



RINGETTE ONTARIO

ONTARIO WINTER GAMES – TECHNICAL PACKAGE

THE 2026 ONTARIO WINTER GAMES RINGETTE COMPETITION IS GOVERNED BY THE RULES OF RINGETTE CANADA AND RINGETTE ONTARIO.

1. GAME FORMAT

- 1.1 GAMES WILL START ON TIME, NOT EARLY, UNLESS DIRECTED BY THE GAMES SPORT MANAGER IN CONSULTATION WITH THE RO OFFICIATING SUPERVISOR AND THE RO TECHNICAL DELEGATE.
- 1.2 GAMES WILL BE 4 X 10-MINUTE PERIODS AND WILL START WITH A 3-MINUTE WARM-UP. THERE WILL BE A 2-MINUTE BREAK BETWEEN PERIODS 2 AND 3.
- 1.3 THERE WILL BE NO OVERTIME IN THE ROUND ROBIN.
- 1.4 OVERTIME IN MEDAL GAMES WILL BE CONSECUTIVE 10-MINUTE PERIODS UNTIL ONE TEAM SCORES.
- 1.5 POSSESSION OF THE FREE PASS TO START THE FIRST OVERTIME PERIOD IS DECIDED BY THE TOSSING OF A COIN BY THE REFEREE. THE TEAM WINNING THE TOSS WILL GET THE FREE PASS. THE OTHER TEAM WILL GET THE CHOICE OF ENDS.
- 1.6 IF ADDITIONAL OVERTIME PERIODS ARE REQUIRED, POSSESSION OF THE RING FOR THE OPENING FREE PASS WILL ALTERNATE BETWEEN TEAMS. THE TEAMS WILL ALSO EXCHANGE ENDS FOR EACH OVERTIME PERIOD.
- 1.7 FLOOD(S) WILL BE AT THE DISCRETION OF THE SUPERVISOR AND/OR FACILITY REQUIREMENTS.
- 1.8 EACH TEAM WILL HAVE ONE TIMEOUT PER HALF. AN ADDITIONAL TIMEOUT WILL BE AWARDED TO EACH TEAM IN OVERTIME, IF NECESSARY. TIMEOUTS DO NOT ACCUMULATE THROUGHOUT THE GAME.
- 1.9 ALL GOALS SCORED WILL BE ENTERED ON THE SCORESHEET, BUT THE MAXIMUM DIFFERENCE OF GOALS TO BE SHOWN ON THE SCOREBOARD AND TOURNAMENT CHARTS WILL BE SEVEN GOALS MORE THAN THE LOWER SCORING TEAM'S TOTAL.
- 1.10 RUNNING TIME CAN ONLY BE USED IN THE SECOND HALF (THIRD OR FOURTH PERIOD) AND WILL COMMENCE AT ANY TIME DURING THAT HALF WHEN THERE IS A SEVEN-GOAL DIFFERENTIAL.
- 1.11 IF THE GOAL DIFFERENTIAL GOES BELOW SEVEN, THEN THE GAME WILL GO BACK TO STOP TIME.
- 1.12 IF A PENALTY IS CALLED DURING RUNNING TIME, THEN THE CLOCK STOPS AND RESTARTS WHEN PLAY COMMENCES.
- 1.13 THE CLOCK WILL STOP FOR INJURIES OR IF A TIME OUT IS CALLED AND RESTARTS WHEN PLAY COMMENCES DURING RUNNING TIME.

2. RANKING OF TEAMS

- 2.1 TEAMS RECEIVE 2 POINTS FOR A WIN, 0 POINTS FOR A LOSS, AND 1 POINT FOR A TIE IN THE ROUND ROBIN.
- 2.2 RANKING OF TIED TEAMS AFTER ROUND ROBIN:



2.2.1 WHEN TWO (2) OR MORE TEAMS HAVE AN EQUAL NUMBER OF POINTS AFTER COMPLETION OF THE ROUND ROBIN GAMES, THE RO TECHNICAL DELEGATE IS RESPONSIBLE TO DETERMINE THE RANKINGS.

NOTES:

- THE MAXIMUM GOALS FOR PER GAME ARE SEVEN MORE THAN THE GOALS AGAINST.
- IF A TEAM(S) HAS FORFEITED A GAME, THAT TEAM(S) WILL BE RANKED THE LOWEST POSITION(S) AMONGST THE TIED TEAMS.
- THE PROCEDURES WILL DECLARE TEAM(S) IN INDIVIDUAL RANKINGS. IN SOME CASES, THERE WILL STILL BE A TIE WITHIN THE RANKINGS. (I.E.: IN A FOUR-WAY TIE FOR FIRST IN A ROUND ROBIN, THE PROCEDURES COULD PLACE ONE TEAM CLEARLY FIRST WITH TWO TEAMS TIED FOR SECOND/THIRD AND ONE TEAM FOURTH). IN THESE CASES, START AT STEP ONE AND FOLLOW THE PROCEDURES UNTIL THE TIE IS BROKEN THEN STOP.

