

General Rules

1. The **Official Rules of Ringette Canada** will apply.
2. **Teams must supply off ice-officials** for games as required: Home - Gamesheet, Timekeeper, and Penalty Box. Away - Gamesheet, Timekeeper, and Penalty Box. Active Start, Step 1 and Step 2 do not require penalty box officials.
3. Each team will designate a **Spectator Liaison** for their team in the stands. *See Spectator Rules.*
4. **Teams must be prepared to take the ice at least ten (10) minutes before the scheduled start time.** Even if both teams are ready early, games will begin at their designated time. If a team is not on the ice within two (2) minutes after the referee's starting whistle, they will forfeit the game. In such cases, the game will still be played, but only as an exhibition.
5. **Games running behind may be shortened at the discretion of the arena or tournament manager,** EXCEPT for final games, including gold and bronze medal games. With 5 minutes remaining in the ice slot, the game clock will be dropped to 2 minutes. Warm ups for subsequent games may be shortened to catch the schedule up.
6. **Where applicable, game sheet codes are located at the Host Table of the arena.** RAMP GameSheet App is being used at the tournament for electronic gamesheets. Coach or Team Staff must verify the roster on the app and sign, at least fifteen minutes before game time.
7. **HOME** team gets first choice in uniform colour (BLACK/WHITE). In the case of conflict in uniform color, the VISITING team must change their uniforms.
8. **Active Start and U10:** There will be at least a three (3) minute break between halves.
9. In medal games, the higher place team shall be HOME.
10. U10 Step 3 teams **must declare goaltender(s)** on the game sheet by indicating (G).
11. Teams **MUST** declare **affiliated players** on game sheets **by indicating (AP) on the game sheets for which those players are used.** *It is the responsibility of the team to ensure that Ringette Alberta player affiliation rules are followed.*
12. There will be a three (3) minute on ice warm up.
13. **Length of Halves** shall be 23 minutes run-time for Active Start, and U10-S1, and 18 minutes stop-time for U10-S2 and U10-S3.
14. There is a maximum of five (5) team staff allowed on the bench, plus up to three (3) junior coaches.
15. **Good sportsmanship will be stressed throughout the tournament.**
 - a. Any TEAM accumulating MORE THAN 30 Penalty Minutes in any ONE GAME, shall see the head coach or acting coach from that game suspended for their next tournament game. (No grievances will be accepted)
 - b. A MATCH penalty will automatically result in suspension from all subsequent tournament games.
 - c. Abusive/offensive language is not to be used on the ice, bench area or in the public halls and lobbies of the arena.
 - d. Any person who interferes with the game, or verbally abuses an OFFICIAL, COACH or PLAYER will be asked to leave the playing area and not return. The head coach will be notified by an on-ice official to remove the person. If the person refuses to leave the arena playing area after a reasonable period of time, the game will be called and the team the person is associated with will forfeit the game.
16. **Game scores** will be displayed on the time clock, posted on RAMP and recorded for tie breaking procedures, with a **MAXIMUM FIVE GOAL** difference for Active Start and U10. Should the score become less than a 7-goal spread at anytime during the game, the time shall return to stop time.
17. Any team wishing to file a protest may do so by submitting their request in writing, along with \$250, to the Arena Host/ Welcome Table. Notification of a protest must be received within one hour of the incident occurring to enable sufficient time to deal with the protest.
A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$250 will be refunded).
No game protests involving referee judgment will be accepted.

THE REFEREE'S DECISION SHALL BE FINAL.

Active Start and U10 (all steps) will use modified small goal nets.

Active Start and U10 Step 1 will play a friendship series on half ice and will follow Black Gold League policy.

Friendship series means all participants will receive a participation medal.

1. Coaches will be utilized as on-ice referees for Active Start and U10 Step 1.
2. A maximum of two (2) coaches from each team is allowed on the ice. The coach or designate who participates on-ice during a game is required to wear skates and CSA approved protective head gear. One coach will stay close to the boards and out of the area of play, the other close to the goalie to provide goalie assistance. Sticks for coaches are not permitted.
3. Games will be half ice, 3v3 plus goalies.
4. Time will be posted on the scoreboard but not scores. There will be no maximum number of times a player can score when playing half ice games.
5. Two 23-minute periods (running time) with 90 second buzzer shifts.
6. Three (3) minutes will be given at period break for the teams to do a cheer.
7. Teams do not need to change ends for the second period - optional.
8. No penalties will be called, but rather, the penalty will be explained to the offending player by the coach referee to facilitate learning of the rules.
9. Goalie Equipment will consist of a goalie stick and pads. Players will not play goal for an entire game – change goalies at the half. Active Start can change goalies every shift if that is preferable or change once at the half.

U10 Step-2 division will play a friendship series on full ice and will follow Black Gold League policy. Friendship series means all participants will receive a participation medal.

1. The structure will be random round robin. There shall be no overtime (a tie is a tie).
2. Park Ringette may be using the First Stripes Officiating Program for Step 2 games where possible. Please see the Coach Information document for what coaches should be aware of.
3. If necessary, a maximum of one (1) coach from each team is allowed on the ice. The coach or designate who participates on-ice during a game is required to wear skates and CSA approved protective head gear. The coach is to stay close to the boards and out of the area of play, especially if there are referees for that game. Sticks for coaches are not permitted.
4. Games will be played 5v5 plus goalies.
5. Time and scores shall be posted on score clock with a maximum five (5) goal spread.

