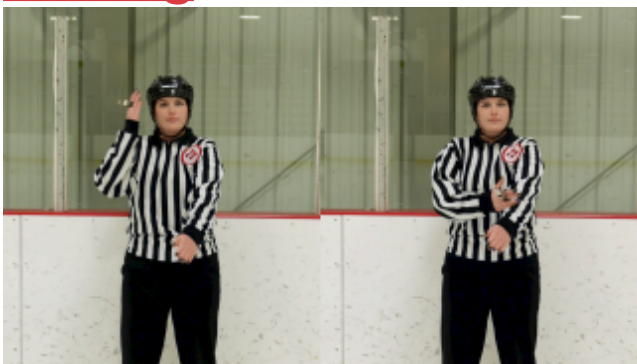
How: Clench your fist and extend your arm to the side of your body, at shoulder height.

High Sticking

How: With both fists clenched, raise them such that one is at about the height of your forehead while the other is at the height of and immediately beside the elbow of the first.



Slashing



How: Place one hand across your body in front of your chest, with your thumb tucked towards the palm and the palm facing your chest. With your other hand shaped the same, chop down towards the arm in front of your chest.

Tripping



How: With both skates on the ice, bend your knees slightly and lean forward. With the edge of one hand, strike the leg on the same side of your body below the knee.

For more information on signals, general and penalties, please visit [**HERE**](#) to find more examples and to see moving pictures, for more detail.

<https://www.officiatingringette.ca/o/index.php?page=216>

CHARACTER TRAITS

Along the officiating pathway, these following characteristics are important parts in our officiating development, they are characteristics that officials higher in the pathway will have learned and trained and developed and they are constantly working on them.

INTEREST

- Showing up on time, prepared, willing to apply learnings
- During the game, pay attention to the play and not things happening off-ice

PROFESSIONALISM

- Wearing the required uniform
- Ensuring calm communication with the coaches

RESPONSE TO FEEDBACK

It is expected that when a mentor or evaluator is coming out, that you take their comments as constructive comments, learn from their experiences.

HUSTLE

- Get into the habit of completing your pre-game task in a timely manner
- When the play is on, and you are moving in your position, do your best to be ahead of the play (more on positioning to follow)

CONFIDENCE

As an official starts out, it is no surprise that they might not have confidence, they will have to develop confidence by:

- Making sure you come to games prepared, read this manual, re-read it throughout the season
- Take the time to read some of the rulebook to help further your knowledge
- Take games on a regular basis to build skills by repetition and muscle memory
- Take guidance and tips from Mentors

ATTITUDE

- Don't look bored!
- Stay engaged with the game, there will be enough happening to pay attention to

REACTION TIME

- This will be developed as you learn and understand the rules of ringette, and see them more in a game, AND gain the confidence in yourself to make the call.
- Half the battle will be to recognize, and decide to blow the whistle (or signal for a delay violation/penalty)

JUDGEMENT

- Call the violations you see
- Whistle and explain for the penalties you see
- Will build on this as you progress in the officiating pathway

PENALTIES

With the half-ice games not having any penalty reporting (no reporting on the game sheet), no one serving a penalty (no one is in the penalty box, and there are no times associated), and penalties at this level are for learning, not for consequences.

PENALTIES AT THIS LEVEL ARE FOR LEARNING, NOT FOR CONSEQUENCES

At this level, officials can/should stop the play for any unsafe actions, but instead of reporting or assigning a penalty, communicate with the player and coach that there was a

More information around penalties will come when/if the official takes the Full-Ice program.

Common penalties at this level:

High stick (previously mentioned in violations)

- a player intentionally or unintentionally, raises the playing end of the stick above standing shoulder height within a stick length of any other on-ice participant.

Tripping

- a player places the stick or any part of the body in such a manner that it causes an opponent to trip or fall, unless the player falls as a result of losing joint control of the ring

Body Contact

- a player uses any part of the body to contact an opponent in a forceful manner

Slashing

- A player makes forceful contact with any part of the body or the non-playing end of the stick of an opponent.
- A player swings the stick directly towards and opponent in a forceful manner

Playing end of the stick: The playing end of the is the lower one third of the total length of the Ringette stick, measured from the tip upwards towards the butt end.

HOW TO NOTICE & CALL A PENALTY

1. Know the rules & understand what each penalty is.
2. Anticipate what could happen based on what's going on.
3. Open your vision & watch the players. Don't be laser-focused on the ring.
4. Take the time to process what happened. When you realize it was a penalty,
5. Put your arm up, even if it's a few seconds late.

At Half-Ice, getting the penalty called is not the focus, but making sure that unsafe action is noticed is more important. If you don't make the call, you can also mention something to the coach on the ice to help curb that action in the future.

"Coach, #14 was getting a little rough in the corner,"
"coach, #2 was a little too high with their stick."

