



ZONE AND CLUB TOURNAMENT RULES



Updated: November 5, 2022

Zone Tournament Rules

1. Game Play

- 1.1. All Games will be played under Ringette Canada Rules and all applicable Ringette BC policies.
- 1.2. Teams must wear their Ringette BC designated colour.
- 1.3. All uniforms must coincide with those on the Team Roster Form. Uniform numbers may be adjusted on the Official Game Report in the event that the officials deem a color conflict that results in a mandatory jersey change for the team.
- 1.4. The visiting team will change jerseys if the Officials deem a color conflict. Teams should have a set of alternative jerseys to use in the event of a colour conflict.
- 1.5. All teams are required to list their jersey colour on the scoresheet upon sign in.
- 1.6. No game shall start prior to the designated start time.
- 1.7. A team will have two minutes to come onto the ice after the official's whistle. If the two minutes pass and the team has not come to the ice, they will be assessed a Delay of Game penalty. If a team has not come on to the ice five minutes after the official's whistle, they will forfeit the game. The game will still be played as an exhibition.
- 1.8. Ties will stand in round robin play. All Semi-final and final, will have a declared winner. If teams remain tied at the end of regulation time, overtime will commence to determine a final winner.
 - a) Shoot outs will not be used.
 - b) All overtimes will be played as full periods, and the first team to score a goal is declared the winner.
- 1.9. Teams will receive 2 points for a win, 1 point for a tie and 0 points for a loss.
- 1.10. No more than 5 team staff are allowed on the bench at any one time.
- 1.11. Injured players are permitted on the bench. They must be listed on the scoresheet and wear a CSA approved helmet and ringette cage.
- 1.12. Game time:
 - a) U14 – two (2) stop time 18-minute periods
 - b) U16 & U19- two (2) 20-minute stop time periods
- 1.13. Three (3) Minute warm-up.
- 1.14. One minute between periods and before each overtime period.
- 1.15. Shot clocks will be used in all divisions.
- 1.16. Mercy Rule: When a team is leading by 10 goals, the losing team will be given the option to play the remainder of the game in running time and will continue in running time

regardless of the score differential. During running time, minor penalties will be 3 minutes and major penalties will be 5 minutes. If the losing team chooses to do so, they may continue the game with stop time. In the event a team chooses to play with stop time, the game shall not exceed the allotted ice time scheduled for the game. When there is 5:00 minutes remaining in the ice time, the game clock will be set to 2:00 minutes.

1.17. Minor Officials:

- a) During round robin play, unless otherwise indicated, minor officials will be provided by the teams
- b) Home Team will provide Shot clock and Scorekeeper
- c) Visiting Team will provide timekeeper
- d) Minor officials will be scheduled for all semi-final and final games
- e) Penalty box – if teams wish to have a volunteer open their penalty box door that is permitted

2. Overtime Rules

2.1. All semi-final and final games must have a declared winner. In the event that a game is tied at the end of regulation time, overtime will commence. Ties will stand in round robin play.

2.2. Ringette Canada rules will apply for overtime periods:

- a) A coin toss will decide which team is awarded possession of the ring, and which end each team will defend to begin the first overtime period
- b) The home team will call the coin toss. The winner of the coin toss be awarded possession of the ring, and the other team will indicate which end they choose to defend
- c) If subsequent overtime periods are required, possession of the ring at the start of the period will rotate between the teams, as well as each team's defensive end
- d) There will be a one (1) minute break between regulation periods, and commencement of each overtime period.
- e) The game will end when a goal is scored
- f) Each team is entitled to one 30-second timeout per game, and one additional 30-second timeout every full-length overtime period. No more than one time out per team shall be permitted during the same stoppage in play.
- g) Any penalties still running at the end of regulation time will carry over to overtime.
- h) For the purposes of participant ejection penalties, games that run into overtime are a continuation of the same game-the player is still ejected.
- i) If the overtime period concludes and no winner has been declared, a second full period over time is started

3. Breaking Ties in the Standings

3.1. Breaking of Ties in Standings

NOTE: In ii), v), vi), and vii), the maximum difference (spread) between goals for and goals against that will be counted per game is SEVEN (7) goals.

