



2026 MB High School Ringette Tournament

Rules and Tournament Registration

Package

Hosted By: Southwest Ringette Association

Dates: April 20th – 26th, 2026

Location: Canlan Sports, 1871 Ellice Ave

Email: mbhighschoolringette@gmail.com

Website: <https://www.swra.ca>

Electronic submissions:

Email registration package to mbhighschoolringette@gmail.com

E-transfer payment to treasurer@swra.ca Make sure to include team name in the comment section.

Mail Registration Packages/Cheques to:

Manitoba High School Ringette Tournament 2026
50 Linacre Rd
Winnipeg, MB R3T 3G6

1) Tournament Registration

Entering a team in the 2026 Manitoba High School Ringette Tournament ("MHSRT") is a two-step process:

Step 1 - RAMP Registration and payment (this can be completed as soon as registration opens, you do not need a completed sign-up sheet. We strongly recommend you register ASAP to secure a spot):

- You must log-on to the RAMP Registration portal at: <https://www.rampregistrations.com/login?v3=ca933594>
- Follow the prompts to "Tournament Registration".
- Click continue to bypass roster page if you do not have your team complete
- Choose a method of payment (either e-transfer or cheque payable to "Southwest Winnipeg Ringette Association").
- You can choose any "Home Club" in the drop-down list, it is irrelevant.
- Under "Team" select "Enter Team"



Step 2 - Submission of final registration package:

- **Cost to enter the tournament is \$1000.00**
- **Your team is not confirmed in the tournament until completed registration package AND payment have been received. Due date is February 23, 2026.**
- Submit the last page of the information package and the Team Application and Roster Form by email to: mbhighschoolringette@gmail.com or by mail to address above.
- Failure to submit payment and required signed documents by February 23, 2026, may result in the forfeiture of your spot in the tournament and a refund (less an admin fee of \$50).
- Final placement in the tournament will be confirmed on or before March 6, 2026.
- The schedule will be released no later than the April 6, 2026.
- A waitlist will be maintained so that any teams that drop out or are removed can be promptly replaced.
- Games will be scheduled Mon – Wed start time 5 pm and end time 9:50pm, Thurs start time 4:40 pm and end time 9:50 pm, Fri start time 4:10 pm and end time 9:50 pm and Sat and Sun start time 9:40 am and end time 7:10 pm

2) Entry Guidelines

- The tournament is open to 32 total teams, consisting of 24 high school teams (Grades 9-12) and 8 junior high school (Grades 6-8) teams (subject to adjustment depending on interest). All teams guaranteed three (3) games. *If your high school is grades 10-12 you can amalgamate with a school that has grade 9. If your junior high school is 7-9 you can amalgamate with a school that has grade 6.*
- A maximum of 18 players per team can be on the roster. **A minimum of two players per grade for the High School teams (Grades 9, 10, 11, and 12), where applicable, must be on the roster and given the chance to play in the tournament.** This will ensure fair play and fair representation of the school. Rosters will be confirmed with each school to ensure all grades are represented. In the case that no players from a specific grade have expressed interest in playing, the team may still be granted eligibility to play in the tournament upon submission of the school sign-up sheet.
- Any player on a roster that is currently not registered with Ringette Manitoba must pay an additional \$5.00 insurance fee. Please identify these players on your roster with an asterisk (*). This fee must be submitted separately from your registration cost by issuing ONE cheque or sending one e-transfer FOR ALL uninsured players from your school(s) payable to: Southwest Ringette Association (to the above address) or e-transfer to treasurer@swra.ca. Please note school name on e-transfer or cheque. We will supply an invoice.
- Full refund (less a \$50 admin fee) will be provided if no roster and school sign-up sheet is submitted by February 23, 2026. Should you wish to withdraw after February 23, 2026, a 50% refund will be provided.



