



COMPETITION

RINGETTE ONTARIO PLAYING RULES

The current Ringette Canada Official Rule Book shall be the Official playing rules of all Ringette Ontario Sanctioned Events, with the following additions and exceptions:

1. TEAM RULES

- 1.1. Unless otherwise stated in event rules, teams must be ready to go on the ice ten (10) minutes before game time. In the event a team does not start their game within seven (7) minutes of the scheduled or adjusted starting time, (including warm up) the on-ice officials shall declare a forfeit unless the Host Committee has decided to reschedule or not, based on the following circumstances only:
 - Proof of transportation breakdown.
 - Team vehicle accident.
 - Cancellation or delay of transport due to weather conditions.
 - Schedule change/error not communicated to the team by the tournament organizers.
- 1.1.1 *Any game where a team fails to start or finish that game (except under the above) a forfeit shall be declared.*
- 1.2. There shall be no more than five (5) persons (i.e. coaches, trainer, and/or assistants) allowed on the bench at any one time. One person must be female, 18 years or over, who is not a player on the team (18+ and 35+ Divisions exempt).
- 1.3. Bench staff must be listed as Bench Staff on the T.R.F. or on an approved Change Form through their Club Registrar; or they must have an approved Bench Staff Substitution Form before going on the bench for a game.
- 1.4. No game shall start without one (1) eligible coach and one (1) eligible trainer.
- 1.5. Team Bench Staff qualifications must be strictly adhered to. Please consult with the Ringette Ontario Operations Director.
- 1.6. Before the start of the game, the game sheet (electronic or paper) must be signed by each Bench Staff participating behind the bench.
- 1.7. The Home team shall have the choice of jersey colour in case of conflict. In semi-final or final games, the home team shall be the team that finished higher in the standings, unless pool play has determined otherwise.

NOTE: Jerseys must conform to the Ringette Canada Rule Book. At Championship Events, each team must bring two (2) sets of jerseys with different predominant colours, one a light colour and one a dark colour. Pinnies are an approved alternative.

- 1.8. The Home team is to have choice of ends at the start of the game. The Visiting team shall be awarded the first free pass.

2. PENALTIES

- 2.1. For disciplinary purposes, a curfewed game will be considered a complete game and all disciplinary actions will be taken in the manner warranted within the current Ringette Ontario policies as well as those within the Ringette Canada Rule Book.
- 2.2. Any penalties assessed to a participant after they have been ejected from the game (including penalty accumulation ejection) shall be deemed to have been committed after the game.
- 2.3. If a suspension penalty is assessed against a player who participates on more than one (1) team, then the secondary position will never be more severely punished than the position held when the penalty was assessed.

The suspended player must sit out the number of suspended games in the next regularly scheduled games with whichever team has regularly scheduled games first.

After sitting the number of suspended games, the player may participate in all ringette activities. The player must also sit the number of suspended games with whichever team the penalty was assessed during their next regularly scheduled game(s) but may participate in ringette activities with this team as soon as the suspension has been served with any team. The player serving a suspension is ineligible to substitute for another team until they have properly served their suspension and are thus cleared to participate in all ringette activities.

3. EXCESSIVE PENALTIES

- 3.1. A Head Coach whose team receives thirty (30) minutes in accumulated penalty time in regulation play (overtime is exempt) shall be suspended from the next regularly scheduled game. Should that person be the coach on more than one team, the one game suspension must be served with the team that received the excessive penalties.
- 3.2. A player who receives ten (10) minutes in accumulated penalty time, overtime included, shall be ejected from the remainder of the game. The player shall be suspended from the next regularly scheduled game.

All excessive penalties (Ten (10) minutes in a game for a player or thirty (30) minutes in a game for a coach) must be reported to the Tournament Host Chair and Ringette Ontario Operations Director (or designated Program Coordinator) within twenty-four (24) hours by both teams and prior to the next schedule game – whichever is sooner.

NOTE: *Delayed Penalties wiped out because of a goal being scored must be recorded on the game sheet and count toward accumulated penalty time.*

4. MATCH AND MISCONDUCT PENALTIES

4.1. All match and misconduct penalties must be reported by the Head Coach or Manager to the Tournament Host Chair **and** the Program Coordinator assigned to the tournament within twenty-four (24) hours, or before the next scheduled game – whichever is sooner – by both teams.

