



# REGINA RINGETTE ASSOCIATION PLAYING RULES UPDATED AUGUST 2023

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The Ringette Canada Rule Book will be followed except where modified by the Regina Ringette Association (RRA) Rules, Policies, or Procedures.

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## **REGISTRATION**

1. Registration fees will be posted annually to the website. Returning players must register and pay the registration fee in full by July 31 to get the early bird rate. Registrations for returning players will be accepted from August 1 to September 30 at a higher rate.

Exceptions to the early bird rate deadline will be posted annually. Other exemptions must be approved by the RRA Board through the Treasurer.

New players have one registration rate and may register at any time. We recommend registering as early as possible, and no later than September 30, to avoid missing the start of the season.

18+ Open players are required to register as a team per the deadlines outlined in the *Open Team Registration Policy* (to find a team, email [reginaringette.over18@gmail.com](mailto:reginaringette.over18@gmail.com)).

RRA defines our playing divisions as follows: all ages are as of December 31<sup>st</sup> of the registration year. The RRA Board may require proof of birth date.

- Childrens Ringette: ages 4, 5, 6, 7, 8 & 9
  - U12: ages 10 & 11
  - U14: ages 12 & 13
  - U16: ages 14 & 15
  - U19: ages 16, 17 & 18
  - 18+Open: ages 18 and older
2. All athletes participating in high performance (AA or A) tryouts must pay a tryout fee. This fee will be posted annually to the website. Tryout registration deadlines will be posted to the website for players who want to participate in AA or A tryouts.
  3. Players are not permitted on any RRA ice, including tryouts and evaluations, until they have completed the online registration process and fees are paid in full.



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4. Partial season registrations and post-dated payments are not permitted. Exceptions may be granted by the Board upon a written request (email) made to the Registrar.
5. Any player who withdraws from RRA will be entitled to a refund of their registration fees based on the following timeframes:
  - Before team selection (draft) - full refund less a \$50 administration fee
  - Between team selection (draft) and November 1- 50% refund
  - After November 1 - **NO REFUND**

Refunds will be processed in the same form as payment (where possible) based on the date when the refund request is received. Transaction fees will not be refunded. Tryout fees will not be refunded unless the request for refund is made before the tryout registration deadline. Refund requests must be submitted in writing (by email) to the Treasurer, Registrar, and the appropriate Commissioner.

The only exceptions to this policy will include if a player has made a team in another association in a higher skill level or for medical reasons (medical note may be required). In these instances, the refund request will be reviewed by the RRA Board.

6. All player requests to register in a division outside their designated zone must be made in writing to the President before August 31<sup>st</sup> and state the reasons for the request. If a player makes an A or AA team in a different zone (in their appropriate playing division) when that level of play is not offered in Regina, the player will be automatically released. Any team using a player before being granted the permission of the Zone Registrar will be liable to automatic forfeiture of any games where such a player is used.
7. RRA does not encourage player movement outside of their designated playing division.

All player move requests will be reviewed by the RRA board on a case by case basis. Move requests to try out for a high-performance team will not be accepted.

Requests must be made in writing (email) to the RRA President before August 31<sup>st</sup> and must state the reason(s) for their request, which should consider both the technical skill and social maturity of the player. The decision of the RRA Board will be final and not subject to an appeal.

8. Players aged 18 on or before December 31<sup>st</sup> of the playing season must register in the U19 division unless they have been accepted by an existing 18+Open team. The RRA Board will make all decisions with regards to 18 year olds playing in the 18+Open division.
9. Players may register on only one team per season. Anyone registering with more than one team, without proper release, may be suspended for the balance of the season. **Exception:** Double-carded players on approved travel teams, per the RRA [Travel Team Policy](#).
10. A player with outstanding team fees from a previous season will not be permitted to register in the current season until all outstanding fees are paid in full.
11. Any player registered with the Ringette Association of Saskatchewan (RAS) during a current playing year is permitted to play on RRA league ice if they are selected for a team participating in the Western Canadian Ringette Championships, Canadian Ringette Championships, or Canada Winter Games.



