

POLICY 8
GENERAL COMPETITION RULES

8.1 General Competition Rules

- 8.1.1 All games shall be undertaken in accordance with the Ringette Canada Rule Book.
- 8.1.2 Teams will use their allocated ice times, without going beyond the scheduled time.
- 8.1.3 The official game will be completed after 2 periods of play.
- 8.1.4 Fundamentals 1 and 2 divisions will consist of 2 – 18 minute stop time periods of such time as may be established by the Board from time to time. Fundamentals 3 and older divisions will consist of 2 – 20 minutes stop time periods, time permitting.
- 8.1.5 Fundamentals 1, 2, 3 and U12 Red and White will have a 3 goal per player limit for games. U12 Blue and U14 and up will have no goal limit.
- 8.1.6 Teams are responsible to notify the Office Administrator and the coordinator of any out of town travel or cancellation changes to the league schedule. Notification must be sent to the office at least 7 days prior to the change.
- 8.1.7 Teams that fail to use the ice they are assigned will be fined the cost of the ice plus the cost of the referees that we assigned to ref that game.
- 8.1.8 Teams that have scheduled interlocking games with another association will comply with the cancellation procedure and consequence in 8.1.5 and 8.1.6.
- 8.1.9 SRA utilizes the shot clock in U12 and older divisions in league play.
- 8.1.10 52”right-sized nets will be used for all games in Fundamentals 1, 2 and 3.
- 8.1.11 Teams must have a minimum of 7 players in order to play. If they do not, they will forfeit the game. Teams will be expected to use the ice as practice should a team forfeit due to lack of players.
- 8.1.12 Whatever the score at the end of regulation time is the final score (i.e. there will be no overtime).