

# 28<sup>th</sup> Annual Joy Hoffman – Shoot for the Stars

## TOURNAMENT RULES U10 – U19

The official rules of Ringette (as outlined by Ringette BC) will apply.

1. Teams must be ready to go on the ice fifteen (15) minutes before game time. Teams not on the ice within two (2) minutes of referee's whistle being blown to start the game will forfeit the game. This is required to ensure the tournament stays on schedule. However, the game will be played as an exhibition with a final score of 7-0.
2. Score sheet are to be picked up at the Hospitality Desk at the arena by the scorekeeper. They are to be completed and signed by all bench staff at least fifteen (15) minutes before game time.
3. A maximum of 18 skaters may be dressed for any game.
4. During the round-robin play, HOME teams must provide a Scorekeeper and shot clock operator (U12 and up). VISITING teams must provide a timekeeper.
5. All pre-game warm ups will be three (3) minutes.
6. Length of halves shall be eighteen (18) minutes for U10 to U18+. There will be a two (2) minute break between halves. All play is stop time unless the 1-hour time limit is reached.
7. Due to the large number of games and requirement to stay on schedule, all round-robin games have a set time limit of one (1) hour. The referees reserve the right to knock down the clock prior to the 1 hour limit if time is running out. When there is 5 minutes left of ice time, the clock may be put down to 3 minutes and the period finished utilizing stop time.
8. A Shot clock will be used in games for U12 and above.
9. A maximum 3 goal limit per player per game is allowed in the U10 and U12 Divisions. Additional goals by the player will not be registered on the score sheet.
10. Game scores will be posted on the time clock for U10 and up.
11. Medals will be awarded to all U9, U10 and U12 participants following their final game of the tournament.
12. Teams must declare Goaltender(s), Captains, and Alternate Captains on the game sheet by indicating (G), (C), (AC).

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## TOURNAMENT RULES FUN 1 & FUN 2

Fun 1 and Fun 2 will be run as a mini round robin.

A small game will be played in the one end with two teams and the third team will be at the other end of the ice doing a Minor Game ex. relays (skating, over-under), tag games, target games etc.

Team 1 and 2 GAME, Team 3 Minor game

Team 2 and 3 GAME, Team 1 Minor game

Team 3 and 1 GAME, Team 2 Minor game

### FUNdamentals 1

#### 1. Game Play

- 1.1 Games will consist of one 16 minute running time periods.
- 1.2 Substitutions will occur on a buzzer/whistle every two minutes.
- 1.3 All participants will have a 5 minute warm up prior to the start of the first game and will be given a 2 minute break in between games.
- 1.4 Score will not be kept.
  - a. A Ringette BC Gamesheet is not required
  - b. A Children's Ringette Game Roster Form should be available at each game for the acting referee to confirm the number of participants and coaches, and sign at the end of each game
- 1.5 A timekeeper is required to keep track of 2 minute shifts.
  - a. Acting Referees should signal to each other, and the timekeeper, to start their shifts at the same time.
- 1.6 Each game will have two on ice coaches (one coach per team)
- 1.7 Games will use "Acting Referees" to facilitate game play

#### 2. Game Format

- 2.1 Squads will play Cross-Ice Ringette format.
  - a. Nets are placed along the side boards
- 2.2 Game is 3 vs. 3 with a goalie in net (4 players per team)
  - a. Goalie uses a stick only and changes on the buzzer.
- 2.3 Line Markings for Mini Ringette Games:
  - a. Passing Line (Blue Line)
    - 2.3.a.1 no passing line will be drawn. Rather, participants will be required and encouraged to pass at least once, at any time.
  - b. Goalie Crease: hand drawn in front of both nets
  - c. Free Play Line: is not used at FUNdamentals 1
- 2.4 Equipment for facilitating Jamboree Game Play
  - a. Net size: MUST use right sized nets, size 52"

- b. Dividers between mini ringette games:
    - 2.4.b.1 Bumpers are not mandatory for Jamboree Game play but highly recommended.
    - 2.4.b.2 If dividers are used, they should be placed behind the nets on the blue line to show game boundaries.
  - c. Standard Ringette ring is used
- 2.5 Starting Play
- a. The acting referee will toss the ring into play to start play at the beginning of each period or shift, after each goal, and after any stoppage in play (violation, out of bound ring, safety etc.)
  - b. When a goalie makes a save, they will have a goalie ring to throw the ring back into play
    - 2.5.b.1 No five count, coaches can support with pass making decisions
    - 2.5.b.2 The coach can help the goalie pick up the ring if needed, and can throw the ring in if necessary
3. Rules governing play:
- 3.1 Penalties: Play will be stopped for dangerous or rough play. Reason for stoppage must be explained to the participant. There is no advantage or change in possession.
  - 3.2 Out of Bound Rings: Athletes should be taught to stay inside the boundaries. If a participant or the ring goes out of bounds play is immediately stopped. A coach will retrieve the ring and toss it back into play
  - 3.3 Goal allowance per participant: coaches will encourage participants to make 2 passes before shooting if they have scored 3 goals.
  - 3.4 Crease violations: Play is only stopped for crease violations if a participant doesn't make an effort to stay out of the crease while they have the ring or while they are defending. Play continues if there is intent to avoid entering the crease.
    - a. When play is stopped for a crease violation the ring is given to the Goalie for a goalie ring.
4. Coach Certifications
- 4.1 Coaches must be minimum of CSI Trained with all required additional screening completed.
  - 4.2 Each squad must have a minimum of one female coach who is CSI Trained, with all required additional screen completed.
  - 4.3 During play a minimum of one coach from each squad must be on the ice.
    - a. The coach on the ice must wear skates and a helmet when acting as the on-ice coach.
5. Referees Qualification
- FUNDamentals 1 games will not require referees
- FUNDamentals 1 games will use Acting Referees
- a. Acting Referees are a registered coach or volunteer over the age of 16, who has signed a code of conduct and completed the coaching application screening process.
  - b. Acting Referees must be on the ice and clearly visible to coaches and participants in their role as "acting referees".
  - c. Acting referees and trained officials should make every effort to explain stoppages to participants. Vocalization to participants is highly encouraged.