### **LEAGUE PARTICIPATION RULES**

1. Any team found using an ineligible player on any RRA ice after being notified, in writing (email) from any member of the RRA Board will receive a suspension to both the player in question and the senior coach. This includes any player whose registration fees are not paid in full.
2. All team sizes will be determined by the RRA Board for all divisions.
3. Each team registered with RRA is required to pay an Equipment and Performance Bond before team equipment will be issued. Refer to the Performance Bond and Volunteer Hour Verification Policy.
4. All 18+Open teams registered outside of RRA but participating in the RRA league, will pay a refundable playing bond of \$500 before they will be scheduled for any games. This must be paid in full by October 15<sup>th</sup>. This \$500 refundable team bond is to cover the costs of ice and referees for any forfeited games. Refer to the *Performance Bond and Volunteer Hour Verification Policy*.
5. Each team registered with RRA must provide a raffle basket valued at \$100.00 for one of the approved tournaments hosted by RRA. Any team failing to provide a basket will be invoiced for \$100.00.
6. Dressing Room Policy: Dressing rooms are a restricted area for the exclusive use of players to change into their equipment and expect privacy. In general, access to team dressing rooms is limited to designated team officials, team staff and players. Without exception, at least one member of the team staff present in the dressing room must be an adult female. Parents, siblings, friends and other persons should not infringe upon the dressing room privacy of players before or after a game. Parental entry to a dressing room should be a rare occurrence.

Exceptions to this policy will include the Learn-to-Play program and the FUN 1, 2, and 3 divisions where parents and guardians will have full access to the dressing room. If players need help with equipment, this should be done in the common areas of the arena. If a parent or guardian must enter the dressing room, such as to assist with an injury, it must be in the presence of a team staff member, one of which must be an adult female and such entry must be announced to the players in advance.

### **BENCH STAFF AND TEAM STAFF RULES**

1. The League shall advertise and receive applications for coaches for all teams in all divisions. The Director of Coaching will oversee the selection process according to the *Coaching Selection Procedure*. When all positions are not filled by the posted deadlines, coaches shall be appointed to these positions. Only coaches in good standing\* will be considered for coaching positions.

\*A Coach in good standing refers to a coach who has met the obligations of membership according to the *RRA Code of Conduct Policy*.

All bench staff and team staff must complete online registration with RRA.

Bench staff registrations must include all bench staff, to a maximum of five, including coaches, junior/youth coaches and trainers. The team staff includes the manager and treasurer.

Personal information including address, phone number, email, certification number and birthdate will be required. The RRA Board may require proof of birth date.

All bench staff and team staff will be included on the team roster and contact information (phone and email) may be shared with RRA members as required. Confirmation of the team banking information will be required.



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2. Each team must have a certified female coach on the roster and on the bench at all times (U19 & below). The female coach may be replaced by a certified and eligible female junior coach (16 or older) or trainer in their absence with approval from the Commissioner (a certified coach must still be present on the bench). This rule will apply to any RRA sanctioned event.
3. All bench staff (head coaches, assistant coaches, trainers) and other team staff (managers) must obtain the certification requirements as set by RAS. Failure to fulfill all of the proper certifications by the posted deadlines will result in removal from the team. If a coach or manager is removed from a team, they may be charged for any expenses that have been incurred by the league (insurance, certification or course fees, record checks).
4. All adult bench staff (coaches and trainers) are required to provide a Criminal Record Check (CRC) with a vulnerable sector check (CRC-VS) to the Registrar by November 1<sup>st</sup>.

All team staff (managers and treasurers) are required to provide a Criminal Record Check (CRC) to the Registrar by November 1<sup>st</sup>. A vulnerable sector check (CRC-VS) is required for managers, but not treasurers.

CRCs are valid for three years from the date of issue.

5. RRA will reimburse bench and team staff expenses for:
  - CRCs,
  - Certifications required by RAS (CI, CSI, manager certification),
  - Certifications required by Ringette Canada for high-performance coaches attending Nationals (one Competition-Development multi-sport module annually until all six are completed),
  - Other in-person (MED) or online (RIS) courses required for team/bench staff.

To submit an expense, complete the *Expense Claim Form* and submit to the RRA Treasurer along with proof of payment before January 31<sup>st</sup>.

6. A team's manager or treasurer must not be in the same family as the head coach.
7. Every team participating in the RRA league must send representatives to the annual Team Staff meeting.
  - At least one coach AND the manager or treasurer from each RRA team (including Moose Jaw and Southey) must attend.
  - At least one representative from each BPRA team must attend.
  - This meeting is mandatory for NEW coaches, managers, and treasurers, but ALL coaches, managers, and treasurers are encouraged to attend.
  - Any team failing to send the required representative(s) will be charged a \$50 fee which may be collected during the season or deducted from the team performance bond.
8. Only personnel registered with RAS in the current season (on a team roster as a player or bench staff) may participate with a team on ice and must wear a helmet.



