

PLAYER REGISTRATION:

Participants — under 10 years old

Skill Level — New to ringette or skating, learning basic game structure, still developing basic skills

Associations are able to move participants between the two FUNdamental division to find the best fit for each participant.

TEAM FORMATION:

Team Size — No Maximum | **Squad Size** — 10-12 Participants

Team/Squad Makeup — Balanced

COACH CERTIFICATION:

Any coach assigned to a team must be CSI Trained. Teams and squads are required to have a certified female coach on their bench staff.

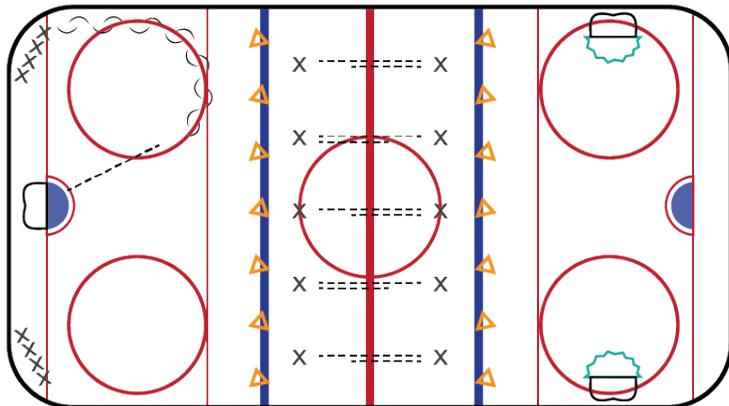
COMPETITION FORMAT:

INTRA-CLUB GAMES

- Even teams are made of participants at ice time.
- Game and practice ice can happen during the same ice time.
- Allows for a single ice time to include
 - Ringette game, practice/ skills or fun, minor games

ICE ALLOCATION:

Groups will be allocated 60 minutes of ice for a practice session or game.



TERMS OF REFERENCE

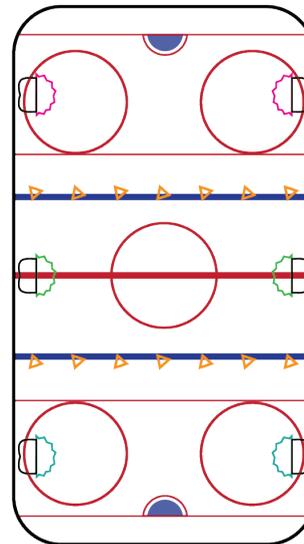
ACTING REFEREE — a registered coach or volunteer who has signed a Code of Conduct and completed the coaching application screening process, must be over the age of 16.

TEAM — all participants registered in an association in Karelo at an age division

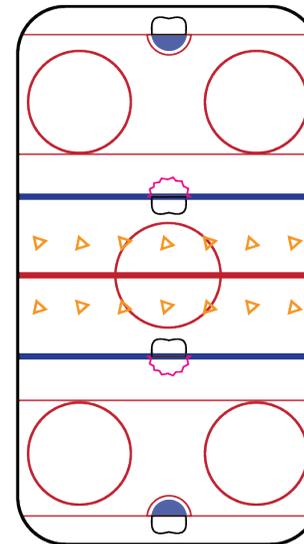
SQUAD — group of participants put together for game play

Example: Delta Ringette has a TEAM of 30 registered in FUNdamentals 2. Starting in January for league play and jamborees Delta will create 3 SQUADS of 10 participants each, this allows for maximum participation during game play.

CROSS ICE RINGETTE



MINI RINGETTE



Set up for both Cross Ringette and Mini Ringette is dependent on the size of the neutral zone, you will have to adjust accordingly.

PASSING LINE — referred to in the Ringette Canada Rule Book as the Blue Line. The passing line is the hand drawn line, drawn on the ice by coaches in FUNdamentals 1 and 2. This is used to teach participants the concept of passing over a line in ringette.



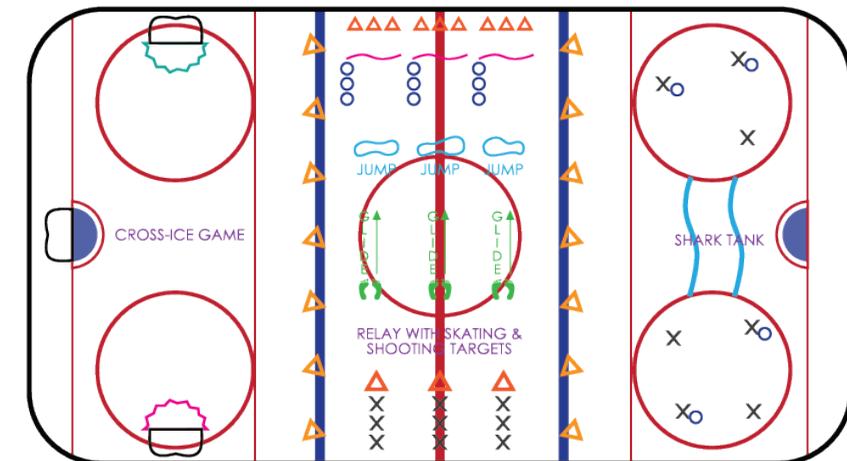
RINGETTE
BRITISH COLUMBIA

CHILDREN'S RINGETTE MANUAL

FUNDAMENTALS 1

AN INTRODUCTION TO THE PROGRAM

How Associations choose to split their teams during intra-club games is up to them. FUNdamentals 1 and 2 are not subject to player pick-up policies. Squads can utilize participants from another squad during league play. For Jamborees, teams can register multiple squads, however *participants may only participate with one squad per jamboree* and a team roster form must be submitted to the tournament director as per sanctioning policy.



