



GAMES & TOURNAMENTS

RINGETTE ONTARIO PLAYING RULES

The “current” Ringette Canada Official Rule Book shall be the Official playing rules of all Ringette Ontario Sanctioned Events, with the following additions and exceptions:

1. TEAM RULES

1.1. Teams must be ready to go on the ice ten (10) minutes before game time. Regional G&T Committee approval is required for changes by host tournaments. In the event a team does not start their game within seven (7) minutes of the scheduled or adjusted starting time, (including warm up) the on-ice officials shall declare a forfeit unless the Provincial G&T Committee (or Host Committee in the case of Tournaments) has made a decision to reschedule or not, based on the following circumstances only:

- Proof of transportation breakdown;
- Team vehicle accident;
- Cancellation or delay of transport due to weather conditions;
- Schedule change/error not communicated to the team by the tournament organizers.

1.2. There shall be no more than five (5) persons (i.e. coaches, managers, trainers, and/or assistants) allowed on the bench at any one time. One person must be female, 18 years or over, who is not a player on the team (18+ and 35+ Divisions exempt).

NOTE: Any game where a team fails to start or finish that game (except under the above) a forfeit shall be declared.

1.3. Bench staff must be listed as Bench Staff on the T.R.F. or on an approved Information Change Form through their Association Registrar; or they must have an approved Bench Staff Substitution Form before going on the bench for a game.

1.4. No game shall start without valid Bench Staff.

1.5. Team Bench Staff qualifications must be strictly adhered to. Please consult with your regional Coaching Committee representative or the Ringette Ontario Technical Director.

1.6. Game Sheets must be printed and signed or initialled by each Bench Staff participating behind the bench.

1.7. The Home team shall be the 2nd team listed in the tournament schedule. The Home team shall have the choice of sweater colour in case of conflict. In semi-final or final games, the Home team shall be the team that finished higher in the standings, unless pool play has determined otherwise.

NOTE: Sweaters must conform to the Ringette Canada Rule Book. At Provincial Events, each team must bring two (2) sets of sweaters with different predominant colours, one a light colour and one a dark colour. Pinnies are an approved alternative.

1.8. Players' boxes must be labeled Home and Visitor. The Home team is to have choice of ends at the start of the game. The Visiting team shall be awarded the first free pass.

2. U8 EVENTS

2.1. All associations hosting a U8 division must use the following rules:

- Fifty (50) minutes of game time consisting of two (2) periods. The first will be sixteen (16) minutes in length and the second will be fourteen (14) minutes in length or can be adjusted according to time left. There will be two (2) minutes of running time, the clock stops, five (5) different players can go on the ice and when the players are set up, the clock recommences.
- For League Play, all players must rotate through the goalie position at least once.
- Teams are encouraged to dress two (2) goalies per game.
- A maximum of one (1) coach per team on the ice.
- No touching of the opposition players by the coaches.
- No double shifting unless the number of players available during that game warrant, and all players are to be used equally in double shifting.
- Own players should not be physically moved into position by a coach during playing time.
- Coaches may not impede the on-ice officials(s).
- For the U8 events it is mandated that they have no score posted and all players will receive the same participation awards. Finals or Championship games are not permitted.

2.2. Any U8 on-ice coach who is in violation of the rules will be asked to leave the ice surface for the remainder of the game and no substitution will be allowed. The removal will be noted on the game sheet for follow through by G&T, Officiating and Coaching Committees.

3. TOURNAMENT ALLOWANCE BY AGE

3.1 U6

- Balanced Teams
- Maximum of 2 coaches on the ice at all times
- No scores posted
- No positional play
- The two-minute buzzer may be utilized to introduce line changes within the modified games*
- **One year-end event** with modified games per player. For example, three games on the ice at once, identical participation awards and off-ice activities. Where numbers

require, U6 Learn to Skate players may also each participate in one year-end event with a team from an older division.

3.2. U7

- Balanced Teams
- Maximum of 2 coaches on the ice at all times
- No scores posted
- No positional play – any line changes would see 6 new players on the ice, one of whom would be the “goalie,” and would, therefore, be permitted in the crease. No goalie equipment will be worn, but a Goalie Stick should be used.
- The two-minute buzzer may be utilized to introduce line changes within the modified games*
- A **maximum of 2 events per year**, per player, including any year-end “Bunnyfest”
- Any awards will be identical participation awards for each participant
- Events may also include off-ice activities
- Modified Games: Introduce basic game skills and simple rules of the sport. Focus on the process of learning about competition, not on winning. Vary play situations: 1 vs. 1, 2 vs. 2 etc., with and without goalkeeper; keep game type activities fun and fair. Rules are modified so they are appropriate to young, beginning players.