- d. Acting referees and trained officials should use all Ringette Canada Official signals when stoppages for violations occur to teach participants the signals of the larger game.

## FUNDamentals 2

### 1. Game Play

- 1.1 Games will consist of one 16 minute running time period.
- 1.2 Substitutions will occur on a buzzer every two minutes.
- 1.3 All participants will have a 5 minute warm up prior to the start of the first game and will be given a 2 minute break in between periods.
- 1.4 Score will not be kept.
  - a. A Ringette BC Gamesheet is not required
  - b. A Children's Ringette Game Roster Form should be available at each game for the referee to confirm the number of participants and coaches, and sign at the end of each game
- 1.5 A timekeeper is required to keep track of 2 minute shifts.
  - a. Referees should signal to each other, and the timekeeper, to start their shifts at the same time.
- 1.6 Each game will have two on ice coaches (one coach per team)
- 1.7 Games will have on-ice officials to facilitate play.

### 2. Game Format

- 2.1 Squads will play mini Ringette format.
  - a. Nets are placed on the goalline and on the center line
  - b. Game is 4 vs. 4 with a goalie in net (5 players per team)
  - c. Goalie uses a stick only and changes on the buzzer.
- 2.2 Squads rotate nets at the end of the period.
- 2.3 Line Markings for Mini Ringette Games:
  - a. Passing Line (Blue Line): One (1) passing line will be hand drawn for each game. Line is drawn half way between the two nets.
    - 2.3.a.1 If the half-way point falls on the Free Play Line hand draw a blue line over the free play line.
  - b. Goalie Crease: hand drawn in front of net on the blue line. Use standard goal crease for net on goal line
  - c. Free Play Line: is not used at FUNDamentals 2
- 2.4 Equipment for facilitating Jamboree Game Play
  - a. Net size: MUST use right sized nets, size 52"
  - b. Dividers between mini ringette games:
    - 2.4.b.1 Bumpers are not mandatory for Jamboree Game play but highly recommended.
    - 2.4.b.2 If dividers are used, they should be placed behind the nets on the blue line to show game boundaries.
  - c. Standard Ringette ring is used
- 2.5 Starting Play
  - a. Free passes are utilized at the beginning of periods and shifts, and after infractions

- 2.5.a.1 1 meter clearance, the participant must make a pass without skating
- 2.5.a.2 The ring is playable after their teammate receives the ring
- 2.5.a.3 Infractions cause a change in possession, and a free pass is given to the closest participant on the other team
- b. Goalie Ring is used when a goalie makes a save, they will throw the ring back into play
  - 2.5.b.1 No five count, coaches can support with pass making decisions
  - 2.5.b.2 The coach can help the goalie pick up the ring if needed, and can throw the ring in if necessary

### 3. Rules governing play:

- 3.1 Penalties: Play will be stopped for dangerous or rough play. Reason for stoppage must be explained to the participant and the participant loses possession.
- 3.2 Out of Bound Rings: Athletes should be taught to stay inside the boundaries. If a participant or the ring goes out of bounds play is immediately stopped. A coach will retrieve the ring and toss it back into play
- 3.3 Goal allowance per participant: coaches will encourage participants to make 2 passes before shooting if they have scored 3 goals.
- 3.4 Crease violations: Play is only stopped for crease violations if a participant doesn't make an effort to stay out of the crease while they have the ring or while they are defending. Play continues if there is intent to avoid entering the crease.
  - a. When play is stopped for a crease violation the ring is given to the Goalie for a goalie ring.
    - 3.4.a.1 Coaches may support the goalie with a goalie ring if needed

### 4. Coach Certifications

- 4.1 Coaches must be minimum of CSI Trained with all required additional screening completed.
- 4.2 Each squad must have a minimum of one female coach who is CSI Trained, with all required additional screen completed.
- 4.3 During play a minimum of one coach from each squad must be on the ice.
  - a. The coach on the ice must wear skates and a helmet when acting as the on-ice coach.

### 5. Referees Qualification

- 5.1 As part of the progression of the game Jamboree play will require one referee to officiate each of the active FUNdamentals 2 games.
- 5.2 Referees must be level 1 and up to referee FUNdamentals 2.