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## TEAM BUDGETS

1. In the effort to promote financial accountability and responsibility in team finances and to ensure ringette in Regina is affordable at the recreational level to a broad market, RRA has established caps on team fees that may be charged for recreational teams. **If teams choose to increase their budget, the additional funds would come from fundraising and a team vote must be held with at least 75% of the team members agreeing.**

All teams in FUN 1 through U19 (B and C divisions) must keep the team fees within the applicable limits below based on the age division.

FUN 1/2 - \$5,000	U14 - \$17,000
FUN 3 - \$10,000	U16 - \$17,000
U12 - \$14,000	U19 - \$17,000

2. Once the bench staff (coaches) and team staff (managers and treasurers) are designated, they should prepare a budget to present to the parents or guardians of team members for comment and approval during a parents meeting. Items to consider in the team budget:
  - League practice ice
    - Estimate for 2023-24 season: \$230/hour (full ice); \$115/hour (shared ice)
    - Subject to change based on actual ice costs
  - Tournament and Provincial Championship entry fees
  - Hotel rooms for non-parent coaches
  - Dryland training or additional practice ice
  - Team apparel for players (strictly voluntary and a family may wish to not participate)
  - Team apparel for coaches
  - Team windup and year end gifts (team staff/players)
  - Team-building activities or, team meals
  - Team pictures
  - Banking fees
3. Bus costs (such as a charter bus and driver hotel room, meals, and tip) or other team transportation costs for tournaments are not included within the established cap on team fees, but must be agreed upon by 75% of the parents/guardians of the players.
4. Once the team approves the budget, with 75% of the parents or guardians supporting the budget, the team treasurer shall email a copy of the budget to the division commissioner to show that the budget is prepared and approved.
5. At the parent meeting, other expectations for the team should be discussed such as:
  - team volunteer hours
  - split of tournament transportation (will bus costs be split by person or by family)



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- coach accommodation and expenses, where applicable
  - how costs will be split in instances where families choose not to attend tournaments or if additional players are picked up for tournaments
  - how money earned through fundraising will be shared by the team or allocated to individuals depending on the type of fundraising and participation
6. A team may agree to go over the budget at the time of the parents meeting with approval from 85% or more of the parents or guardians supporting the decision. The Commissioner must be informed of this decision and the reasoning for it.
  7. All teams are required to use the RRA *Team Financial Spreadsheet* found on the website.
  8. Costs related to team fundraising (ex. supplies for a raffle/bottle drive), the refundable portion of the Performance/Equipment Bond, and other “opt-in” individual expenses (apparel for parents/siblings) are not included as part of the team operating budget cap and should be tracked separately under the *Miscellaneous Individual Expenses* section of the *Team Financial Spreadsheet*. Note that team apparel purchases are strictly voluntary, and a family may wish to not participate.
  9. Based on the planned expenses in the approved team budget, the team treasurer shall collect team fees of an equal amount from each team member to provide operating funds for the team. Team fees may be collected in smaller increments and are not required to be collected in one lump sum at the start of the season. A team may also pay for operating expenses with sponsorship money and revenue from fundraising.
  10. The team treasurer must frequently monitor the status of the team budget and keep the financial spreadsheet updated throughout the season.
  11. The team treasurer must send a copy of the team spreadsheet to the parents/guardians of the players prior to January 1st and by March 1st or as requested.
    - The spreadsheet shared with all team members should include the team budget and total income and expenses to date, but not individual player income and expenses.
    - The treasurer must share individual player income and expenses with that player’s family only, and this should be shared with them at the same time as the team spreadsheet.
  12. The team spreadsheet must be submitted to the association treasurer for review within 10 days of Championship Weekend.
  13. The final financial statement and return of unused funds is to be completed as soon as possible after the conclusion of the current season. RRA will make every attempt to have bond refunds issued by May 1<sup>st</sup>; it is expected that teams will wrap up their team accounts by May 15<sup>th</sup>.
  14. If a team is found not following this policy, the team treasurer, manager, and head coach will be subject to disciplinary action which may include suspension or dismissal.
  15. Players/parents who face challenges with paying their team fees should discuss the situation with the team manager, treasurer and/or coach at the earliest possible time. Upon this notification, it is recommended that the team provide opportunities for an installment payment plan and/or fundraising alternatives. If a player/parent is unable to fulfill their team fee obligations via installment payments or fundraising alternatives, the team has the option of suspending the player until the necessary funds are paid. It is the expectation of RRA that all possibilities be explored prior to the player being suspended and that the division commissioner is contacted to discuss the situation by the team staff before such a suspension is issued.