6. Step 2 will be played with two 18-minute periods (running time). Players to change on the fly throughout game play there will be no buzzer for shift changes.
7. Three (3) minutes will be given at period break.
8. Teams do not need to change ends for the second period - optional.
9. No penalties will be called, but rather, the penalty will be explained to the offending player by the referee to facilitate learning of the rules.
10. Goalies can wear goalie equipment and use a goalie stick. Goalies do not change; however a team may choose to change goalies at half-time.
11. No penalties will be recorded on the gamesheet app.
12. Total score is recorded on the gamesheet app- do not credit individual players.

For the Step 3 division:

1. Games will be played on full ice.
2. U10 games will be played according to standard ringette rules.
3. No shot clock to be used.
4. Games will be two (2) 18 minute stop time periods.
5. Three (3) minutes will be given at period break.
6. Teams must change ends for the second period.
7. A maximum of three (3) goals per player per game will apply.
8. Step 3 will have a medal round and will not be played friendship style.

Player Affiliation Rules

For ALL Teams:

Game sheets are checked for proper use of affiliated players. Teams are required to uncheck the names of players who are not participating in a game from the game sheet in the app to ensure proper verification. When using an affiliate, the name(s) of the player(s) and their jersey number must be on the game sheet app.

The **Maximum** number of players listed on a game sheet:

NOTE: "players" includes goaltenders, skaters and affiliates.

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

U10 STEP 3

ROUND ROBIN TEAM STANDING RULES

POINT STRUCTURE - Teams receive **two (2) points for a win, one (1) point for a tie, and no (0) points for a loss.** At the completion of round robin play, teams will be ranked according to the total points in all games played. ***Note: There are no additional points awarded for shutouts. Web results are unofficial. In cases of disagreement between the website and host arena scoreboard, the scoreboard will display the official result.***

BREAKING OF TIES IN TEAM STANDINGS

Note: Regardless of game score, only a FIVE goal difference (U10 Step 3) will be credited in applying these rules. When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:

1. In cases where the tied teams have played an equal number of games against each other, the **winner of more game(s) between each other during the round robin** will be declared the highest position.
2. If still tied, teams shall be ranked according to the difference between goals for and against **in games between the tied teams in round robin play.** The team with the **highest positive difference** shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
3. If still tied, teams shall be ranked according to the **least goals against** in games **between the tied teams** in round robin play.

The team with the **least goals against** shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.

4. If still tied, teams shall be ranked according to the difference between **goals for and against in all games played in the round robin**. The team with the **highest positive difference** shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
5. If still tied, teams shall be ranked by a coin toss.

NOTE: Each step of the tie breaking rules shall apply to all teams involved in the tie.

ie. according to rule 2, the White team has a difference of 5 goals, the Red team has a difference of 3 goals and the Blue team has a difference of 2 goals. White team shall be ranked highest, Red team next and Blue team shall be third among these tied teams.

If three (3) or more teams are involved in the tie, the tie breaking procedure shall only revert to 1 if teams are still tied after the application of subsequent rules. ie. according to rule 2, the White team has a difference of 5 goals, the Red team and the Blue team are still tied at 3 goals difference. White team shall be ranked highest, revert to rule 1 to break the tie between the Red & Blue teams.

Breaking of Tie Scores in Games

- If a **ROUND ROBIN** game is tied at the end of regulation time, each team will be awarded (1) **one point**.

If a game is tied at the end of the second half of a **CROSSOVER, QUARTER-FINAL, SEMI-FINAL** or **FINAL game**, the teams will play a "**four on four**" (plus a goaltender) **five (5) minute stop time SUDDEN VICTORY** overtime period. If a consolation game is tied at the end of regulation time, the game shall end in a tie and no tie breaking procedures shall take place. Penalties assessed in regulation time shall carry-over to the overtime period. Possession of the ring will be determined by a coin toss (home team shall call the coin toss). The winner of the coin toss will be awarded the ring to start the overtime period, while the other team shall have their choice of ends.

If no goals are scored in the overtime period, the winner of the game will be decided by a **Shoot-Out**.

1. The team that lost the coin toss for OT will have choice to shoot first or second in the shoot-out.
2. Coaches will have two (2) minutes to produce their list of shooters (including all skaters on the bench)
3. Penalties do not carry over into the shoot-out.

Shoot-Out Round One:

3 players for each team alternate shots. The winner is declared to be the team with the most goals for 3 players. The shootout will end if it becomes impossible for one team to score sufficient goals to tie the other team.

Shoot-Out Round Two:

If it is still tied after round one, teams continue one shooter at a time until a winner is determined. No shooter may shoot again until all players have shot. A winner is declared when one team scores and the other does not in sudden victory format.

Time-Outs:

Each team is entitled to: ONE 30-second timeout per regulation game ONE additional 30-second timeout in overtime.

Spectator Rules

1. Each team will designate a **Spectator Liaison** for their team in the stands.
2. **Spectator Liaison** is a person supplied by all teams during a game (exhibition, scheduled, tournament, or playdown /playoff) for the purpose of moderating/being responsible for their team's parents conduct during the game. This person is responsible for liaising with the officials and Tournament organisers if necessary.
3. **The spectator liaison can be any person associated with a player on the team, over the age of 18, and can be different each game.** Their name must be on the electronic gamesheet under the official's section. The spectator liaison must sit in a visible area in the stands with the spectators. The spectator liaison must be an individual who is willing and able to control and monitor the behavior of the parents and team spectators throughout the game.
4. **Fans, spectators, and minor officials are the responsibility of the Team they are associated with.** Fans, spectators, and minor officials are expected to demonstrate the same sportsmanship and ethical conduct as their Team.