GAME SET-UP FORMAT:

PLAYING SURFACE — Cross Ice

- Nets placed against boards beside the hash marks
- 2 to 3 cross ice games can be played simultaneously
- If offering 2 games at a time, consider skill development or fun games in neutral zone with participants who aren't currently in the game
 - Small 52" nets
 - Standard ring

PASSING LINE (Blue Line)

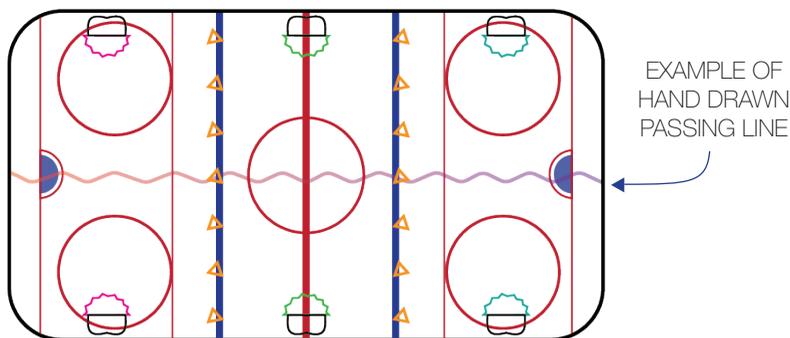
- The passing line, or blue line, is hand drawn by the coach using a marker or bingo dabber
- It can be any colour, and can be a wavy shape

PROGRESSION

STEP 1 (September-November) = No blue line

STEP 2 (December-January) = Requires one pass at any time

STEP 3 (February-March) = One hand drawn blue line while allowing do-overs



CREASE

- Hand drawn, variable size is permitted (make the crease a bit bigger if you have a goalie — this gives them room to fall and get-up)
- Okay to make the crease a fun shape (spikey, wavy, rainbow etc.)



FREE PLAY LINE — N/A

Bumpers are not required to line the playing area. Teams can use cones and/or draw lines to show boundaries

GAME PLAY:

Players — 3 to 4 at a time | **Skaters** — 3 on 3, all are considered “centres”

Goalie — Optional, stick only, can utilize cones or coach instead. Throw the ring at every save, or have the coach throw it.

Shifts — Ideally have all children active at once, in a cross ice game or neutral zone activity. Consider rotating participants through stations such as:

1. Ringette game (1 to 2 at the same time)
2. Skill Practice
3. Minor games (tag, cat and mouse, relays)

- Rotate through groups in a way that works for your group (shorter time), consider utilizing water and team talk breaks

Coaches — Should be on the ice with 1 - 2 coaches supporting each mini game being played at the same time.

Referees — No referees

Time and Scorekeeping — Not required

Changing Ends — Teams use the same net for the entirety of their game

Benches — How squads utilize benches depends on what works best, depending on how you have set up the ice. Squads can share a bench and each have their own gate, or share an entire bench and have an in door, and an out door. Encourage participants coming off the ice to line up on the boards to allow new participants on. Minimum of one coach per team on the bench.

RULES & GUIDELINES:

PENALTIES

- Stop for dangerous play and explain safety to participants
- Focus on safe bodies and safe sticks (ex: high sticking, body contact, tripping etc.)
- Toss ring back into play
- No advantage or change in possession
- Coaches and acting referee must explain to participants when an unsafe action, such as those noted above, are committed

VIOLATIONS

Will not be enforced at FUN1. Coaches should use verbal cues to ensure safety is maintained.

GOALIE RING

- No five count, support with pass making decisions
- No goalie ring after goals, penalty or out of bound ring
- Coach can throw the ring, or support with picking it up, if goalie is unable

FREE PASS

- N/A — Coach tosses the ring back into play, or can give it to the goalie for a goalie ring

PASSING LINE (Blue Line)

- Referred to as the Blue Line in Ringette Canada Rules
- Always encourage passing in Step 1 and Step 2
- When Step 3 is achieved (hand drawn blue line), allow for do-overs, and avoid stopping play if there was an intent to pass

CREASE VIOLATIONS

- Verbal cues should be given to remind participants to stay out of the crease
- Only stop the play if a participant doesn't make an effort to stay out of the crease while they have the ring, or while they are defending
- As long as there is an intent to stay out of the crease, allow play to continue

STARTING PLAY

- The coach will toss the ring into play

GOALS

- Must fully cross the goal line
- Participant should not be in the crease when releasing the ring

GOAL ALLOWANCE PER PLAYER

- Coaches will encourage participants to make two passes before shooting if they have scored 3 times

OUT OF BOUNDS RINGS

- Participants should be taught to stay inside the boundaries
- Coach will immediately stop play and retrieve the ring
- Coach will toss the ring back into play