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## GAME CHANGES

1. **Game cancellations are not permitted.** A no-fault cancellation, such as inclement weather, facility failure or referee no-show, will be the only exceptions.
2. Rescheduling games will be permitted. To reschedule a game a team should review RRA's *Game Change Procedure* and must complete the *Game Change Form*. Games may only be rescheduled when both teams agree to a game change in advance.
3. In circumstances where a game is rescheduled or default of a game was reasonably avoidable by the defaulting team, the team may be fined by the RRA for failing to play their game. The minimum fine is \$200. (Examples include, but not limited to: rescheduling a game for an unavailable coach when the majority of players and other bench staff are available, when no attempt was made to call upon affiliate players, when a game is rescheduled for any other reason than a time/date conflict).
4. The schedule of league or playoff games will take precedence over tournament and exhibition games should there be a conflict. If a tournament conflicts with a league game, the team must arrange a game change in advance or play the scheduled game.
5. If a team does not follow the game change procedure or chooses to participate in other events rather than a scheduled league game, the Vice President shall suspend a senior member of the bench staff for a minimum of one game. Recurring suspensions will result in the coach being suspended for the remainder of the season. The team will be responsible for all costs normally incurred for that game (ice rental and referees).
6. **Ice should never go unused** - teams may sell practice ice, but the ice must remain within the RRA league due to liability.

## MINOR OFFICIALS, GAME SHEETS AND GAME SCORES

1. Both teams are responsible for providing minor officials for scorekeeping, timekeeping, and shot clock (if applicable). **Failure to do so prior to the start of the game will result in a two minute delay of game penalty to the relevant coach.** Games should not be delayed in order to find minor officials; if this occurs, the length of game periods should be adjusted at the official's discretion.
  - The home team is responsible for providing a scorekeeper and a shot clock operator (if applicable).
  - The visiting team is responsible for providing a timekeeper.
  - If the team responsible for a minor official does not fill that position before game time, they will start the game with a 2-minute bench penalty.

Shot clocks will be used for all games in U12 and above. **Exception:** 18+ Open C is not required to use shot clocks; however, if both teams want and agree to use shot clocks, they may use them.

In arenas where shot clocks are not permanently mounted (such as Doug Wickenheiser, Kinsmen, and Pense), the home team is responsible for bringing, setting up, taking down, and returning portable shot clocks from RRA. **Failure to do so prior to the start of the game will result in a two minute penalty to the home team coach.** In the event that one shot clock is not functioning, at the discretion of the referee, the game will continue with or without one shot clock.

For shot clock rules review the RRA *Shot Clock Operation* instructions or the Ringette Canada Rule and Case Book.

2. The home team is responsible for providing the game sheet. Refer to the *Game Sheet Policy*.



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3. The winning team, or the home team in the case of a tie, is responsible for emailing a copy of the game sheet to rragamesheets@gmail.com within:
  - 24 hours of completion of regular-season games
  - 4 hours of completion of league playoff games

The copy can be a picture or scan, but the text must be clear and readable. **Exception:** FUN 1 and 2 teams are not required to submit game scores or sheets.

4. Points during the regular league schedule will be allocated as follows: Win = 2 points, Tie = 1 point, Loss = 0 points.
5. Failure to complete rules 1, 2, and 3 may result in the loss of the points in the event of a win, or the loss of the single point to the home team in the event of a tie.

### **PLAYING RULES**

1. Teams must be ready to play no later than one minute after the official start time. The start of the second period must not be delayed, and the game must end on time.
2. A delay of game penalty will be assessed to the coach of the team not ready to play at the game time. If still not ready to play after five minutes, a goal will be awarded to the non-offending team and the clock will be adjusted.
3. Games must begin with a minimum of seven players per team. If a team cannot ice the minimum number of players, they will forfeit the game by a 7-0 count. The team forfeiting the game will be charged for the ice rental and referee fees. All forfeitures must be reported to the division Commissioner and the Vice-President.