3.3. U8

- Balanced Teams
- Scrimmages against other teams are considered development because they introduce the game format to new players without the added pressure of scorekeeping
- Maximum of one coach on the ice at all times
- No scores posted
- Start learning positional play, switching positions throughout the year
- Goaltenders should be dressed in full gear and all players must rotate through the position at least once
- Two-minute buzzers should be utilized to introduce line changes within the scrimmages
- May play full-ice scrimmages with basic ringette rules observed (blue lines, creases, etc.), with a qualified official on the ice
- A team may participate in a **maximum of 3 events per year** including any year-end event, but a player may participate in up to 4 events, with G&T/Athlete Development approval
- Events may have off-ice activities
- Any awards will be identical participation awards for each participant

3.4 U9

- Balanced Teams
- Scores may be kept

- Positional play is introduced (including goaltenders) – all athletes must rotate through all positions RECOMMENDATION should rotate 4-5 athletes through goaltender position
- Qualified officials on the ice for competitions
- A team may participate in a **maximum of 4 events per year** including any year-end event, but a player may participate in up to 5 events, with G&T/Athlete Development approval.

3.5. U10

- Balanced Teams
- Scores may be kept
- Positional Play – starting to play in set positions – RECOMMENDATION should rotate 4-5 athletes through goaltender position
- Qualified officials on the ice for competitions
- A team may participate in a **maximum of 4 events per year** including any year-end event, but a player may participate in up to 5 events, with G&T/Sport Development approval

3.6. U12

- The U12 division will have a Provincial component and a Regional component
- Teams in the Regional component will be sorted and balanced based on the Skills Matrix
- The Provincial component will introduce a competitive element with teams selecting the highest-skilled players playing on the highest-level team in the association, and so on, until all Provincial level teams have been selected
- Positional Play – starting to play in set positions
- RECOMMENDATION FOR U12 REGIONAL TEAMS – should rotate 4-5 athletes through goaltender position
- A team may participate in a **maximum of 5 events per year** including any year-end event, but a player may participate in up to 6 events, with G&T/Athlete Development approval

4. PENALTIES

- 4.1. For disciplinary purposes, a curfewed game will be considered a complete game and all disciplinary actions will be taken in the manner warranted within the current Ringette Ontario policies as well as those within the Ringette Canada Rule Book.
- 4.2. Any penalties assessed to a participant after they have been ejected from the game (including penalty accumulation ejection) shall be deemed to have been committed after the game.
- 4.3. Any four (4) minute fully served penalty that cannot be served during the remaining clock time of the game results in a one (1) game suspension. This includes any such fully served penalty assessed after the end of the game.

NOTE: *While serving a suspension, a player cannot participate in any activities including, but not limited to games, practices and off ice activities. A player may attend a game as a spectator in the stands. The offender may also be subject to further suspensions by the league or governing body.*

While serving a suspension that carries over from one season to the next, a player can participate in the tryout process. When the team is formed, the suspension comes back into effect until fully served in the first regularly scheduled game or games of the season.

- 4.4. If a suspension penalty is assessed against a player who participates on more than one (1) team, then the secondary position will never be more severely punished than the position held when the penalty was assessed.

The suspended player must sit out the number of suspended games in the next regularly scheduled games with whichever team has regularly scheduled games first.

After sitting the number of suspended games, the player may participate in all ringette activities. The player must also sit the number of suspended games with whichever team the penalty was assessed during their next regularly scheduled game(s) but may participate in ringette activities with this team as soon as the suspension has been served with any team. The player serving a suspension is ineligible to substitute for another team until they have properly served their suspension and are thus cleared to participate in all ringette activities.

Example: a player on a AAA team receives a 4 minute fully served penalty in the last 2 minutes of the final game at a Challenge Cup. If player has a regularly scheduled League game the following week with their club team. The player must sit that one game and is then cleared to participate in all ringette activities for either team and may substitute for any team following the substitution rules. At the next Challenge Cup, the player must sit the first game as the penalty must be served with the team where the suspension was assessed.

