



3 ON 3 RINGETTE RULES FORMAT

The tournament shall be governed by Ringette Ontario Sanctioned Event Rules with the following additions and changes.

TEAM RULES

All players must be registered with Ringette Ontario

Coaching staff must be certified for level of play.

Maximum of eleven (11) players per team nine (9) skaters and two (2) goalies).

PLAYING FORMAT

All teams must be ready to go on the ice ten (10) minutes before scheduled game time.

- One (1) minute warm up
- Two (2) eight (8) minute periods, with one (1) minute time-out between periods
- One (1) thirty (30) second time-out per team per game

Recommend ice cleaning after every 3rd game.

PLAYING RULES

Maximum of three (3) skaters and goalie on ice per team.

Substitutions occur during play.

Penalty calls:

- referee will notify scorekeeper of team and type of infraction
- ring is placed in circle for free pass and play begins on whistle
- player change as if during play
- one penalty shot awarded for each minor penalty
- two penalty shots awarded for each major penalty
- penalty shots will start immediately after the end of the 2nd period.
- penalty shots to be taken alternating between teams
- penalty shots to be taken by each team by players in order of listing on score sheet
- Players involved in penalty shots will assemble in the centre circle and will take the penalty shot immediately on the referee's signal.

WHEN A GOAL IS SCORED

The referee will indicate with two short whistles

Play restarts immediately with “goaltenders ring”

NO TIED GAMES

Shootout: The shootout is designed to determine a winner if a game finished tied.

If after game and penalty shots, the score is tied, an additional penalty shot(s) will be taken by each team until the tie is broken and a winner declared.

1.1.2 The visiting team will take the first shot and the order of shot taking will be as in [11.3].

Each team selects three (3) shooters. If the game remains tied after the three (3) shooters are done, teams continue shooting in “sudden victory” mode. The game cannot end until each team had taken the same number of shots.

Time clock stops on injuries only.

NOTE: ALL OTHER RINGETTE ONTARIO RULES OF PLAY ARE IN EFFECT