3) **School Amalgamation**

- All students in a school are to be invited before you attempt to join with another school within your school division. Please note that all students signed up at the primary school are on the team and part of the 18-player roster. The secondary school can only add to the roster up to the maximum 18. No players from the primary school are to be cut to allow for secondary school players to make the team. Post sign up sheets at both schools and present both completed forms to the committee. Permission **MUST** be granted by the Tournament Committee to combine schools.

When considering a request to combine schools, the Committee may consider the following:

- The closest geographically located school within the division was approached first;
- Both schools posted a sign-up sheet to attempt to enter their own team;
- At least five players from each school are expected. Exceptions will be considered by the Committee.
- All players must play on their own school's team. If their school has entered a team, they will not be permitted to join another school (with the exception of goalies, with permission of the Committee).

4) **Rosters/Ability**

- To enable players of all calibers to participate in the tournament, and to avoid a large disparity in skill levels between the teams, there is a maximum of five AA ringette players allowed per roster. The rest of the team may have any number of A, B, or C ringette players per team and hockey players of any caliber. Information subject to verification.

5) **Temporary Players (TPs)**

- A team shall have a maximum of (18) eighteen players, and no less than seven (7) players. No temporary players (TP) will be allowed. (Exception for goaltenders)
- Goalies only:
 - If a temporary player (TP) is required for a goaltender, with the approval of the tournament committee, a TP goalie may be used from A DIFFERENT POOL. The same goalie CANNOT be used more than once by a team.
 - If a TP is used, the team must notify the committee prior to game time, the name of the goalie being used, the school in which they are rostered with, and the date and time of the game they will be playing with your team. Failure to get approval from the Tournament Committee may result in forfeiting the game.

6) **Rules**

- The Official Rules of Ringette Canada will apply except for the Breaking of Ties in Standings, and as noted in Item 9.
- Teams must have at least one Coach with active Ringette CSI qualification (and be on a RMB Roster in 2025/2026) on the bench at all times, as well as an adult female. All non-



school coaching staff must have an active CSI qualification (and be on a RMB roster in 2025/2026). School Staff Member participation on the bench is strongly advised. As per RMB rules Managers are not allowed on the bench.

- The game sheets should have coaches and teacher supervisors listed. If you have a team manager, they are not listed on the game sheet.
- Players should wear their school jerseys, but this is at the discretion of the school. If school jerseys are not available, the team may use a local club's jerseys.

7) Excessive Penalties

- Excess Penalty Minutes. A player assessed a total of ten (10) minutes of penalty time during a game, including overtime, shall be ejected from the game. The ejected player's remaining penalty time shall be served by a teammate. The ejected player will be suspended for the next game.

8) Game Play

- In case of jersey color conflict, the visiting team shall change. If one team has two sets of jerseys and the other does not, the team with two sets will change.
- High school game length will be two 20 minutes stop time periods and shot clocks will be used. Teams must be ready to go on the ice 15 minutes prior to scheduled start time. Teams not on ice within two minutes of the Referee's whistle being blown to start the game, will be assessed a delay of game penalty against them. If the team does not appear within two minutes, the game will be defaulted, and the score will show as 1-0 and the game may be played as an exhibition. Running time may be used if behind schedule at the discretion of the tournament committee.
- This is a Ringette Manitoba sanctioned tournament. The Sportsmanship Rule of seven (7) goal differential for/against shall be observed on the scoreboard, including its use in any tie breaking formulas which are applied. If a team is leading by seven (7) or more goals, the last 10 minutes will be running time regardless of any goals scored (Unless the game comes within a 3-point differential, at which time, the timekeeper will resume stop-time play).
- Round Robin play consists of 3 round robin games within your pool. Wins count for 5 points, ties count for 3 points and losses count for 0 points. Top team in each loop (plus 2 wildcard teams if 24 teams registered) will play in a quarterfinal game, with the winning teams moving on to the semifinal games. Winners in the semifinal round will advance to the Gold/Silver game and the losing teams will play for Bronze. For Wildcard selection see below. Format of Junior High semi-finals and/or final games TBD based on number of teams registered.
- There are no ties in Medal games. One 10-minute sudden death overtime period shall be played. First goal scored declares the winner. A coin toss will determine ring possession. If there is still a tie after the 10-minute period, a shootout will occur. See shootout Rules below in Item 10 for full details.