5. EXCESSIVE PENALTIES

- 5.1. A Head Coach whose team receives thirty (30) minutes in accumulated penalty time in regulation play (overtime is exempt) shall be suspended from the next regularly scheduled game. Should that person be the coach on more than one team, the one game suspension must be served with the team that received the excessive penalties.
- 5.2. A player who receives ten (10) minutes in accumulated penalty time, overtime included, shall be ejected from the remainder of the game. The player shall be suspended from the next regularly scheduled game.

All excessive penalties (Ten (10) minutes in a game for a player or thirty (30) minutes in a game for a coach) must be reported to the team's Regional Games & Tournaments coordinator within twenty-four (24) hours by both teams or prior to the next schedule

game – whichever is sooner. G&T Coordinators will report all excessive penalties in their Region to the Ringette Ontario head office for tracking purposes.

NOTE: *Delayed Penalties wiped out as a result of a goal being scored must be recorded on the game sheet and count toward accumulated penalty time.*

6. MATCH AND MISCONDUCT PENALTIES

6.1. All match and misconduct penalties must be reported to the team's Regional G&T Coordinator and Adult Coordinator (if applicable) within twenty-four (24) hours by both teams or before the next scheduled game – whichever is sooner. In turn, they must report to the Ringette Ontario office for tracking purposes.

6.2. Game Definition:

6.2.1. Regularly scheduled games shall be defined as any game during Ringette Ontario sanctioned play, Interprovincial play, organized league, and pre-scheduled exhibition play. A game consists of two (2) fifteen (15) or two (2) twenty (20) minute periods of regulation time. Games are not to be scheduled in order to speed up suspensions.

6.2.2. A mini-game will not count as a game served as part of a suspension.

NOTE: *Suspensions assessed by Ringette Ontario member associations for Match or Misconduct Penalties will be honoured in sanctioned events so long as proper notification is provided by the player's/coach's Home Association and the Tournament Committee in sufficient time to affect such action.*

6.3. All match and misconduct penalties will be subject to an automatic review.

6.3.1. If a misconduct or a match penalty is assessed against a bench staff member, then that person shall not participate on any other team in a bench staff capacity until the suspension has been fully served.

6.3.2. If a misconduct or a match penalty is assessed against a player who is participating on a two (2) team player agreement, then the secondary position will never be more severely punished than the position held when the penalty was assessed.

6.3.3. If a misconduct or match penalty is assessed against a person who participates in ringette as both a bench staff and a player when they are performing the role of a bench staff, then that person shall not participate on any other team in a bench staff capacity until the suspension has been fully served. If the penalty is assessed when they are participating as a player, then the secondary position will never be more severely punished than the position held when the penalty was assessed.

6.3.4. If a misconduct penalty is assessed against a player or a member of the bench staff during play, the player or a member of the bench staff shall receive an automatic one (1) game suspension to be served in the next regularly scheduled game.

6.4. Coaching Suspensions for Misconduct penalties should be:

6.4.1. First offense = one (1) game

6.4.2. Second offense = three (3) games

6.4.3. Third offense = five (5) games

6.4.4. Fourth offense = ten (10) games

6.4.5. Fifth offense = lifetime suspension.

6.4.6. Clock will be reset after two (2) years of zero (0) offenses.

6.4.7. No reset for lifetime offenses.

6.5. If a match penalty is assessed against a player or Bench Staff in Ringette Ontario sanctioned play, the player/bench staff shall receive an automatic two (2) game suspension for a match penalty assessed during play, to be served in the next two (2) regularly scheduled games, and an automatic three (3) game suspension for a match penalty assessed after the game, to be served in the next three (3) regularly scheduled games. The player/bench staff shall be suspended from any team until the full suspension is served with the team he/she was a member of when the penalty occurred.

NOTE: *Ringette Canada's one game suspension is included in the number of games to be missed. (i.e. if a player receives a match after the game, they must sit out one (1) game, Ringette Canada's suspension, and two (2) games, Ringette Ontario's suspension).*

6.6. If there is a second match penalty of the season assessed against the same player or Bench Staff in Ringette Ontario sanctioned play, that player/bench staff shall receive an automatic five (5) game suspension for a match penalty assessed during play, to be served in the next five (5) regularly scheduled games, and an automatic six (6) game suspension for a match penalty assessed after the game to be served in the next six (6) regularly scheduled games.

The player/bench staff shall be suspended from any team until the full suspension is served with the team he/she was a member of when the penalty occurred.