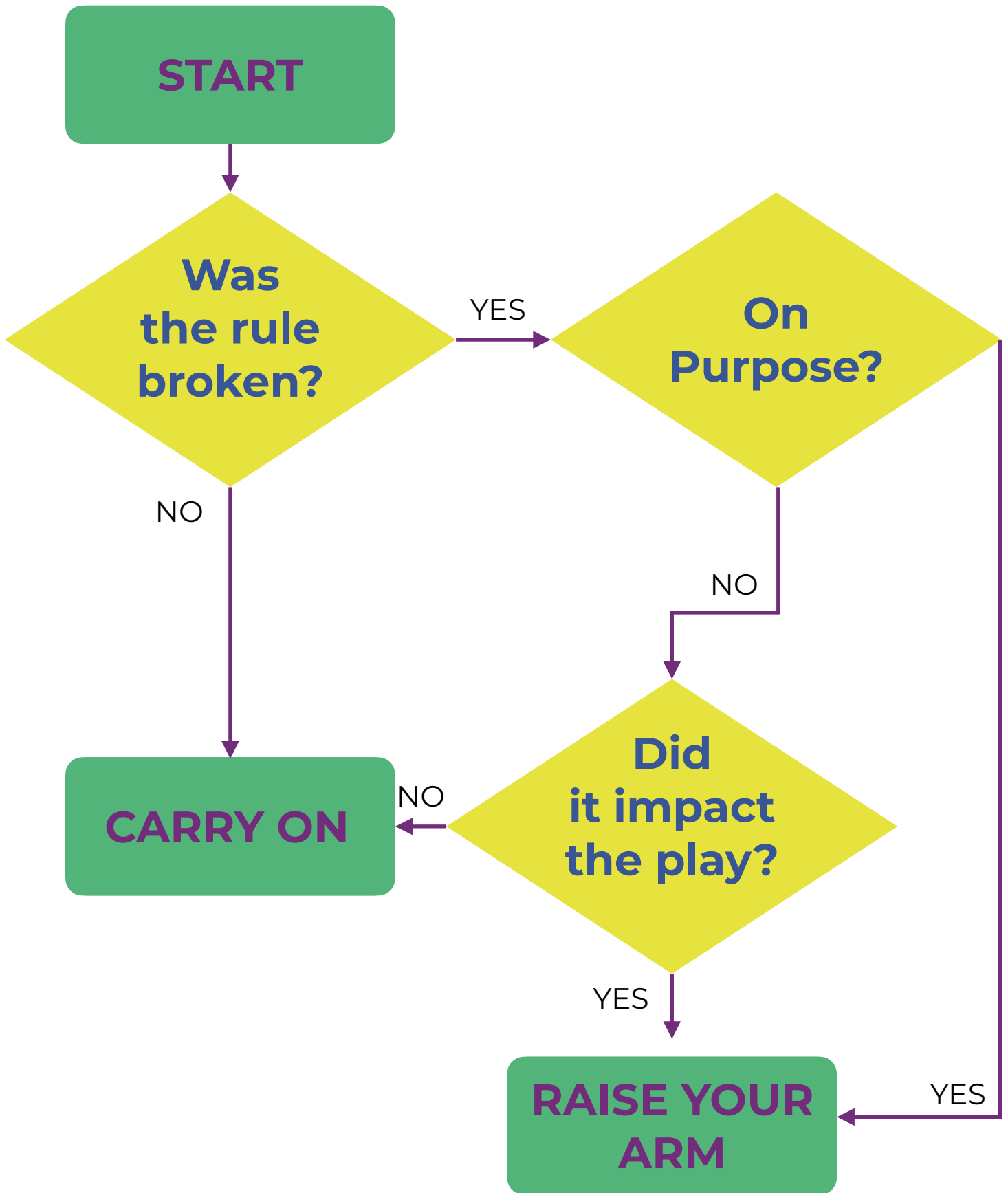
Calling a penalty

IF you see a penalty OR an unsafe action (like immoveable ring), please follow the steps below:

Notice the penalty or unsafe action

- A. If it is in a crowd, and no one is moving, **blow the whistle**
 1. **Give to the team that didn't cause the penalty/crowd** - and **explain**, if possible
 2. **Place ring** at the dot where that team that didn't cause the stoppage can play from
- B. If a player committed a penalty, but their team does not have **CONTROL** of the ring - raise your arm for a **penalty**.
 1. When that team either **gains control or there is a stoppage** in play, official with the call should go let the player know what they can do better for next time.
 2. The official who is not calling the penalty can **collect the ring** and place on the dot for the team that wasn't getting the penalty
- C. If a player commits a penalty, and when they or their team has the ring, **blow your whistle immediately**
 1. official with the call should go let the player know what they can do better for next time
 2. The official who is not calling the penalty can collect the ring and place on the dot for the team that wasn't getting the penalty

Consider if it's appropriate to call a penalty:





RESPONSIBILITIES

A fascinating aspect of the rules of ringette is that they assign responsibilities to players or teams in specific situations and that failing to meet those responsibilities has consequences.

Although they've mostly been identified earlier in this document individually, they are repeated here to aid in your understanding.

1. Every player has a responsibility to avoid body contact.
2. The ring carrier is responsible for keeping the ring moveable and safe to play.

MECHANICS

The Mechanics of officiating explain “how we do what we're supposed to do.”

