

24th Annual Nepean Ringette Tournament Rules

- 1) The Nepean Ringette Tournament is sanctioned by the O.R.A. and therefore all O.R.A. rules will be followed unless otherwise specified.
- 2) All members of the coaching staff must sign the game sheets 30 minutes prior to game time.
- 3) Teams must be ready to go on the ice FIFTEEN MINUTES PRIOR TO THE SCHEDULED GAME TIME for all games. Failure to be on the ice within 5 minutes of notification to begin the game may result in forfeiture of the game.
- 4) Two minutes will be allowed for on-ice warm-up for all games. This warm up will start as soon as the zamboni leaves the ice and it is each team's responsibility to have their players lined up and ready to take the ice. Team cheers will take place within this period. The timekeeper will buzz with 30 seconds left in the warm up, and teams who wish to do a cheer must proceed to their benches and complete their cheers at this time. Non-observance of this rule will result in a delay of game penalty. It is very important that we all do our part to keep the games on schedule.
- 5) In the event of injury to a goalie, that player is allowed up to 5 minutes to recuperate from the injury or to leave the ice. If the injured goalkeeper is replaced, that player may not return to the ice until the play has resumed.

If an alternate goalkeeper is already dressed, that player must immediately replace the injured goalkeeper – no warm up is allowed. If no alternate goalkeeper is already dressed, an additional 5 minutes is allowed to dress and warm up a replacement goalkeeper.

If the goalie receives a major or misconduct penalty, a maximum of 5 minutes will be allowed to replace the goalie with an eligible teammate.
- 6) No unsportsmanlike conduct will be tolerated from the spectators or coaches. In the event that there is such conduct, the officials will ask this person to leave the building. If, after 3 minutes the person has not left, a penalty will be assigned to the team associated with the person who is at fault. If the person refuses to leave, the team with unsportsmanlike conduct may forfeit the game.
- 7) Please be advised we will be following the ORA tie-breaking formula, this is available for viewing at the trouble-shooting desks.
- 8) Games tied at the end of regulation play will be handled as follows:
 - a. Regular Round Robin Play – the game will remain tied with each team receiving one point.
 - b. Final Game & any sudden death semi-final games - sudden death overtime - A coin toss will decide which team starts with the ring. The game will proceed to sudden victory overtime (successive 15 minute periods with the first goal winning the game).
- 9) In the event that the goal spread reaches 7 or greater, the clock will be set to running time during the second period only. The clock will revert to stop time if the goal spread is reduced to six or less. For a final game, this will be up to the discretion of the tournament director in consultation with the coaches of the participating teams.

If the goal spread is 7 or greater, additional goals will be recorded on the scoresheet but not posted on the scoreboard.
- 10) Flooding of the ice between games may be skipped, solely at the discretion of the tournament coordinator if the schedule is behind.

- 11) Bench staff may not receive medals. Medals will be presented off-ice.
- 12) Bench staff members are to walk around to get to their team benches and not walk across the ice surface.
- 13) The home team will be responsible for providing a scorekeeper for each home game with the exception of out of Province teams other than Gatineau and teams in the Open division.
- 14) No bench staff member is permitted on the ice without wearing a helmet. Helmets are required for attending to injured players.
- 15) Bench staff members are not permitted on the ice without a helmet for shaking hands at the end of a game. Players are encouraged to skate by the opposing bench to shake hands with that bench staff after shaking hands with the opposing players.

Rules Specific to U9 Level of Play

One member of the coaching staff is permitted on the ice during play for instructional purposes as required during the first half of the NCRRL playing season.

All players, including goalies, must rotate through all positions.

During the first half of the NCRRL playing season, when a penalty is assessed, possession of the ring will be awarded to the non-penalized team in the normal fashion; however, no penalty time will be served. During the second half of the NCRRL playing season, penalties will be assessed in the normal fashion; however, penalty time to be served will be one (1) minute.

Rules Specific to U8 Level of Play

One coach per team is to be on the ice during play for instructional purposes all season.

The two minute buzzer will be used all season to introduce line changes. A line change will see six new players on the ice, one of whom will go in the crease as a goalie.

No goalie pads will be worn; however, goalie sticks should be used by the „goalies“.

Basic ringette rules will be observed. During the **first half of the NCRRL playing season**, when a penalty is assessed, possession of the ring will be awarded to the non-penalized team in the normal fashion; however, no penalty time will be served. As a **pilot project for the first half of the 2011/2012 NCRRL playing season**, when a blue line infraction is assessed, the player will be allowed a „do over“, whereby the officials/coaches will allow the player to return to their starting position and try again. In the event of an immediate second infraction, the ring will be awarded to the non-penalized team. In the event that player is successful in their do over, play will continue.