After a team's second forfeit, the coaches and managers shall appear before a Discipline Committee to discuss a resolution to avoid further forfeitures. Upon any further forfeiture, the Discipline Committee shall investigate and discipline the coach and/or team which may include removing the team from the remainder of the league schedule.

4. The goalie of each team will start the game in the half of the ice in which their team held their pregame warm up. All divisions will switch ends for the second half of the game.
5. If play is stopped for an injured player, that player must leave the ice and may not be involved in the resumption of play for at least one shift following the injury.
6. No time-outs will be permitted in regular season league play.
7. Game scores posted on the scoreboard should never show more than a 7-goal spread.
8. Players must not throw their sticks or equipment in jubilation at the end of the game so as to prevent injuries.
9. Helmets must be worn at all times including until players leave the ice surface following the game.
10. Any non-players on the bench during games must be certified and registered with that team. No participant is allowed on any RRA ice unless they are registered or certified in the current season.
11. Any injured player who is not playing in the game but wants to be on the bench must wear a helmet, with a facemask, in U14 and below.





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## ICE TIME EQUALITY RULES

1. During league play, it is an RRA expectation that coaches rotate players so that all athletes receive equitable ice time. Persistent long shifting of one player or one line is contradictory to our *Code of Conduct Policy*.
2. All players should be taught how to play in special team situations (power play, penalty kill, end of game) and be given the opportunity to gain experience in these special team situations.
3. During penalty kill situations, it is not reasonable to expect the same player to sit out while the team is shorthanded.
4. Goaltenders on teams with more than one goalie should have a reasonable expectation to alternate every half game or every game. Coaches should communicate the rotation to parents and the goaltenders.
5. Parents who have a concern about ice time equality on their team are expected to first discuss the matter with their coach. If the matter is not resolved, parents should contact their Commissioner.

## DIVISION SPECIFIC RULES

### Fun 1 and 2 Division

1. Full games for FUN 1 and 2 will begin as prescribed by RRA or on November 15<sup>th</sup> (depending on the number of new players each season).  
  
**Before November 15<sup>th</sup>** the first period will be 25 minutes and will be used as a team practice. The second period will be 24 minutes of running time with 3-minute line changes (using the buzzer). **After November 15<sup>th</sup>** each game will consist of two 21 minute periods with running time and 3 minute line changes (using the buzzer).
2. **Until December 31<sup>st</sup>**, one coach from each team will be permitted to be on the ice during the game - they must wear a helmet and are not permitted to use a stick. **After December 31<sup>st</sup>**, no coaches will be permitted on the ice.
3. The FUN 1 and 2 goal cap will be a maximum 3 goals per player per game (including overtime).
4. Game sheets must be submitted to [rragamesheets@gmail.com](mailto:rragamesheets@gmail.com) within 24 hours. Game scores do not need to be submitted in FUN 1 and 2.
5. **Until December 31<sup>st</sup>**, penalties will be served in FUN 1 and 2 by having the player removed from the ice to the players' bench for the remainder of their shift and replaced by another player. **Starting January 1<sup>st</sup>**, upon a penalty, the player will be removed from the ice to the player's bench for the remainder of their shift and **will not** be replaced on the ice.

Referees should focus on body contact penalties, tripping penalties, or any illegal action resulting in an advantage gained by one team. Penalties will not be recorded on the game sheet. Referees should briefly explain to the player or coach the reason for the penalty to aid in learning the rules of Ringette.

6. Teams should make an effort to line match to have stronger athletes vs. stronger athletes on a shift and weaker athletes vs. weaker athletes on the next shift.
7. Players in FUN 1 and 2 should rotate through all positions including goal. Goalie equipment, other than a goal stick, will not be used.



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8. Mini-nets must be used in all games.

### Fun 3 Division

1. Games will consist of two 17-minute stop-time periods where possible. The second period will be adjusted to use the full time slot at the official's discretion.
2. The FUN 3 goal cap will be a maximum 3 goals per player per game (including overtime).
3. In FUN 3, all players who show interest in playing goal must be given the opportunity.
4. Mini-nets must be used in all games.

### U12B Division

1. Games will consist of two 17-minute stop-time periods where possible. The second period will be adjusted to use the full time slot at the official's discretion.
2. The U12 goal cap will be a maximum of 4 goals per player per game (including overtime, but not a shootout).
3. All games should use the shot clocks.