6.7. If a third match penalty of the season is assessed against the same player/bench staff during Ringette Ontario sanctioned play, that player/bench staff shall serve a ten (10) game suspension or the remainder of the season, whichever is greater. If the match penalty is assessed after the Ringette Ontario sanctioned play, that player/bench staff shall serve a twelve (12) game suspension or the remainder of the season, whichever is greater. Suspension shall be served in regularly scheduled games. The player/bench staff shall be suspended from any team until the full suspension is served with the team he/she was a member when the penalty occurred.

- 6.8. When a bench staff is asked to leave a game and no penalty is recorded on the game sheet, they are considered to have been assessed a misconduct penalty and he/she will be suspended for the next regularly scheduled game.
- 6.9. It shall be the responsibility of the home association of the individuals involved to ensure that ALL game suspensions are served.
- 6.10. Persons participating in regularly scheduled games while under Ringette Ontario suspension shall be subject to penalties stipulated under Ringette Ontario Violation of Sanction Rules.
- Note:** *Exhibition games are not considered regularly scheduled games unless they were previously scheduled before the suspension took place. PROOF OF SCHEDULING IS REQUIRED.*
- 6.11. Suspensions stemming from match or misconduct penalty assessment shall carry over across seasons (within Ringette Ontario) and across governing bodies (Ringette Ontario - Ringette Canada) Provincials/Nationals, and vice versa.
- 6.12. Where a player or bench staff receives a suspension and is unable to fulfill the suspension with that team the Provincial G&T Chair and appropriate Coordinator will rule on terms of the suspension.

7. GAMES

- 7.1. The Host Committee may decide that, if time is not available, the games will remain tied at the end of regulation time and each team awarded one (1) point. (This must be consistently used throughout the tournament). Shootouts are never to be used in Ringette Ontario sanctioned events, with the exemption of 3 on 3 events.
- 7.2. If the score of a game is tied at the end of regulation time, there will be one (1) overtime stop time period. (i.e.: if two (2) fifteen (15) minute periods were used during regulation time, then the overtime period is fifteen (15) minutes), which will be sudden victory. (i.e. the first team to score in that overtime period will be declared the winner).
- 7.3. If neither team scores during the first stop time overtime period, there will be successive stop time sudden victory overtime periods until a goal is scored to break the tie.
- 7.4. Possession of the free pass to start the first overtime period is decided by the tossing of a coin by the referee. The team winning the toss will get the free pass. The other team will get the choice of ends.
- 7.5. If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams. The teams will also exchange ends for each overtime period.

- 7.6. All goals scored will be entered on the score-sheet, but the maximum difference of goals to be shown on the scoreboard and tournament charts will be seven (7) goals more than the lower scoring team's total. (i.e.: if the score is 12-1, show 8-1. If the lower team scores, change the scoreboard to show 9-2).
- 7.7. Running time can only be used 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.

8. POINT STRUCTURES

- 8.1. Teams receive two (2) points for a win and zero (0) points for a loss; and, in the event that the Host Committee decides to allow ties, one (1) point shall be awarded to each team remaining tied at the end of the game.
- 8.2. The team with the most points in each division will be declared the top team in that division.
- 8.3. The second-place team is the team having the second highest number of points, etc.
- 8.4. In a forfeited game, the score will be 4-0. The team forfeiting shall receive zero (0) points and the other team receives two (2) points. In a cancelled game (due to bad weather, etc.) the score is recorded as 0-0 with both teams receiving one (1) point.
- 8.5. If a decision by the Protest and Grievance Committee results in a team being disqualified and all other teams were scheduled to play that disqualified team then all games against that team will be eliminated. When not all teams play the disqualified team, the teams scheduled to play the disqualified team will be awarded two (2) points and a score of 0-0 is recorded.

9. RANKING OF TIED TEAMS

- 9.1. When two (2) or more teams have an equal number of points after completion of the round robin games, the G&T Coordinator/designate is responsible to determine the rankings.
- 9.2. When two (2) or more teams have an equal number of points after completion of the two (2) ranking tournaments, the G&T Coordinator/designate is responsible to determine the rankings. It is preferred to decide all rankings that will eliminate a team from medal play using the mini game procedures.
- 9.3. Where mini games are not possible, use these ranking procedures to resolve all ties in standings.

