



# **CHILDREN'S RINGETTE JAMBOREE HOST GUIDE AND TECHNICAL PACKAGE**

---

Updated September 2022.

## **PURPOSE:**

Ringette contributes to developing the physical literacy of participants using modified games and activities inspired by Ringette to teach fundamental movement skills associated with skating the foundational games associated with invasion games.

Jamborees provide a platform for participants to test these skills in a semi-structured, competitive environment with participants of comparable skill level.

As participants exit Children's Ringette (U10) they should have developed a strong connection to ringette with the motivation, confidence, physical competence, knowledge and understanding to be able to:

- Enjoy recreational or competitive Ringette for Life
- Pursue and enjoy other sports and physical activity for life
- Pursue excellence in ringette or another sport at a provincial, national, and international level should they so choose.

## **Guiding Principles:**

These guiding principles represent the ideals of how Children's Ringette is intended to be played and experienced. They served as a guide when developing and designing this Jamboree guide as well as the over-all programming of Children's Ringette.

The following Ringette Canada Guiding Principles were emphasized during development:

- Ringette experiences are meaningful for all participants and teams from the beginning to the end of each season.
- Ringette is always a fun, positive experience.
- Every ringette participant, coach, official, volunteer and administrator have an opportunity to improve.
- Competition reflects the True Sport Principles and the values of Ringette Canada.

The following *True Sport Principles* were emphasized during development:

- 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.

## **JAMBOREE APPLICATION AND HOSTING RESPONSIBILITIES CHECKLIST**

- Application to host a Jamboree for Children's Ringette groups is submitted to RO using the Event Sanctioned Application. Ensure the following are done:
  - All information on the application is completed.
  - Specify names of arena's and ensure the facility audit is complete.
  - Receive approval before securing teams to participate.

### **CHECKLIST:**

- Review Jamboree Guidelines and Technical package
- Review any facility requirements and ensure you can comply with on-ice and off ice capacity limits.
- Plan a fun off ice event for the participating teams!

---

This Guide and Technical Package, supersedes all other Sanctioning policies related to the FUNdamental divisions of play. This policy does not apply to U10 (FUN3) and U12 divisions.

- Jamborees may host participants in the FUNdamentals 1 and FUNdamentals 2 divisions.
  - FUNdamentals 1 Jamborees should be held regionally only, while FUNdamentals 2 Jamborees may have teams from different regions attend. Jamborees will follow the game structure detailed in this technical package.
  - Each team can participate in a maximum of two games per event.
  - Registration processes will follow current sanctioned event policy.
  - The FUNdamentals 1 and FUNdamentals 2 divisions are not subject to current player pick up policies.
- 

### **SQUAD REGISTRATIONS AND ROSTERS:**

- Squads will submit a roster to the tournament as per Ringette ON sanctioning guidelines.
  - The Children's Ringette Roster Template is available on the Ringette ON website.
  - A roster can be made up of any registered participants in their division from their Club, up to a maximum of 12 players. Changes can be made up to 72 hours prior to a Jamboree by filling out and submitting a Team Adjustment Form.
  - Squads registered for Jamborees may be different each time, and different that intra-club or inter-club play.
  - Participants may only be registered and participate with one (1) squad per jamboree.
  - Clubs should try to include as many participants as possible in jamborees if they are available and interested and create multiple, smaller squads to accommodate more participants.
  - Ringette ON Game sheets is not required for FUNdamentals 1 or 2 games at Jamborees, however, a Children's Ringette Game Roster form should be available at each game for the referee, or acting referee, to confirm the number of participants and coaches, and sign at the end of each game.
- 

### **ADDITIONAL ACTIVITIES**

To provide a positive environment at Children's Ringette Jamborees, tournament organizers must commit to hosting additional activities that promote fun, participation, and a positive ringette community. These activities may take place on or off the ice before, during or after each game. Proposals for activities should be submitted to Ringette ON and will be approved along with their Sanctioning for a Children's Ringette Jamboree.

Tournament committees are encouraged to include as many additional activities as they can accommodate, with a minimum of 1 additional activity required for sanctioning to be approved. Activities should be developmentally appropriate, inclusive, and no activity should be an elimination game. All activities should have a leader, or someone in charge to stay organized and encourage safety.

Some suggestions have been included below, but other activities are also encouraged to make each event unique.

#### On-Ice Activities

- Minor Games: relays (skating, over-under), tag games, target games etc.
  - These can be done for all participants at the end of each game for the last 10 minutes of the icetime
  - If only two (2) FUNdamentals 1 games are being played simultaneously, these activities can be done in the middle of the ice with the participants who are waiting for their turn to play (keep in mind safety, and how many participants may be taking part in these activities at once).