### U12A Division and Up

1. Games should use the full time slot during league play.
  - On a 55-minute time slot, games should consist of two 17-minute stop-time periods where possible.
  - On a 60-65-minute time slot, games should consist of two 20-minute stop-time periods where possible. The second period will be adjusted to use the full time slot at the official's discretion.
  - Games involving AA teams should consist of four 10-minute stop-time periods.
2. All games should use the shot clocks.
3. The RRA Board shall determine if interlocking is required between divisions. This will only be required if there are insufficient numbers in some divisions. RRA will adjust the interlocking schedule so that teams will play games against teams of similar caliber. At season end, RRA will re-examine the standings and adjust its teams accordingly.
  - A and AA teams will play in a loop with teams up to two divisions above their own division (For example, U14A or U14AA may play in a loop with U19B). Whenever possible, RRA will restrict this to only one division above their own division.
  - B teams will be required to play in a loop with A and AA teams from younger age divisions up to two divisions below. Whenever possible, RRA will restrict this to only one division below their own division.

### 18+ Open C Division

1. Game times should use the full time slot during league play (see guideline in prior section).



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2. Shot clocks are not required at the discretion of the teams playing.
3. 18+Open C teams may be required to play games against 18+Open B teams if there are insufficient teams in either division. RRA will adjust the interlocking schedule so that teams will play games against teams of similar caliber. At season end, RRA will re-examine the standings and adjust its teams accordingly. For example, the top Open C team(s) may be placed in the B division in the following season depending on the number of returning players and the number of teams in each division.
4. When an Open C team plays an Open B team, it is the B team's responsibility to provide a shot clock operator.

### **EQUIPMENT**

1. It is **mandatory** for every participant (including coaches) to wear a CSA approved helmet while on RRA ice. Anyone that does not comply with this rule can be immediately removed from the ice by any RRA Board or association member.
2. A skull type CSA approved helmet with a CSA Ringette approved facemask, with a proper chin strap affixed is mandatory and must be worn by all players during play or practice.
3. Teams are encouraged to wear jerseys provided by the league at sanctioned events (excluding practices). Teams are permitted to use custom jerseys, but they must conform to RRA colours (green and/or yellow) and have *Regina* before or above the team name/logo on the front of the jersey.
  - 18+Open teams may purchase and use custom jerseys. Teams will only be issued RRA jerseys upon request.
  - All teams who want to purchase custom jerseys, including practice jerseys, must obtain RRA approval by submitting a copy of the jersey design and logo to the division Commissioner. The Board will review the request and approve it if the jersey design including any advertising, logos or names are in keeping with the ethics and accepted policies of Ringette and if the design conforms to Ringette Canada's guidelines with respect to number size and placement.
  - Teams must still have two sets of jerseys, one in a dark color and one in a light color.
4. All team members shall wear matching team jerseys; exceptions may apply only for affiliate players in all divisions, and goalies in the Open division.
5. Decals are not allowed on jerseys provided by RRA unless approved by the Board.
6. Name bars are allowed on jerseys provided by RRA. The team is responsible for the purchase, attachment, and removal of name bars. RRA will charge the team a \$75 replacement fee for each jersey returned with damage or with a name bar still attached.
7. Goaltender's equipment must comply with Ringette Canada specifications.
8. Tube skates or molded blades must be worn (no pointed ends or picks). Figure skates are forbidden.
9. Elbow pads, shin pads, knee pads, a BNQ neck protector, padded gloves (hockey, lacrosse, or ringette gloves that meet Ringette Canada requirements) and protective girdle with tailbone and genital protection are mandatory. Shoulder pads are strongly recommended. See the About Ringette section of the website for a full list of equipment required.
10. Sticks that meet Ringette Canada specifications must be used.



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11. In the event of a colour conflict, the visiting team will be required to change jerseys. The on-ice officials will make the final decision.