- a) The maximum goals FOR that will be counted per game is seven (7) more than the goals AGAINST.
- b) If a team(s) has forfeited a game, that team(s) shall be given the lowest position(s) amongst the tied teams. The score of a forfeited game shall be 7-0.
- c) The procedures will be followed in sequence until the tie is broken, and the teams are ranked in sequence.
- d) The procedures, in most cases, will declare the team(s) in individual rankings. However, in some cases teams may be tied within the rankings (i.e., in a four-way tie for first in a round robin, the procedures could place a team clearly in first, two teams tied for second/third and one team in fourth). In these cases, the procedures shall revert back to in order to break the tie between teams, within ranking positions.
- e) When two (2) or more teams have an equal number of points after the completion of the round robin games, the ranking of the tied teams will be determined in the following order:
 - i. The teams will be ranked in order of the winner(s) of more games between each other during round robin play. The tied teams MUST have played each other, or the procedure starts with v) unless one of the tied teams have beaten all other tied teams in which case that team is ranked highest and the procedure reverts back in order to break the tie within the remaining ranking positions.
 - ii. If still tied, the teams will be ranked in order of the largest (positive) net difference between goals FOR minus goals AGAINST in the games between the tied teams.
 - iii. If still tied, the team(s) will be ranked in order of the most goals FOR in games between the tied teams. The maximum goals FOR that will be counted per game is seven (7) more than the goals AGAINST.
 - iv. If still tied, the teams will be ranked using the following formula in games between the tied teams: goals for (+plus) goals against (/ divided by) goals against.
 - v. If still tied, the teams will be ranked in order of the largest (positive) net difference between goals FOR minus goals AGAINST in games against all teams.
 - vi. If still tied, the teams will be ranked in order of the most goals FOR in games against all teams.
 - vii. If still tied, the tied teams will be ranked in order of the least total goals AGAINST in games against all teams.

If still tied, the teams will be ranked in order by applying the formula in 4) to all games.

- ix. If still tied, the teams will be ranked in order of the fewest penalty minutes in games against all teams

4. True Sport Fair Play Award

4.1. One vote per team, to be voted on by the players after each game. Score sheets will not be released until votes are received.

4.2. Guidelines for True Sport fair play:

Teams that demonstrate the True Sport Principles throughout competition:

Go for It

Rise to the challenge - always strive for excellence. Discover how good you can be.

Play Fair

Play honestly - obey both the letter and spirit of the rules. Winning is only meaningful when competition is fair.

Respect Others

Show respect for everyone involved in creating your sporting experience, both on and off the field. Win with dignity and lose with grace.

Keep it Fun

Find the joy of sport. Keep a positive attitude both on and off the field.

Stay Healthy

Place physical and mental health above all other considerations - avoid unsafe activities. Respect your body and keep in shape.

Include Everyone

Share sport with others. Ensure everyone has a place to play.

Give Back

Find ways to show your appreciation for the community that supports your sport and helps make it possible.

4.3. Fair play ballots are collected by the team personnel when they initial the Official Game record before the start of the games. Team personnel may collect their copy of the Official Game record from the Tournament office and turn in their Fair Play ballot then.

4.4. In the event a team receives more than 30 minutes in penalties, their Head Coach is ejected or a player receives a Match or Misconduct penalty the team will no longer be eligible to receive the fair play award.