9) Tie Breaking Rules (in order) - to determine places in each pool

Tie breaking rules in standings for the tournament are as follows:

- a) The outcome of the game played between the tied teams.
- b) The team having the higher positive differential of goals in games between the tied teams during all round robin games played will be declared the highest position.
- c) The team having the least total goals against between the tied teams during all round robin games played will be declared the highest position.
- d) If still tied, the team having the highest positive differential of goals in all games during the round robin will be declared the highest position.
- e) If still tied, the team with the least penalty minutes in all round robin games will be declared the highest position
- f) If still tied, a coin toss will be used to break the tie.

Note: These steps shall be followed in sequence until the tie is broken (one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts back to #1. In most cases this procedure will declare the team in the highest position. In some cases, however, it will declare the lowest position between tied teams, and that team shall be dropped from the tie breaking procedure. The remaining teams will revert back to #1 in order to break the tie.

9.1) Wildcard Selection (if applicable) (in order)

- Most Points during round robin play.
- The team having the highest positive differential of goals in all games played in the round robin.
- If still tied, the team with least goals against during the round robin play.
- If still tied, the team with the highest number of goals scored in round robin play
- If still tied, the team with the least penalty minutes in all the round robin games played
- If still tied, a coin toss will be used to determine the winner (if more than two teams, the winner will be selected by random draw)

*max 7 goal differential per game will be observed

*Committee reserves the right to make the final decisions

10) Shoot Out Rules

- Each team selects three (3) shooters.
- Visiting team takes a penalty shot, starting from center ice. Home team shoots next and teams alternate until both teams have taken 3 shoots. The team with the most goals wins.
 - Shooter cannot enter crease with body or ring.
 - No rebounds are allowed.



- Goalie starts in the crease and may leave crease after the shooter crosses the blue line.
- If still tied after the first 3 shooters, each team selects 1 NEW shooter. If a team's shooter scores and the other team's shooter does not, then the tie is broken.
- If still tied, continue selecting 1 NEW shooter from each team until the tie is broken.

11) Protests

- In the event of a protest/appeal, a protest form must be completed and \$100.00 fee must accompany the form and given to a member of the tournament Protest Committee within 30 minutes upon completion of the game.
- No protest will be considered over the official's decision regarding goal scoring, blue line infractions, or judgment calls.
- No protest will be allowed over a timekeeping error if the result gives equal opportunity to both teams.
- The Protest Committee Members will not have any direct involvement with the teams involved in the protest.
- Decision of the Protest Committee shall be final and binding on all parties.

12) Game Rescheduling

Due to the limited ice slots available for the tournament, no games will be rescheduled, regardless of circumstances. Any team not able to play will forfeit. If both teams are unable to play, then 0 points will be awarded to both teams.

13) Player Registration

The player registration form must be filled out in full, with a signature from the school Principal or designate attesting that they have verified that all players registered attend their school. Where there is an amalgamation of schools, signatures of both Principals or their designate are required. Any team caught with an illegal player who has played in a game will be removed from the tournament with no fees returned.

*****All players must wear a certified ringette face mask, including goaltenders*****



I have read and understand the Ringette Manitoba High School Tournament Rules. I will follow the rules as outlined. I acknowledge that a failure to follow the Tournament Rules may result in the team's removal from the tournament, at the sole discretion of the Tournament Committee.

Head Coach's name (please print): _____

Coach's signature: _____

Principal or Delegate name (please print): _____

Principal or Delegate signature: _____

Name of High School (please print): _____

Name of team contact: _____

Email Address and Telephone Number: _____