The ranking of the tied teams will be determined in the following order:

1. If one of the tied teams has beaten all other tied teams in every game between the tied teams, rank that team highest. In a split Round Robin format, all games count as Round Robin games and Team 'X' is considered an outside team and their results do not count for ranking or tie breaking.
2. If still tied and all tied teams have not played each other equally go directly to Step seven (7).
3. If still tied, rank the teams in order of wins between only the tied teams.
4. If still tied, rank teams in order of the plus/minus (goals for minus goals against) only in games between the tied teams.
5. If still tied, rank teams using the following formula only in games between the tied teams:

Goals For + Goals Against

Goals Against

(WITH THE HIGHEST VALUE BEING THE HIGHER RANKED TEAM)

1. If still tied, rank teams in order of the most goals for only in games between the tied teams.
2. If still tied, rank the teams in order of wins between all teams.
3. If still tied, rank teams in order of the plus/minus (goals for minus goals against) in games between all teams.
4. If still tied, rank teams using the following formula in games between all teams:

Goals For + Goals Against

Goals Against

(WITH THE HIGHEST VALUE BEING THE HIGHER RANKED TEAM)

1. If still tied, rank teams in order of the most goals for in games between all teams.
2. If still tied, rank teams using the least fully served penalties in games between all teams.
3. If still tied, rank teams using least penalty minutes in games between the tied teams.
4. If still tied, rank teams using least penalty minutes in games between all teams.
5. At this point, if still tied, the following may be considered to break the tie:
 - a) Mini-game
 - b) Coin Toss
 - c) Draw from a hat

Notes:

- *The maximum goals for per game are seven (7) more than the goals against.*
- *If a team(s) has forfeited a game, that team(s) will be ranked the lowest position(s) amongst the tied teams.*

- *The procedures will declare team(s) in individual rankings. In some cases, there will still be a tie within the rankings. i.e.: in a four (4) -way tie for first in a round robin, the procedures could place one (1) team clearly first with two (2) teams tied for second/third and one team fourth. In these cases, start at step one (1) and follow the procedures until the tie is broken then stop.*
- *Clarification on the process: As soon as a step is completed, and one or more teams are ranked as a result of fully completing that step; go back to the top of the ranking of tied team's process. For example: If four (4) teams are tied, a tie between all four (4) teams could be broken in step nine (9). If the tie is only broken between two (2) teams at the end of step 9, then go back to step one (1).*

10. MINI-GAMES FOR PROVINCIAL EVENTS

- 10.1. The purpose of the mini game chart is fairness to all teams. All teams involved in a tie that would eliminate one or more teams shall follow the appropriate mini game format as determined by the mini game table.
- 10.2. Mini-games will not begin earlier than one (1) hour and twenty (20) minutes after the completion of the tied teams' last round robin game. It is the responsibility of all teams involved to be in attendance at the mini-game meeting immediately following this game.
- 10.3. It is the responsibility of the teams involved to be ready to play at the scheduled time. Failure to do so will result in forfeiture of the mini-game(s) by the offending team(s). Any team forfeiting a mini-game will be eliminated from medal round play.
- 10.4. A team required to play in a mini-game will be given a minimum of ten (10) minutes rest before starting the medal round game or another mini-game.
- 10.5. Teams involved in mini-games will be seeded by the Ranking of Tied Teams Procedures, during the tie-breaking meeting immediately following the last round robin games of teams involved in the tie.
- 10.6. Each mini-game will consist of a one (1) ten (10) minute, fully played, stop time period. If the score of a mini-game is tied at the end of regulation time, successive sudden victory overtime periods of the same duration will be played until a winner is declared. Free pass award and choice of ends for each overtime period will be as outlined under the normal tie-breaking procedure.
- 10.7. Playing rules for mini-games will be applied as though the game was tied at 0-0 with ten (10) minutes remaining in regulation time. The home team will be awarded the free pass to start the mini-game and the choice of ends.