4.2. Game Definition:

4.2.1. Regularly scheduled games shall be defined as any game during Ringette Ontario sanctioned play, Interprovincial play, organized league, and pre-scheduled exhibition play. A game consists of two (2) fifteen (15) or two (2) twenty (20) or four (4) ten (10) minute periods of regulation time. Games are not to be scheduled to speed up suspensions.

4.2.1.1. Exhibition games must be scheduled in RAMP prior to the game where the suspension occurs.

NOTE: *Suspensions assessed by Ringette Ontario member associations for Match or Misconduct Penalties will be honoured in sanctioned events so long as proper notification is provided by the player's/coach's Home Association and the Tournament Committee in sufficient time to affect such action.*

4.3. All match and misconduct penalties will be subject to an automatic review.

4.3.1. If a match or misconduct penalty is assessed against a bench staff member, then that person shall not participate on any other team in a bench staff capacity until the suspension has been fully served.

4.3.2. If a match or misconduct penalty is assessed against a player who is participating on a two (2) team player agreement, they shall be suspended from any team until the full suspension is served with, they were a member of when the penalty occurred.

4.3.3. If a match or misconduct penalty is assessed against a person who participates in ringette as both a bench staff and a player when they are performing the role of a bench staff, then that person shall not participate on any other team in a

bench staff capacity until the suspension has been fully served. If the penalty is assessed when they are participating as a player, then that person shall not participate on any other team as a player until the suspension has been fully served.

4.3.4. If a misconduct penalty is assessed against a player or a member of the bench staff during play, the player or member of the bench staff shall receive an automatic one (1) game suspension to be served in the next regularly scheduled game.

4.4. Coaching Suspensions for Misconduct penalties should be:

4.4.1. First offense = one (1) game

4.4.2. Second offense = three (3) games

4.4.3. Third offense = five (5) games

4.4.4. Fourth offense = ten (10) games

4.4.5. Fifth offense = lifetime suspension.

4.4.6. Clock will be reset after two (2) years of zero (0) offenses.

4.4.7. No reset for lifetime offenses.

4.5. If a match penalty is assessed against a player or Bench Staff in Ringette Ontario sanctioned play, the player/bench staff shall receive an automatic two (2) game suspension for a match penalty assessed during play, to be served in the next two (2) regularly scheduled games, and an automatic three (3) game suspension for a match penalty assessed after the game, to be served in the next three (3) regularly scheduled games. The player/bench staff shall be suspended from any team until the full suspension is served with the team, they were a member of when the penalty occurred.

NOTE: *Ringette Canada's one game suspension is included in the number of games to be missed. (i.e. if a player receives a match after the game, they must sit out one (1) game, Ringette Canada's suspension, and two (2) games, Ringette Ontario's suspension).*

4.6. If there is a second match penalty of the season assessed against the same player or Bench Staff in Ringette Ontario sanctioned play, that player/bench staff shall receive an automatic five (5) game suspension for a match penalty assessed during play, to be served in the next five (5) regularly scheduled games, and an automatic six (6) game suspension for a match penalty assessed after the game to be served in the next six (6) regularly scheduled games.

The player/bench staff shall be suspended from any team until the full suspension is served with the team, they were a member of when the penalty occurred.

- 4.7. If a third match penalty of the season is assessed against the same player/bench staff during Ringette Ontario sanctioned play, that player/bench staff shall serve a ten (10) game suspension or the remainder of the season, whichever is greater. If the match penalty is assessed after the Ringette Ontario sanctioned play, that player/bench staff shall serve a twelve (12) game suspension or the remainder of the season, whichever is greater. Suspension shall be served in regularly scheduled games. The player/bench staff shall be suspended from any team until the full suspension is served with the team, they were a member when the penalty occurred.
- 4.8. When a bench staff is asked to leave a game and no penalty is recorded on the game sheet, they are considered to have been assessed a misconduct penalty and they will be suspended for the next regularly scheduled game.
- 4.9. Bench Staff member that has been issued a misconduct but is not identifiable by the game Officials shall be identified by the first Team Official requested to do so by a game Official. Failure to do so will result in the suspension of all Team Officials for not less than two games. This suspension shall be in addition to any suspensions incurred in the game.
- 4.10. It shall be the responsibility of the home association of the individuals involved to ensure that ALL game suspensions are served.
- 4.11. Persons participating in regularly scheduled games while under Ringette Ontario suspension shall be considered use of an illegal player and will be subject to penalties stipulated under Ringette Ontario Violation of Sanction Rules.

