

PLAYER REGISTRATION:

Participants — under 10

Skill Level — Learning to lengthen the stride, ready to learn more rules of ringette, developed some 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** — Maximum 12

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

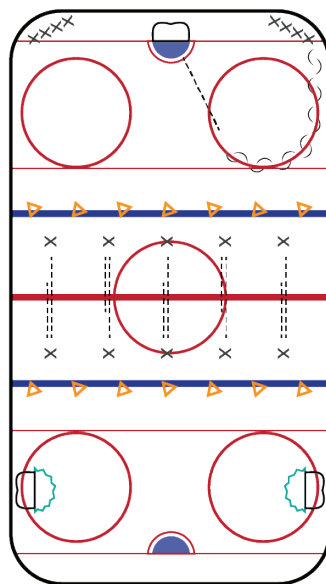
- Even teams are made of participants at ice time.
- Game and practice ice can happen during the same ice time.
- Allows for a single ice time to include
 - Ringette game, practice/ skills or fun, minor games

INTERCLUB GAMES

- Second half of the season — January onwards
- Consider minimizing travel for this age group (scheduled games between neighbouring associations)
- Interclub games may be schedules league games, or exhibition style play arranged between two associations

ICE ALLOCATION:

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



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

TERMS OF REFERENCE

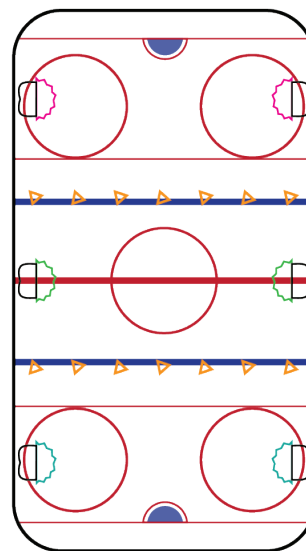
ACTING REFEREE — a registered coach or volunteer who has signed a Code of Conduct and completed the coaching application screening process, must be over the age of 16.

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

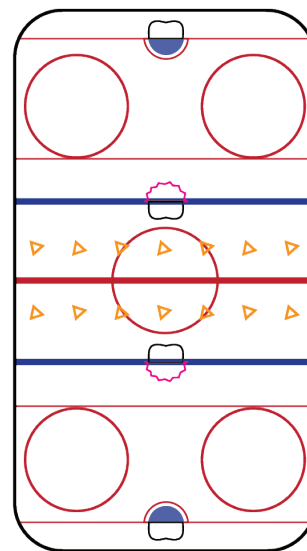
SQUAD — group of participants put together for game play

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.



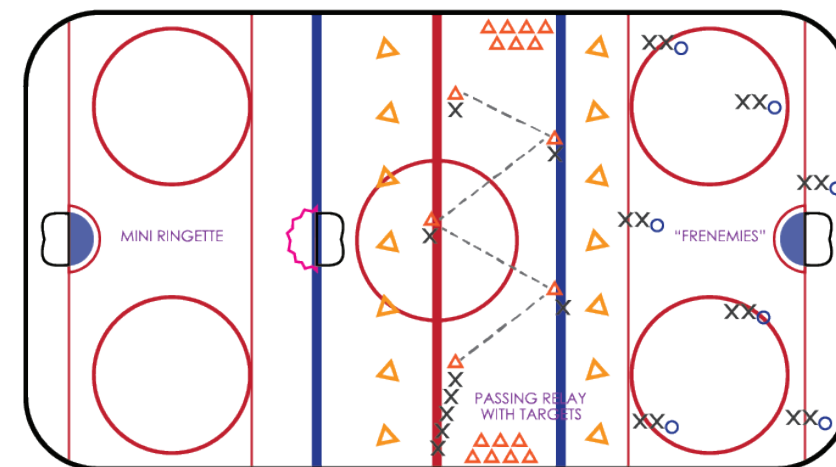
RINGETTE
BRITISH COLUMBIA

CHILDREN'S RINGETTE MANUAL

FUNDAMENTALS 2

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.



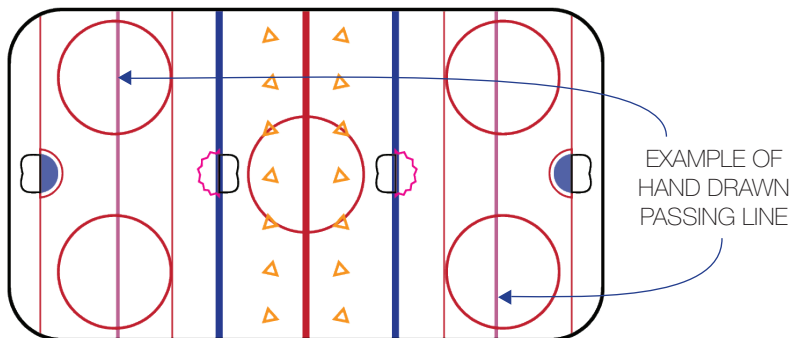
GAME SET-UP FORMAT:

PLAYING SURFACE — Mini Ringette (50%)

- Nets placed behind goal crease and blue line
- Two mini games can be played simultaneously
- If not enough participants for two mini games at a time, consider skill development or fun minor games on the other half of the ice 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
- One hand drawn line will be used for the entirety of the season



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

CREASE

- Hand drawn, where required, standard crease on the other end
- Okay to make the crease a fun shape (spikey, wavy, rainbow etc.)



FREE PLAY LINE — N/A

GAME PLAY:

Players — 5 at a time | **Skaters** — 4 on 4, all are considered “centres”

Goalie — Stick only, no equipment

Shifts — Two minutes (using buzzer for rotating participants)

Coaches — Each team has 1 - 2 coaches on the ice, one in the middle or one at each end. Home team will appoint an “acting referee” for that game.

Referees — No referees but rather an *acting referee* as mentioned above

Time and Scorekeeping: —

- Two, 16 minute periods (this leaves time for set-up, transition and perhaps minor games at the end), with stop time only between shifts
- *In Intra-club games, this can be switched depending on how you choose to set up your ice (game only, or skills, games and minor games)***
- Timekeeper required for 2 minute buzzer
- No official scorekeeping required
- Teams can have a parent or coach write down who scores to monitor the 3 goal allowance

Changing Ends — Teams change nets at the end of a period if they choose

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 and reason for penalty to participants
- Focus on safe bodies and safe sticks (ex: high sticking, body contact, slashing, tripping etc.)
- Change in possession
- Coaches and acting referee must explain to participants when an unsafe action, such as those noted above, are committed

VIOLATIONS

Consider enforcing if safety is a factor — covering the ring, out of play, kicking the ring with toe, bottom third, crowding or ring is stuck.

GOALIE RING

- Goalie ring after goals
- Verbal five count from acting referee however allow enough time to throw; prompt if necessary
- Coach can throw the ring, or support with picking it up, if goalie is unable

FREE PASS

- Utilized at the beginning of periods and after infractions
- 1 meter clearance, participant makes a pass without skating
- Ring is playable after teammate receives the ring
- Infractions cause a change in possession, free pass is given to the participant closest to the penalized offender on the ice

PASSING LINE (Blue Line)

- Referred to as the Blue Line in Ringette Canada Rules
- One hand drawn blue line will be implemented
- Allow for do-overs, and avoid stopping play if there was an intent to pass

CREASE VIOLATIONS

- Only call down 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
- Verbal cues should be given to remind participants to stay out of the crease

STARTING PLAY

- Free passes (as mentioned above) will be used to start play at the beginning of periods and/or shifts
- Encourage coaches to give the free pass to participants who may touch the ring less than others

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