Mini Games for Provincial Events

Ties within medal round positions in a four (4) places format

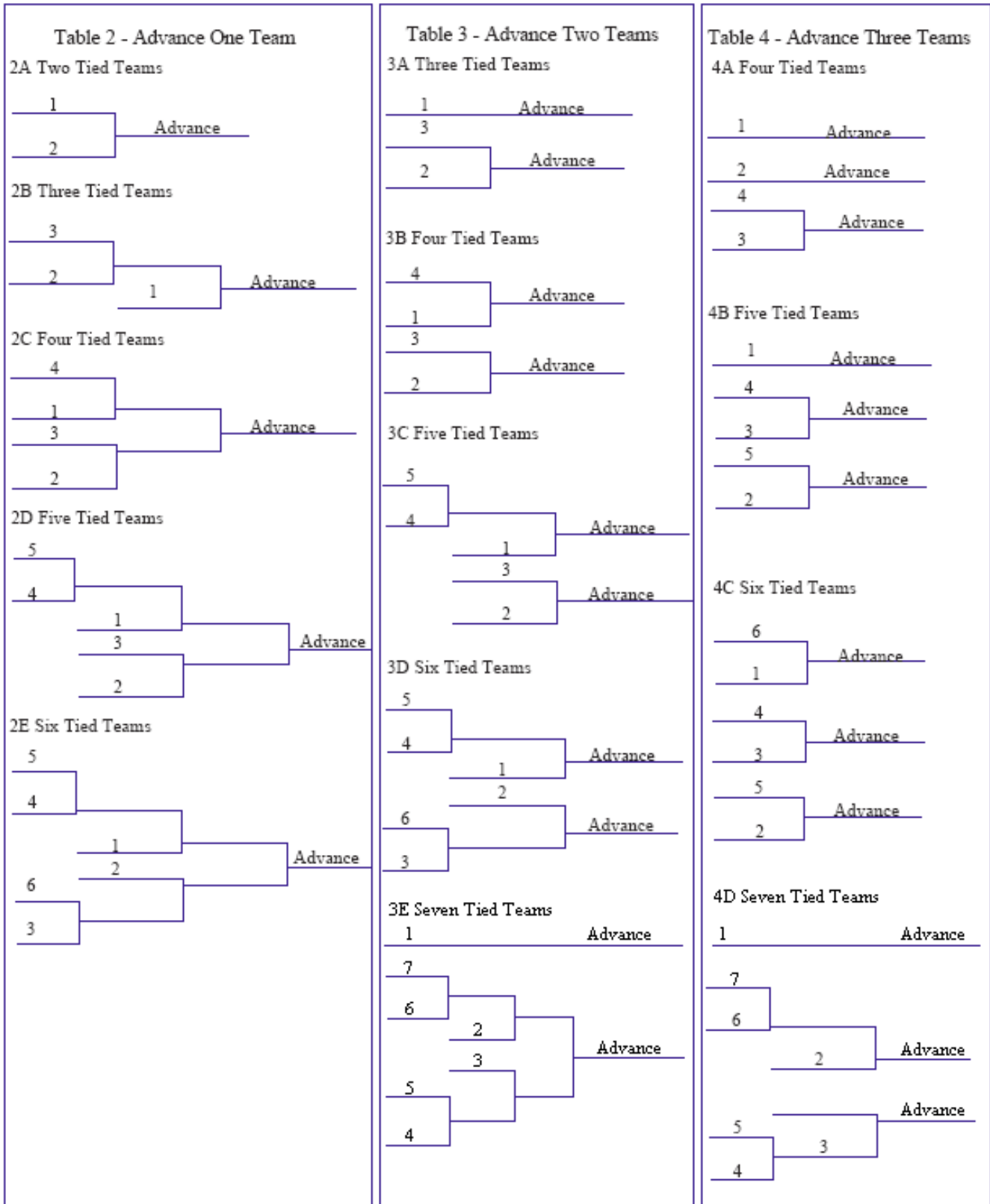
1st Place	2nd Place	3rd Place	4th Place	# Mini-- Games	Format Table 2-4	
X	X	X	X	0	N/A	N/A
X	X	X	XX	1	2A	Advance 1
X	X	X	XXX	2	2B	Advance 1
X	X	X	XXXX	3	2C	Advance 1
X	X	X	XXXXX	4	2D	Advance 1
X	X	X	XXXXXX	5	2E	Advance 1
X	X	XX		0	N/A	N/A
X	X	XXX		1	3A	Advance 2
X	X	XXXX		2	3B	Advance 2
X	X	XXXXX		3	3C	Advance 2
X	X	XXXXXX		4	3D	Advance 2
X	X	XXXXXXX		5	3E	Advance 2
X	XXX			0	N/A	N/A
X	XXXX			1	4A	Advance 3
X	XXXXX			2	4B	Advance 3
X	XXXXXX			3	4C	Advance 3
X	XXXXXXX			4	4D	Advance 3
XX		XX		0	N/A	N/A
XX		XXX		1	3A	Advance 2
XX		XXXX		2	3B	Advance 2
XX		XXXXX		3	3C	Advance 2
XX		XXXXXX		4	3D	Advance 2
XX		XXXXXXX		5	3E	Advance 2
XX		X	X	0	N/A	N/A
XX		X	XX	1	2A	Advance 1
XX		X	XXX	2	2B	Advance 1
XX		X	XXXX	3	2C	Advance 1
XX		X	XXXXX	4	2D	Advance 1
XX		X	XXXXXX	5	2E	Advance 1
XXX			X	0	N/A	N/A
XXX			XX	1	2A	Advance 1
XXX			XXX	2	2B	Advance 1
XXX			XXXX	3	2C	Advance 1
XXX			XXXXX	4	2D	Advance 1
XXX			XXXXXX	5	2E	Advance 1
XXXX				0	N/A	N/A
XXXXX				1	5A	Advance 4
XXXXXX				2	5B	Advance 4
XXXXXXX				3	5C	Advance 4
XXXXXXX				4	5D	Advance 4