Note: *Exhibition games are not considered regularly scheduled games unless they were previously scheduled in RAMP before the suspension took place. PROOF OF SCHEDULING IS REQUIRED.*

- 4.12. Suspensions stemming from a match or misconduct penalty assessment shall carry over across seasons (within Ringette Ontario) and across governing bodies (Ringette Ontario - Ringette Canada) Provincials/Nationals, and vice versa.
- 4.12.1. A player may participate in exhibition games which are incorporated as a requirement for tryouts. However, if the player incurs another match penalty during those exhibition games, the player shall be immediately suspended and they shall not participate in any games, exhibition or otherwise, until the suspensions have been served in their entirety.
- 4.13. Where a player or bench staff receives a suspension and is unable to fulfill the suspension with that team or their assigned team for the following season, the

Ringette Ontario Operations Director and Executive Director will rule on terms of the suspension.

- 4.14. While under suspension stemming from a misconduct or match penalty, a participant cannot participate in regularly scheduled games until the suspension has been fully served.
- 4.14.1. A suspended athlete or coach is not permitted to be on the bench while under suspension.
- 4.14.2. A suspended athlete or coach is permitted to be at practices and team events, unless stipulated in the suspension notice.
- 4.15. The head coach is responsible for ensuring a suspension is served. A player or coach participating in a game while under suspension is subject to the penalty outlined in the Violation of Sanctioned Rules.

5. GAMES

- 5.1. The Host Committee may decide that, if time is not available, the games will remain tied at the end of regulation time and each team awarded one (1) point. (This must be consistently used throughout the tournament). Shootouts are never to be used in Ringette Ontario sanctioned events, with the exemption of 3 on 3 events.
- 5.2. If the score of a game is tied at the end of regulation time, there will be one (1) overtime stop time period. (i.e.: if two (2) fifteen (15) minute periods were used during regulation time, then the overtime period is fifteen (15) minutes), which will be sudden victory. (i.e., the first team to score in that overtime period will be declared the winner).
- 5.3. If neither team scores during the first stop time overtime period, there will be successive stop time sudden victory overtime periods until a goal is scored to break the tie.
- 5.4. 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.
- 5.5. 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.
- 5.6. 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 (7) goals more than the lower scoring team's total. (i.e.: if the score is 12-1, show 8-1. If the lower team scores, change the scoreboard to show 9-2).

- 5.7. Running time can only be used in the second period/half and will commence at any time during that period when there is a seven (7) goal differential. 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 clock stops and restarts when play commences. The clock will stop for injuries or if a time out is called and restarts when play commences during running time.

6. POINT STRUCTURES

- 6.1. Teams receive two (2) points for a win and zero (0) points for a loss; and, if the Host Committee decides to allow ties, one (1) point shall be awarded to each team remaining tied at the end of the game.
- 6.2. The team with the most points in each division will be declared the top team in that division.
- 6.3. The second-place team is the team having the second highest number of points, etc.
- 6.4. In a forfeited game, the score will be 4-0. The team forfeiting shall receive zero (0) points and the other team receives two (2) points. In a cancelled game (due to bad weather, etc.) the score is recorded as 0-0 with both teams receiving one (1) point.
- 6.5. If a decision by the Protest and Grievance Committee results in a team being disqualified and all other teams were scheduled to play that disqualified team, then all games against that team will be eliminated. When not all teams play the disqualified team, the teams scheduled to play the disqualified team will be awarded two (2) points and a score of 0-0 is recorded.

