

## Sample of Tournament Rules

- 1) The (name of your association) Ringette Tournament is sanctioned by the O.R.A. and therefore all O.R.A. rules and Ringette Canada Official Rules will be followed unless otherwise specified.
- 2) All members of the coaching staff must sign the game sheets 30 minutes prior to game time.
- 3) Teams must be ready to go on the ice TEN MINUTES PRIOR TO THE SCHEDULED GAME TIME for all games. Failure to be on the ice within 5 minutes of notification to begin the game may result in forfeiture of the game.
- 4) (Number of minutes permitted for on ice warm up in your tournament) two or three minutes will be allowed for on-ice warm-up for all games. This warm up will start as soon as the Ice Resurfacer leaves the ice and it is each team's responsibility to have their players lined up and ready to take the ice. Team cheers will take place within this period. The timekeeper will buzz with 30 seconds left in the warm up, and teams who wish to do a cheer must proceed to their benches and complete their cheers at this time. Non-observance of this rule will result in a delay of game penalty. It is very important that we all do our part to keep the games on schedule.
- 5) In the event of injury to a goalie, that player is allowed up to 5 minutes to recuperate from the injury or to leave the ice. If the injured goalkeeper is replaced, that player may not return to the ice until the play has resumed.

If an alternate goalkeeper is already dressed, that player must immediately replace the injured goalkeeper – no warm up is allowed. If no alternate goalkeeper is already dressed, an additional 5 minutes is allowed to dress and warm up a replacement goalkeeper.

If the goalie receives a major or misconduct penalty a maximum of 5 minutes will be allowed to replace the goalie with an eligible teammate.
- 6) No unsportsmanlike conduct will be tolerated from the spectators or coaches. In the event that there is such conduct, the officials will ask this person to leave the building. If, after 3 minutes the person has not left, a penalty will be assigned to the team associated with the person who is at fault. If the person refuses to leave, the team with unsportsmanlike conduct may forfeit the game.
- 7) Please be advised we will be following the ORA tie-breaking formula, this is available for viewing at the trouble-shooting desks.
- 8) Games tied at the end of regulation play will be handled as follows:
  - a. Regular Round Robin Play – the game will remain tied with each team receiving one point.
  - b. Final Game & any sudden victory semi-final games - sudden victory overtime - A coin toss will decide which team starts with the ring. The game will proceed to sudden victory overtime (successive 15 minute periods with the first goal winning the game).
- 9) In the event that the goal spread reaches 7 or greater, the clock will be set to running time. When used running time may only occur in the second period and will commence at any time during that period when there is a seven (7) goal differential. If the goal differential goes below seven (7), then the game will go back to stop time. If a penalty is called during

running time, then the clock stops and restarts when play commences. The clock will stop for injuries or if a time out is called and restarts when play commences during running time as amended.

If the goal spread is 7 or greater, additional goals will be recorded on the scoresheet but not posted on the scoreboard.

- 10) With the approval of the Regional G&T Coordinator the flooding of the ice between games may be skipped, if the schedule is behind
- 11) Bench staff may not receive medals. Medals may be presented off-ice.
- 12) Bench staff members are to walk around to get to their team benches and not walk across the ice surface
- 13) The home team will be responsible for providing a scorekeeper for each home game.
- 14) If this is applicable in your facilities, No bench staff member is permitted on the ice without wearing a helmet. Helmets are required for attending to injured players.
- 15) If this is applicable in your facilities Bench staff members are not permitted on the ice without a helmet for shaking hands at the end of a game. Players are encouraged to skate by the opposing bench to shake hands with that bench staff after shaking hands with the opposing players

### **Rules Specific to U8 Level of Play**

Games will consist of two periods. The first one will be 16 minutes in length and the second one will be 14 minutes in length or can be adjusted according to the time left. There will be 2 minutes of running time, the clock stops, 5 different skaters go on the ice and when the players are set up, the clock recommences.

One coach per team is allowed on the ice during play for instructional purposes as per Sport Development recommendation. No touching of the opposition players by the coaches; coaches own players should not be physically moved into position by a coach during playing time; coaches may not impede the on-ice officials.

No double shifting unless the number of players available during that game warrants and all players are to be used equally in the case of any double shifting.

Goaltenders should be dressed in full gear. All players must rotate through the position at least once. Teams are encouraged to dress two goalies per game.

Penalties shall be served by possession of the ring being awarded to the non-penalized team in the normal fashion; however, the penalty time shall be waived, as per Sport Development recommendation.

No goals will be posted on the scoreboard.