3. THE RANKING OF THE TIED TEAMS WILL BE DETERMINED IN THE FOLLOWING ORDER:

3.1 IF ONE OF THE TIED TEAMS HAS BEATEN ALL OTHER TIED TEAMS IN EVERY GAME BETWEEN THE TIED TEAMS, RANK THAT TEAM HIGHEST.

3.2 IF STILL TIED AND ALL TIED TEAMS HAVE NOT PLAYED EACH OTHER EQUALLY GO DIRECTLY TO STEP SEVEN (7).

3.3 IF STILL TIED, RANK THE TEAMS IN ORDER OF WINS BETWEEN ONLY THE TIED TEAMS.

3.4 IF STILL TIED, RANK TEAMS IN ORDER OF THE PLUS/MINUS (GOALS FOR MINUS GOALS AGAINST) ONLY IN GAMES BETWEEN THE TIED TEAMS.

3.5 IF STILL TIED, RANK TEAMS USING THE FOLLOWING FORMULA ONLY IN GAMES BETWEEN THE TIED TEAMS:

3.5.1 GOALS FOR + GOALS AGAINST

3.5.2 GOALS AGAINST

(WITH THE HIGHEST VALUE BEING THE HIGHER RANKED TEAM)

3.6 IF STILL TIED, RANK TEAMS IN ORDER OF THE MOST GOALS FOR ONLY IN GAMES BETWEEN THE TIED TEAMS.

3.7 IF STILL TIED, RANK THE TEAMS IN ORDER OF WINS BETWEEN ALL TEAMS.

3.8 IF STILL TIED, RANK TEAMS IN ORDER OF THE PLUS/MINUS (GOALS FOR MINUS GOALS AGAINST) IN GAMES BETWEEN ALL TEAMS.

3.9 IF STILL TIED, RANK TEAMS USING THE FOLLOWING FORMULA IN GAMES BETWEEN ALL TEAMS:

3.9.1 GOALS FOR + GOALS AGAINST

3.9.2 GOALS AGAINST



(WITH THE HIGHEST VALUE BEING THE HIGHER RANKED TEAM)

- 3.10 IF STILL TIED, RANK TEAMS IN ORDER OF THE MOST GOALS FOR IN GAMES BETWEEN ALL TEAMS.
- 3.11 IF STILL TIED, RANK TEAMS USING THE LEAST FULLY SERVED PENALTIES IN GAMES BETWEEN ALL TEAMS.
- 3.12 IF STILL TIED, RANK TEAMS USING LEAST PENALTY MINUTES IN GAMES BETWEEN THE TIED TEAMS.
- 3.13 IF STILL TIED, RANK TEAMS USING LEAST PENALTY MINUTES IN GAMES BETWEEN ALL TEAMS.
- 3.14 AT THIS POINT, IF STILL TIED, THE FOLLOWING MAY BE CONSIDERED TO BREAK THE TIE:

- 3.14.1 COIN TOSS
- 3.14.2 DRAW FROM A HAT

NOTES:

- THE MAXIMUM GOALS FOR PER GAME ARE SEVEN (7) MORE THAN THE GOALS AGAINST.
- IF A TEAM(S) HAS FORFEITED OR ABANDONED A GAME, THAT TEAM(S) WILL BE RANKED THE LOWEST POSITION(S) AMONGST THE TIED TEAMS.
- THE PROCEDURES WILL DECLARE TEAM(S) IN INDIVIDUAL RANKINGS. IN SOME CASES, THERE WILL STILL BE A TIE WITHIN THE RANKINGS. I.E.: IN A FOUR (4) -WAY TIE FOR FIRST IN A ROUND ROBIN, THE PROCEDURES COULD PLACE ONE (1) TEAM CLEARLY FIRST. IN THESE CASES, START AT STEP ONE (1) AND FOLLOW THE PROCEDURES UNTIL THE TIE IS BROKEN, ONCE THE TIE IS BROKEN FOR ONE TEAM START AGAIN AT STEP ONE (1) AND FOLLOW THE PROCEDURES UNTIL THE TIE IS BROKEN RANKING EACH TEAM SEPARATELY.
- CLARIFICATION ON THE PROCESS: AS SOON AS A STEP IS COMPLETED, AND ONE TEAM IS RANKED BECAUSE OF FULLY COMPLETING THAT STEP; GO BACK TO STEP ONE (1) OF TIED TEAM'S PROCESS TO RANK EACH TIED TEAM.
- FOR EXAMPLE: IF FOUR (4) TEAMS ARE TIED, A TIE BETWEEN THE TEAMS COULD BE BROKEN IN STEP NINE (9) RANKING ONE TEAM HIGHER, RANK THAT TEAM. THEN RETURN TO STEP ONE (1) TO RANK THE REMAINING
- THREE (3) TIED TEAMS. FOLLOW THIS PROCESS UNTIL ALL FOUR TEAMS ARE RANKED ACCORDINGLY.