7. RANKING OF TIED TEAMS

- 7.1. When two (2) or more teams have an equal number of points after completion of the round robin games, the Tournament Host Chair/designate is responsible to determine the rankings.

The ranking of the tied teams will be determined in the following order:

1. If one of the tied teams has beaten all other tied teams in every game between the tied teams, rank that team highest. In a split Round Robin format, all games count as Round Robin games and Team 'X' is considered an outside team and their results do not count for ranking or tie breaking.
2. If still tied and all tied teams have not played each other equally go directly to Step Seven (7).
3. If still tied, rank the teams in order of wins between only the tied teams.
4. If still tied, rank teams in order of the plus/minus (goals for minus goals against) only in games between the tied teams.
5. If still tied, rank teams using the following formula only in games between the tied teams:

Goals For + Goals Against
Goals Against

(WITH THE HIGHEST VALUE BEING THE HIGHER RANKED TEAM)

6. If still tied, rank teams in order of the most goals for only in games between the tied teams.
7. If still tied, rank the teams in order of wins between all teams.
8. If still tied, rank teams in order of the plus/minus (goals for minus goals against) in games between all teams.
9. If still tied, rank teams using the following formula in games between all teams:

Goals For + Goals Against
Goals Against

(WITH THE HIGHEST VALUE BEING THE HIGHER RANKED TEAM)

10. If still tied, rank teams in order of the most goals for in games between all teams.
11. If still tied, rank teams using the least fully served penalties in games between all teams.
12. If still tied, rank teams using least penalty minutes in games between the tied teams.
13. If still tied, rank teams using least penalty minutes in games between all teams.
14. At this point, if still tied, the following may be considered to break the tie:
 - a) Mini game
 - b) Coin Toss
 - c) 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 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 with two (2) teams tied for second/third and one team fourth. In these cases, start at step one (1) and follow the procedures until the tie is broken then stop.*
- *Clarification on the process: As soon as a step is completed, and one or more teams are ranked because of fully completing that step; go back to the top of the ranking of tied team's process. For example: If four (4) teams are tied, a tie between all four (4) teams could be broken in step nine (9). If the tie is only broken between two (2) teams at the end of step 9, then go back to step one (1).*

8. 3 ON 3 RULES FORMAT

The tournament shall be governed by Ringette Ontario Sanctioned Event Rules with the following additions and changes.

TEAM RULES

- All players must be registered with Ringette Ontario
- Coaching staff must be certified for level of play.
- Maximum of eleven (11) players per team, nine (9) skaters and two (2) goalies).

PLAYING FORMAT

- All teams must be ready to go on the ice ten (10) minutes before scheduled game time.
 - One (1) minute warm up
 - Two (2) eight (8) minute periods, with one (1) minute time-out between periods
 - One (1) thirty (30) second time-out per team per game
- Recommend ice cleaning after every 3rd game.

PLAYING RULES

- Maximum of three (3) skaters and goalie on ice per team.
- Substitutions occur during play.
- Penalty calls:
 - Referee will notify scorekeeper of team and type of infraction
 - Ring is placed in circle for free pass and play begins on whistle
 - Players change as if during play
 - One penalty shot awarded for each minor penalty
 - Two penalty shots awarded for each major penalty
 - Penalty shots will start immediately after the end of the 2nd period.
 - Penalty shots to be taken alternating between teams

- Penalty shots to be taken by each team by players in order of listing on score sheet
- Players involved in penalty shots will assemble in the center circle and will take the penalty shot immediately on the referee's signal.

WHEN A GOAL IS SCORED

- The referee will indicate with two short whistles
- Play restarts immediately with "goaltenders ring"

NO TIED GAMES

- Shootout: The shootout is designed to determine a winner if a game finished tied.

- If after game and penalty shots, the score is tied, an additional penalty shot(s) will be taken by each team until the tie is broken and a winner declared.
- The visiting team will take the first shot.
- Each team selects three (3) shooters. If the game remains tied after the three (3) shooters are done, teams continue shooting in "sudden victory" mode. The game cannot end until each team had taken the same number of shots.
- Time clock stops on injuries only.

NOTE: ALL OTHER RINGETTE ONTARIO RULES OF PLAY ARE IN EFFECT