### **AFFILIATE PLAYER RULES (TEMPORARY PROMOTIONS)**

1. Each team will be provided an Affiliate Player list drafted by the RRA Commissioners. A team may only pull up players from the affiliate list provided to them and must follow all other affiliate player rules. Refer to the *Affiliate Player Procedure* to call up an affiliate player.
2. Players can be promoted to a **maximum of 2 games** per player, per team, per half season. Goaltender promotions may exceed this amount with RRA approval. In the 18+ Open divisions, there is no limit on the number of times a player can be promoted as an affiliate player. All efforts should be made to use different players as affiliate players if more players are interested and available. .
3. Affiliate players may be used to bring the roster up to a maximum of 10 SKATERS, plus a goalie\*. A team is allowed to promote a goaltender regardless of roster size in the event that their own goaltender is unavailable to play.
  - **Example:** A team has a roster of 14 players and will be missing 5 players. They can only promote up to 2 players to bring their roster to 11.
  - **Example:** A team has a roster of 14 players and will be missing 3 players. They cannot promote any players unless one of their absent players is their goaltender, then they can promote a goaltender only.
  - \* In all Open divisions, affiliate players may be used to bring the roster up to a maximum of 12 SKATERS, plus a goalie, or to the size of their registered roster if it is less than 13 players.
4. A team may not use more than 4 temporary players in any game. **Exception:** more than 4 players may be allowed with RRA approval.
5. Temporary promotion is not allowed if it conflicts with any League, Playoff, or Tournament game of the team on which the player is registered. An affiliate player's main responsibility is to their own team.
6. No temporary players will be allowed in league playoffs. RRA will only consider the use of a temporary player to replace an injured or ill goalie, and only if a second goalie is not on the roster. All requests should be made in writing to the Vice-President.

Exception: Open C teams are allowed to use temporary players in league playoffs to bring their roster up to a maximum of 10 SKATERS.
7. Any team using ineligible temporary players will forfeit the game where the ineligible player(s) were used and the senior member of the team bench staff during that game will receive a 1 game suspension.
8. Affiliate players must be added to the game sheet and marked as (AP) following their name.
9. The coach using an affiliate player must first notify the coach of the team from which a player is being acquired. It is the responsibility of coaches to allow affiliate players to play or practice at a higher level provided there is no conflict with a game or practice. Players should be given the opportunity to play at a higher level at every chance.



# REGINA RINGETTE ASSOCIATION PLAYING RULES UPDATED AUGUST 2023

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## LEAGUE PLAYOFFS

1. The Scheduler will schedule all playoff games. The league playoffs begin around mid March and conclude by March 31<sup>st</sup>.
2. Only divisions with a minimum of two eligible teams will be scheduled for League Playoffs with the exception of the FUN 1 and 2 division. FUN 1 and 2 teams will each be scheduled for three exhibitions and one final game to end the year.
  - All Regina teams (excluding A & AA where only one team exists) will be scheduled for League Playoffs.
  - No A-team playing in a B-loop will play in a final on championship weekend of any divisional playoffs
3. The format to be used will be a pool format unless RRA indicates otherwise. This decision will be made known by an appointed date.
4. Due to the generic nature of scheduling, using the team standings to determine placements, there will be Regina teams that will be the home team in Buffalo Plains arenas and Buffalo Plains teams that will be the home team at a Regina arena.
5. All round-robin, 2 vs 3, Cross-over, Semi-Final and Final (Bronze and Gold) games for League Playoffs will consist of two 17-minute stop time periods for the FUN 3 and U12 Divisions.
6. All round-robin, 2 vs 3, Cross-over, Semi-Final and Final (Bronze and Gold) games played in League Playoffs shall consist of two 20-minute stop time periods for the U14, U16, U19, Open C, Open B and Open A Divisions. (Exception: If the allotted ice time is only 60 minutes, the playoff game will have two 17-minute stop time periods.
7. Normal League goal cap requirements will apply to the FUN 3 and U12 Divisions.
8. It is up to the discretion of the officials if they feel they need to use running time in the second period or a portion of the second period, in order to have the games finish in the required scheduled times.
9. FUN 1 and 2 games will be played the same as league games - two 24-minutes straight time periods with a buzzer every 3 minutes.
10. Teams must be ready to play 5 minutes before game time.
  - Teams not ready at game time will be assessed a delay of game penalty.
  - If still not ready 5 minutes later, a goal will be awarded to the non-offending team.
  - The game shall be forfeited after 10 minutes with a 7-0 score.
11. Shot clocks must be used for all games in the U12 division and up, excluding Open C. Mini-nets will be used for all FUN 1, 2, and 3 games.
12. All minor official and shot clock rules will apply during league playoffs.
13. Time-outs are not permitted in Round-Robin games. Each team is entitled to one time-out per game for 2 vs 3, Cross-over, Semi-Final and Final (Bronze and Gold) games with an additional time-out awarded to each team during overtime.



