



TOURNAMENT RULES

The 3 on 3 Ringette Classic takes place on a smaller ice surface, therefore some rule changes are needed to accommodate the smaller rink and fewer players on the ice.

Regular Ringette Canada rules will apply, with the following exceptions:

1. TEAM COMMITMENT:

- Registration fees:
 - o Deadline to register for the event is June 30, 2018.
 - o Entry fee for the event is \$700 per team (\$600 if registered on or before May 31, 2018).
 - o Teams that withdraw from the event after July 15, 2018 will lose their tournament entry fee.

2. TEAM FORMATION:

- All registered players, coaches, and volunteers who are in good standing with their Club Association are eligible to participate in the 3 on 3 Ringette Classic.
- If a player was not registered on a Ringette BC roster during the 2017/2018 season, they must pay an extra fee of \$20 for insurance and must play in their age division.
- Players are expected to play for their home association. Players may apply to the tournament committee for release to another association if there is no team at their age and calibre from their home association on which to play
- Athletes may only participate on one team.
- Players must play in the same or higher division and calibre as they played during the 2017/2018 ringette season. No player may play more than one age division higher than their regular age group.
- AA players may play for their home association team in their normal age group provided that team is registered as an "A" team. A team may have a maximum of two AA players that are playing at their normal age group (ie a U16A team may have two U16AA players on their roster. Any U14AA players on the same team would not count towards their two-player limit because they would not be considered to be playing in their normal age group)
- Teams may have as many players on the roster as they wish but only 10 skaters plus up to 2 goalies may dress for any single game.



3. GENERAL GAME PLAY:

- The game is played using 3 players and 1 goalie on the ice.
- Only 2 players per team will be allowed in the offensive or defensive zone. The blue line will mark the entry of the zone.
- All blue-line violations and 3-in-the-zone violations (offensive) will result in the whistle being blown and possession of the ring being given to the non-offending team in the vicinity of the violation. All players from the offending team must give 2-sticks length space away from the ring. As soon as sufficient space is given, the referee will blow the whistle to resume play. The player who starts with the ring does not need to make an immediate pass and may begin skating with the ring once the whistle to resume play is blown.
- If the ring becomes immovable (tie-up), ring will be given to the appropriate team in the vicinity of the tie-up. Once 2-stick lengths space is given, referee will blow whistle to resume play.
- 5-second goalie violations, 2-line pass violations and 3-in-the-zone violations (defensive team) will result in the non-offending team being given possession between the top of the faceoff circle and blue-line in the offensive zone. Once the offending gives two-stick length space, referee will blow whistle to resume play.
- A centre free ring will be given after a goal is scored.
- Player substitutions will only be allowed “on-the-fly” or after a goal is scored. Teams may make substitutions during violations, but do so at their own risk. The referee will not wait for player substitutions to be completed before blowing the whistle to resume play. Teams must be careful not to have too many players on the ice when play resumes. No changes may be made when a penalty is called. Changes may only be made following the whistle to begin the penalty shot. Penalty shot rules must still be followed.
- Goalies may only be pulled for an extra skater during a delayed penalty, in the final 3 minutes of the game or at any time during overtime.
- For U10 and U12 divisions, a maximum of five (5) goals per player will be allowed.

4. TIMEKEEPING:

- a. Home team will provide a score keeper.
- b. Visitor team will provide a timekeeper & shot clock operator.
- c. Games will consist of two 22-minute, running time periods.
- d. Teams will be given a 3-minute warmup and a 1-minute break between periods.
- e. Teams must be ready 5 minutes before their designated ice time
- f. Each team will be allowed one 30 second timeout. The clock will be stopped during the timeout. The timeout may only be called after a goal, penalty or a whistled violation. The referee must be made aware that timeout is being called before the whistle to resume play is blown.
- g. A 25-second shot clock will be used for all levels except U10.



- h. If the score is within a 3 goal differential, play will switch to stop time for the final minute of 2nd period.
- i. A maximum 5 goal spread will be displayed on the score clock.

5. PENALTIES:

- a. All minor penalties will result in a penalty shot. The player against whom a penalty is committed must take the penalty shot. For team penalties (ie. Delay of game, illegal substitution, unsportsmanlike conduct), any player on the ice when the whistle is blown may take the penalty shot. The shooter will start with the ring at the centre dot. All other players must start behind the opposite blue line. The referee will blow the whistle to start play. All players may begin chasing as soon as the whistle is blown. If the shooter does not score, play resumes. A goal will result in a centre free ring.
- b. After a whistled violation, any intentional delay in resuming play by either team will result in a delay-of-game penalty.
- c. A major penalty will result in an automatic goal being awarded to the non-offending team. The penalized player must sit out of the game for 4 minutes. Goals shall be credited to player against whom the penalty was committed. If the major penalty occurs during “sudden death” overtime in a semi-final or final game, no goal will be awarded and the penalized team shall play short-handed for the 4-minute penalty. Two players will still be allowed in each zone. If a second major occurs while another is still being served, the second penalty will start after the first one is finished. (ie. Penalties are served consecutively, not concurrently)
- d. Any player receiving four penalties (majors count as two penalties) shall be ejected from the game

6. TIE BREAKERS & FINAL GAMES:

- a. Round robin games that end in a tie at the end of regulation time will be declared as a tie.
- b. Tie-breaker procedure to decide standings for medal play will be governed by BCRA policy.
- c. Final games that are tied at the end of regulation will result in a 10-minute “sudden death” overtime period. Games still tied at the end of the 10-minute overtime period will go to a shootout. Home team will call coin flip. Winner of coin flip will decide who shoots first. Each team will choose 3 shooters. If still tied after 3 shooters, then teams will alternate single shooters in a “sudden death” format. If the team shooting first scores, the team shooting second will have the opportunity to score and tie that round. No shooter may shoot twice until all skaters on the team have already shot once.