Many of the mechanics you need to learn have been documented earlier in this manual. You can refer to them here:

1. [How to conduct a free pass using passing dots](#)
2. [How to conduct a goalkeeper ring](#)
3. [How to stop play](#)
4. [How to manage a goal](#)

This section of the manual describes the other mechanics you should know how to perform as a First Stripes Official.



BLOWING YOUR WHISTLE

Blowing your whistle well is key to doing an effective job as an on-ice official. When we blow our whistle, we have a purpose for doing so, so we should blow it with purpose.

Your whistle must be loud enough to be heard in the stands. It must be loud enough to be heard over game noise.

When our whistle cannot be heard, players may not stop playing. It might be unclear to onlookers whether or not a goal was scored or nullified.

It is not enough to just blow air through your whistle. Treat your whistle like a high school band instrument (woodwind or brass), and use your tongue:

- ◆ Take a deep breath.
- ◆ Place your tongue against the tip of your whistle.
- ◆ Build up air pressure and blow by making a “tt” or “tch” sound with your tongue.
- ◆ Place your tongue back against the tip of your whistle to cut off the sound.

See this video for more info: https://www.youtube.com/watch?v=31WeXRrxG_U

VOCALIZING SIGNALS

Certain signals we make have a vocal component, where we say things out loud. This includes “goalkeeper ring,” and for the passing (goalie ring and passing dot) - “one,” “two,” “three,” “four,” “five.”

Vocalizing 1,2,3,4,5...6,...7 is specific for this level - once an official start in the Full-Ice program there will be LESS vocals for counting, replacing those with other vocals

When we vocalize on the ice, we need to project to be loud enough to be heard.

For example, you want to use the same voice you might use if you were a player or a coach yelling “man on” to another player on the ice. Or, if you took drama/theatre in high school, you want to use your theatre voice.

When we vocalize on the ice, the power behind our voice should come from our diaphragm (a muscle below our breast bone). First, take a breath and flex your core. Then, use your flexed core to speak.

To help, set your partner as your communication target. Think about vocalizing loud enough that they will be able to hear you.

THE RING ENTERS THE CREASE

Any time the ring enters the crease, the net official should begin counting five seconds. During this count, the goalkeeper must pass or throw the ring outside of the crease.

The net official should vocalize “one,” “two,” “three,” “four,” “five,” “six,” etc., can also vocalize helpful comments to the goalkeeper: “good job goalie, pass that ring to your team,” or help them locate some teammates.

Vocalization at this level is about teaching the players the rules as well.



PENALTY

When a delayed penalty has been signalled, the nearest official to the ring when the penalized team gains control stops play by blowing their whistle.

After the whistle is blown, the on-ice official signalling the delayed penalty will signal and communicate the penalty type. If both officials are signalling the delayed penalty, only the official who stopped play will signal.

In Half-Ice games, no player serves any penalty, instead of bringing them to the box, communicate the reason why they are hearing the whistle. Help them learn to avoid that behaviour in the future.

In the case of penalties, the ring would then go to the team that didn't cause the stoppage at their passing dot closest to their goalkeeper.

VIOLATION

When the team in control of the ring commits a violation, the official nearest to the situation should recognize it and stop play by blowing their whistle. However, if the further official recognizes the situation first and they are in a position to see it clearly, they may stop play.

If the team not in control of the ring commits a violation, the official nearest to the situation should recognize it and signal a delayed violation. When the violation clears (i.e. the skater leaves the crease.), the official signalling the delayed violation will begin a five-second count. If the violating team gains control of the ring while the delayed violation is being signalled (including during the five-second count), the signalling official will stop play.

If the result of the violation is a goalkeeper ring, the signalling official will signal “goalkeeper ring.” If the net official is not the signalling official, they will repeat the “goalkeeper ring” signal.

On Half-Ice games, officials can pass the ring to the goalkeeper. On Full-Ice, officials will be asking to use their vocals to get the ring to the goalkeeper.

If the result is a free pass, the on-ice official nearest the ring will collect the ring, skate it directly to the correct passing dot, and reach down to place the ring on the appropriate dot.

Both officials will then take up positions for the free pass.

If the ring must be brought to the side of the ice of your partner, both officials should meet in the free pass circle and exchange sides of the ice.



RING FOCUS

Many new officials come from a playing background and possibly still play or coach. Even if you don't, it is common for a new official to be really, really worried about the ring. You will be very well served as an on-ice official if you work to keep your eyes off of the ring while play is ongoing. Very few actions of note take place where the ring is on the ice but rather happen up higher on the body where players come together and check.

Try to raise your eyes off the ice and give more of your attention to the players who are not carrying the ring so that you will have a better view of penalties and other infractions.

FIRST STRIPES SUPPLEMENTARY RESOURCES

This program is more than just a manual, in this section all the supplementary documents that have been build 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 Officiating 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

On top of resources for the Officials, there are also resources for the Association, the Coaches, and the spectators.

Association Document

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

Coaches Document

A document that outlines the program, focusing on bitesized 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 bitesized 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.