CLUB TOURNAMENT RULES FUN 3(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 sheets 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 warmups will be three (3) minutes.
6. Length of halves shall be eighteen (18) minutes for FUN 3(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 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 FUN 3(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 FUN 3(U10) and up. No more than a 6-goal spread to be posted on the time clock.
11. Mercy Rule: When a team is leading by 10 goals, the losing team will be given the option to play the remainder of the game in running time and will continue in running time regardless of the score differential. During running time, minor penalties will be 3 minutes and major penalties will be 5 minutes. If the losing team chooses to do so, they may continue the game with stop time. In the event a team chooses to play with stop time, the game shall not exceed the allotted ice time scheduled for the game. When there is 5:00 minutes remaining in the ice time, the game clock will be set to 2:00 minutes.
12. Teams must declare Goaltender(s), Captains, and Alternate Captains on the game sheet by indicating (G), (C), (AC).

TOURNAMENT RULES FUN 1 & FUN 2

FUNdamentals 1

1. Game Play

- 1.1 Games will consist of two 16-minute running time periods.
- 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 a game and will be given a 2-minute break in between periods.
- 1.4 The 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 Teams attending Jamborees will be broken into squads of 10 to 12 players.
- 2.2 Squads will play Cross-Ice Ringette format.
 - a. Nets are placed along the side boards, and can facilitate up to 3 games simultaneously
 - 2.2.a.1 To set-up 3 games, nets are placed at the hash marks for the two end zones, and the centre line for the middle zone
 - 2.2.a.2 If using only two games, the two end zones should be used, and the middle zone can be used for other activities
- 2.3 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.

2.4 Squads use the same net in both periods

2.5 Line Markings for Mini Ringette Games:

a. Passing Line (Blue Line)

2.5.a.1 If the Jamboree takes place in December or January, no passing line will be drawn. Rather, participants will be required and encouraged to pass at least once, at any time.

2.5.a.2 If the Jamboree takes place in February or March, One (1) passing line will be hand drawn for each game. Line is drawn half way between the two nets

2.5.a.2.1 Acting Referees will allow for do-overs, and avoid blowing the whistle if there was a clear intent to pass the ring over the passing line

b. Goalie Crease: hand drawn in front of both nets

c. Free Play Line: is not used at FUNdamentals 1

2.6 Equipment for facilitating Jamboree Game Play

a. Net size: MUST use right sized nets, size 52"

b. Dividers between mini ringette games:

2.6.b.1 Bumpers are not mandatory for Jamboree Game play but highly recommended.

2.6.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

2.7 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

2.7.b.1 No five count, coaches can support with pass making decisions

2.7.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.

5. Referees Qualification

5.1 FUNdamentals 1 games will not require referees

5.2 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 stoppage for violations occur to teach participants the signals of the larger game.

FUNdamentals 2

1. Game Play

- 1.1 Games will consist of two 16 minute running time periods.
- 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 a 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 Teams attending Jamborees will be broken into squads of 10 to 12 players.
- 2.2 Squads will play mini Ringette format.
 - a. Nets are placed on the goalline and on the blue line to facilitate two games being played simultaneously.
 - 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.
- 2.3 Squads rotate nets at the end of the period.
- 2.4 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.
 - 2.4.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

2.5 Equipment for facilitating Jamboree Game Play

- a. Net size: MUST use right sized nets, size 52"
- b. Dividers between mini ringette games:

2.5.b.1 Bumpers are not mandatory for Jamboree Game play but highly recommended.

2.5.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

2.6 Starting Play

- a. Free passes are utilized at the beginning of periods and shifts, and after infractions

2.6.a.1 1 meter clearance, the participant must make a pass without skating

2.6.a.2 The ring is playable after their teammate receives the ring

2.6.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

2.6.b.1 No five count, coaches can support with pass making decisions

2.6.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.

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.

- a. Meaning if two games are being played simultaneously the event host is required to have one referee on each game.

5.2 Referees must be level 1 and up to referee FUNdamentals 2.

5.3 Jamborees may request to use club volunteers in lieu of trained referees; this request must be made at the time of sanctioning.

- 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 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.
- d. Acting referees and trained officials should make every effort to explain stoppages to participants. Vocalization to participants is highly encouraged.
- e. 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.