14. Rules for temporary players in league playoffs are listed in the section, AFFILIATE PLAYER RULES (TEMPORARY PROMOTIONS).
15. No playoff games will be allowed to be rescheduled unless there are extenuating circumstances such as weather. The President is to be contacted in these circumstances so that a ruling can be made. If a team does not play the scheduled game, it shall be recorded as a forfeit with a 7-0 score.
16. If a team forfeits for **any** reason, it shall be eliminated from any future playoff action.
17. If the score is tied:
  - At the end of regulation time during Round-Robin games, each time will be awarded 1 point. No overtime will be played.
  - At the end of regulation time in a 2 vs 3, Cross-over, Semi-Final and Final (Bronze and Gold) game, one 5-minute sudden-death overtime period will be played. A coin toss will decide ring possession. The winner of the toss will receive the ring and the opponent will choose the net they wish to defend. The visiting team will call the coin toss.
  - In the event that the game is still tied after the overtime period, a shoot-out will decide the tie.
    - Each team will choose three players and one goalie for the shoot-out. The three players from each team will shoot, alternating between the two teams.
    - If the teams are still tied after the six player shoot-out, the teams will pick additional players until one team is declared the winner. A player can only be used once during the shoot-out.
    - At the end of the overtime, all penalties will expire, so all players are eligible to participate in the shootout.
    - The loser of the original coin toss will shoot first in the shoot-out
18. Ringette Canada tie breaking rules shall apply to determine league standings and playoff standings unless amended by the league:
  - The procedure below shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts back to (i).
  - This procedure, in most cases, will declare the team in the **highest** position. However, in some cases, the procedure will declare the **lowest** position between tied teams, and that team shall be dropped from the tie breaking procedure (i.e. the top two teams remain tied). In these cases, the procedure shall also revert back to (i) in order to break the tie between those teams that remain tied.
  - In all cases, the maximum difference (spread) between goals for and against in each game is seven goals. This is the "Official Score".
  - Following the completion of round-robin play, should one (or more) team(s) be eliminated from medal round play as a result of the application of the normal tie breaking procedure (as outlined in i-vi below) to ties within any of the medal round positions, one or more "minigames" will be played in order to advance the required number of teams to the medal round. Consult the current Canadian Ringette Championships Technical Package for further information on the conduct of mini-games.



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**CANADIAN RINGETTE CHAMPIONSHIPS TIE BREAKING FORMAT**

Breaking of Ties in Standings

When two or more teams have an equal number of points after the completion of the round robin games, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games.

- i. the winner of more game(s) between each other during the round robin will be declared the highest position.
- ii. if still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.
- iii. if still tied, the team having the least total goals against in games between the tied teams during the round robin will be declared the highest position.
- iv. if still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
- v. if still tied, the tied team with the least total goals against in all games during the round robin will be declared the highest position.
- vi. if still tied, a coin toss will be used to break the tie.

**GAME PROTESTS**

1. A protest, together with evidence in support thereof and accompanied by a \$100 deposit, must be forwarded within 24 hours of the incident to the Vice-President. During Playoffs, the Vice President must be notified immediately by telephone or in person.
2. Protests will only be accepted based on the belief that an infringement or misrepresentation of the rules, policies or procedures was applied. No protest will be considered over an official's decision as to fact, such as scoring goals or blue line infractions, and no protests will be considered on matters of an official's judgment. No protest will be allowed over a timekeeping error if the resulting error gives an equal opportunity to both teams.

During the game, the notification of the intent to protest must be made to the on-ice officials and noted on the game sheet at the time that the cause of the protest occurred.

- The protesting party should immediately notify the official that the game is continuing under protest.
  - All parties involved should take notice of the conditions surrounding the protest to aid in the correct determination of the issue.
3. The Vice President will forward the protest to the opposing team who will have 24 hours to submit information for clarification or defensive evidence.
  4. If either party fails to comply, the party failing to comply will automatically lose the protest.
  5. The Vice President shall act as the Case Manager in accordance to the *Discipline and Complaints Policy* and determine if the protest has merit. The Vice President has the power to uphold or disallow the protest and effect whatever disciplinary action is deemed necessary, or may choose to appoint a Discipline Committee to do so.
  6. All decisions of the Vice President or the Discipline Committee are binding and final.
  7. If the protest is upheld, the deposit will be returned. If the protest is disallowed, the fee will be forfeited.