#### Off-Ice Activities

- Warm-up games for all participants prior to their game (have participants from different teams playtogether)
  - This should be a fun activity, such as tag or another minor game that is active, inclusive, and fun.
- Face Painting after games
- Craft Station (team banners, mascot making, t-shirt design)

---

## FUNdamentals 1 (FUN1)

---

### GAME PLAY:

- Games will consist of two 16-minute running time periods.
  - Substitutions will occur on a buzzer every two minutes.
  - 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.
  - Score will not be kept.
    - A Ringette ON Game sheet is not required
    - 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
  - A timekeeper is required to keep track of 2-minute shifts.
  - Each game will have two on ice coaches (one coach per team)
  - Games can use "Acting Officials" or New Officials to facilitate game play
- 

### GAME FORMAT:

- Teams attending Jamborees will be broken into squads of 10 to 12 players.
- Squads will play Cross-Ice Ringette format.
  - Nets are placed along the side boards, and can facilitate up to 3 games simultaneously
    - To set-up 3 games, nets are placed at the hash marks for the two end zones, and the center line for the middle zone
    - If using only two games, the two end zones should be used, and the middle zone can be used for other activities
- Game is 3 vs. 3 with a rotating goalie in net (4 players per team)
  - Goalie uses a stick only and changes on the buzzer.
- Squads use the same net in both periods
- Line Markings for Mini Ringette Games:
  - Passing Line (Blue Line)
    - 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.
    - If the Jamboree takes place in February or March, one (1) passing line will be hand drawn for each game. Line is drawn halfway between the two nets.
    - 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
  - Goalie Crease: hand drawn in front of both nets
  - Free Play Line: is not used at FUNdamentals 1

## Equipment for Facilitating Jamboree Game Play

- Net size: ideal use right sized nets, size 52"
- Dividers between mini ringette games:
  - Bumpers are not mandatory for Jamboree Game play but highly recommended.
- Standard Ringette ring is used

## Starting Play

- 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.)
  - When a goalie makes a save, they will have a goalie ring to throw the ring back into play
    - No five count, coaches can support with pass making decisions
    - The coach can help the goalie pick up the ring if needed, and can throw the ring in if necessary

## Rules Governing Play

- 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.
- 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
- Goal allowance per participant: coaches will encourage participants to make 2 passes before shooting if they have scored 3 goals.
- Crease violations: Play is only stopped for crease violations if a participant does not try 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.
  - When play is stopped for a crease violation the ring is given to the Goalie for a goalie ring.

## Coach Certifications

- [Coach requirements](#)
- During play a minimum of one coach from each squad must be on the ice.
  - The coach on the ice must wear skates and a helmet.
    - Each squad must have a minimum of one female coach present at all times.

## Officials Qualifications

- FUNDamentals 1 games do not require officials
  - FUNDamentals 1 games can use acting officials
    - Acting officials are a registered coach or on-ice volunteer or player over the age of 12, who has completed appropriate training.
    - Acting officials and trained officials should make every effort to explain stoppages to participants. Vocalization to participants is highly encouraged.
    - Acting officials 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 (FUN2)**

---

### **GAME PLAY:**

- Games will consist of two 16-minute running time periods.
    - Substitutions will occur on a buzzer every two minutes.
    - 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.
    - Score will not be kept.
      - A Ringette ON Game sheet is not required
      - 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
    - A timekeeper is required to keep track of 2-minute shifts.
    - Each game will have two on ice coaches (one coach per team).
    - Games should use "Acting Officials" or Officials to facilitate game play.
- 

### **GAME FORMAT:**

- Teams attending Jamborees will be broken into squads of 10 to 12 players.
  - Squads will play mini-Ringette format.
    - Nets are placed on the goal line and on the blue line to facilitate two games being played simultaneously.
    - Game is 4 vs. 4 with a goalie in net (5 players per team)
    - Goalie uses a stick only and changes on the buzzer.
  - Squads rotate nets at the end of the period.
  - Line Markings for Mini Ringette Games:
    - Passing Line (Blue Line): One (1) passing line will be hand drawn for each game. Line is drawn halfway between the two nets.
    - If the half-way point falls on the Free Play Line hand draw a blue line over the free play line.
    - Goalie Crease: hand drawn in front of net on the blue line. Use standard goal crease for net on goal line
    - Free Play Line: is not used at FUNdamentals 2

### **Equipment for Facilitating Jamboree Game Play**

- Net size: Should use right sized nets, size 52"
- Dividers between mini ringette games:
- Bumpers are not mandatory for Jamboree Game play but highly recommended.
  - If dividers are used, they should be placed behind the nets on the blue line to show game boundaries.
- Standard Ringette ring is used



## Starting Play

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

## Rules Governing Play

- Penalties: Play will be stopped for dangerous or rough play. Reason for stoppage must be explained to the participant and the participant loses possession.
- 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
- Goal allowance per participant: coaches will encourage participants to make 2 passes before shooting if they have scored 3 goals.
- Crease violations: Play is only stopped for crease violations if a participant doesn't try 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.
  - When play is stopped for a crease violation the ring is given to the Goalie for a goalie ring.
  - Coaches may support the goalie with a goalie ring if needed

## Coach Certifications

- [Coach requirements](#)
- During play a minimum of one coach from each squad must be on the ice.
  - The coach on the ice must wear skates and a helmet.
- Each squad must have a minimum of one female coach present at all times.

## Officials Qualifications

- As part of the progression of the game Jamboree play it is recommended that there is one official to officiate each of the active FUNdamentals 2 games.
  - Meaning if two games are being played simultaneously the event host is required to have one referee on each game.
- Jamborees may request to use acting officials.
  - Acting officials are a registered coach or on-ice volunteer or player over the age of 12, who has completed appropriate training.
  - Acting officials and trained officials should make every effort to explain stoppages to participants. Vocalization to participants is highly encouraged.
  - Acting officials and trained officials should use all Ringette Canada Official signals when stoppages for violations occur to teach participants the signals of the larger game.