Mini Games for Provincial Events:

Ties within medal round positions in a three (3) places format.

1 st Place	2 nd Place	3 rd Place	# Mini Games	Format Table 2-3-4	
X	X	X	0	N/A	N/A
X	X	XX	1	2A	Advance 1
X	X	XXX	2	2B	Advance 1
X	X	XXXX	3	2C	Advance 1
X	X	XXXXX	4	2D	Advance 1
X	X	XXXXXX	5	2E	Advance 1
X	XX		0	N/A	N/A
X	XXX		1	3A	Advance 2
X	XXXX		2	3B	Advance 2
X	XXXXX		3	3C	Advance 2
X	XXXXXX		4	3D	Advance 2
X	XXXXXXX		5	3E	Advance 2
XXX			0	N/A	Advance 3
XXXX			1	4A	Advance 3
XXXXX			2	4B	Advance 3
XXXXXX			3	4C	Advance 3
XXXXXXX			4	4D	Advance 3
XX		X	0	N/A	N/A
XX		XX	1	2A	Advance 1
XX		XXX	2	2B	Advance 1
XX		XXXX	3	2C	Advance 1
XX		XXXXX	4	2D	Advance 1
XX		XXXXXX	5	2E	Advance 1

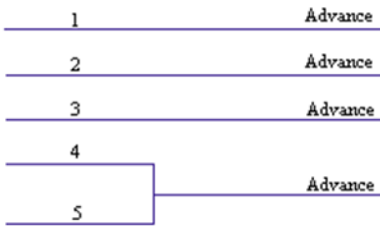
Mini Games for Provincial Events



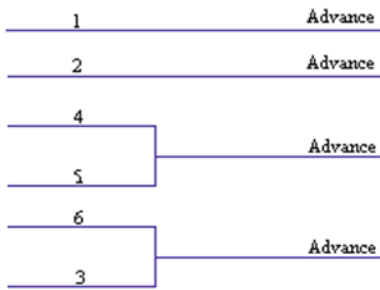
Mini Games for Provincial Even

Table 5 - Advance Four Teams

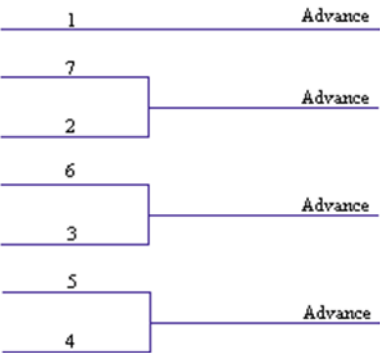
5A Five Tied Teams



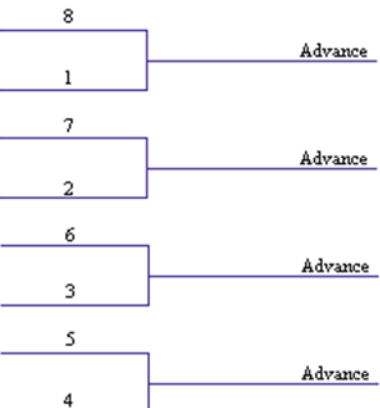
5B Six Tied Teams



5C Seven Tied Teams



5D Eight Tied Teams



11. 3 ON 3 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.
- The visiting team will take the first shot.
- 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