**2025 Mini Platinum Ring Tournament Rules**

**AS1 – SUNDAY FEBRUARY 2**

**AS2 – FRIDAY JANUARY 31 & SATURDAY FEBRUARY 1**

**U10S1 – SATURDAY FEBRUARY 1 & SUNDAY FEBRUARY 2**

**U10S2 - SATURDAY FEBRUARY 1 & SUNDAY FEBRUARY 2**

**U10S3 – FRIDAY JANUARY 31 & SATURDAY FEBRUARY 1**

1. Period length shall be as followed:

These are run time halves:

* Active Start 1 - 15 minute halves
* Active Start 2 - 18 minute halves
* U10 Step 1 - 21 minute halves
* U10 Step 2 - 23 minute halves
	+ 1 on ice coach from each team will assist with officiating game play
	+ If desired an optional additional coach for on ice goalie support

These are stop time halves:

* U10 Step 3 - 18 minute halves

\*\*\*WARMUP AS1, AS2 & U10S1 will have 5 minutes. U10S2 & U10S3 will have 3 minutes\*\*\*

1. **Home** teams will provide **scorekeeper**. **Away** team will provide 90 second **buzzer operator** for AS1,AS2,S1 & SS2.
2. Game sheets are not mandatory as our tournament is being played jamboree style.
3. Smaller nets will be used.
4. All teams will adhere to the zero-tolerance policy for abuse towards on-ice or off-ice officials, this includes all team staff, fans, and players. Anyone abusing policy will be asked to leave the tournament.
5. Teams must be ready to go on the ice ten (10) minutes before game time to ensure game completion. Teams not iced within two (2) minutes of the referee’s whistle to start the game will forfeit the game. The game may be played as an exhibition, though length of game may be reduced.

**2025 Sanctioned Tournament Rules**

1. The official rules of Ringette Canada will apply.
2. In the case of conflict in uniform color, the VISITING team must change their uniforms.
3. There will be at least a two (2) minute break between halves, and a flood will be scheduled between all U10 games.
4. Ringette Alberta Children’s Ringette Guidelines will apply as follows:
	* Step 1 – When re-starting the play after a buzzer for a line change or whistle - the ring carrier will leave the ring in place and the coach/official will re-establish possession once players are situated on ice or change possession placing the ring on a free pass dot. Play will be re-started by a free pass or goalie ring given to the last team that last had possession. **No race to the ring.**
	* Step 2 - Re-starting the play after a buzzer for a line change or whistle – **prior to the start of each game** coaches on both teams to come to an agreement/ determine if race to the ring is appropriate or if play re-start will be established after players are situated.

Goal tenders to switch only once per half – no switching each shift. Additional on-ice support for goalies by a certified coach is permitted.

**Player Affiliation**

Teams are required to strike the names of players who are not participating in a game from the games sheet to ensure proper verification. When using an affiliate(s), the name(s) of the player(s) and their jersey number must be written on the game sheet followed by (AP). The maximum number of players listed on a game sheet:

When using no affiliates……………………………………………………....18 players

When using affiliate (s) as skater(s) only…….…………................12 players

When using affiliate skater(s) plus an affiliate goalie…………….13 players

When using only an affiliate goalie…………………………………..…..18 players