



RINGETTE

BRITISH COLUMBIA

Children's Ringette Jamboree Guidelines and Technical Package

V1.2 Revised 11/6/2018



Lower Mainland



This Guide and Technical Package, revised on November 6, 2018, supersede all other Sanctioning policies related to the Active Start divisions of play. This policy does not apply to U10 and U12 divisions.

Jamborees may host participants in the FUNdamentals 1 and FUNdamentals 2 divisions. Jamborees for FUNdamentals 1 and Fundamentals 2 may start in late December to the end of the season. FUNdamentals 1 Jamborees should be held regionally only (within leagues), while FUNdamentals 2 Jamborees may have teams from different regions attend. Jamborees will follow the game structure detailed in this technical package. Registration processes will follow current sanctioned event policy. The FUNdamentals 1 and FUNdamentals 2 divisions are not subject to current player pick up policies.

Squad Registration and Rosters

Squads will submit a roster to the tournament as per Ringette BC sanctioning guidelines. The Children's Ringette Roster Template is available on the Ringette BC website. Their roster can be made up of any registered participants in their division from their association, up to a maximum of 12 players. Changes can be made up to 72 hours prior to a Jamboree by filling out and submitting a Team Adjustment Form. Squads registered for Jamborees may be different each time, and different that intra-club or inter-club play. Participants may only be registered and participate with one (1) squad per jamboree. Associations should make an effort to include as many participants in jamborees if they are available and interested, and create multiple, smaller squads to accommodate more participants. Ringette BC Game sheets are not required for FUNdamentals 1 or 2 games at Jamborees, however, a Children's Ringette Game Roster form should be available at each game for the referee, or acting referee, to confirm the number of participants and coaches, and sign at the end of each game.

Additional Activities

In order to provide a positive environment at Children's Ringette Jamborees, tournament organizers must commit to hosting additional activities that promote fun, participation, and a positive ringette community. These activities may take place on or off the ice before, during or after each game. Proposals for activities should be submitted to Ringette BC, and will be approved along with their Sanctioning for a Children's Ringette Jamboree. Tournament committees are encouraged to include as many additional activities as they can accommodate, with a minimum of 1 additional activity required for sanctioning to be approved. Activities should be developmentally appropriate, inclusive, and no activity should be an elimination game. All activities should have a leader, or someone in charge in order to stay organized and encourage safety. Some suggestions have been included below, but other activities are also encouraged to make each event unique.

On-Ice Activities

- Minor Games: relays (skating, over-under), tag games, target games etc.
 - These can be done for all participants at the end of each game for the last 10 minutes of the ice time
 - If only two (2) FUNdamentals 1 games are being played simultaneously, these activities can be done in the middle of the ice with the participants who are waiting for their turn to play (keep in mind safety, and how many participants may be taking part in these activities at once).

Off-Ice Activities

- Warm-up games for all participants prior to their game (have participants from different teams play together)
 - This should be a fun activity, such as tag or another minor game that is active, inclusive and fun.
- Face Painting after games
- Craft Station (team banners, mascot making, t-shirt design)

Event Surveys

In partnership with Ringette Canada, Children's Ringette Jamborees will be required to have the following Children's Ringette Event Surveys completed at their event. Ringette BC staff will work alongside the tournament coordinator to ensure that they have the resources to have these surveys completed.

1. Pre-Event Organizer Survey

- Survey will be sent to the Tournament Coordinator by Ringette BC Prior to the Event

2. Participant Survey

- A unique link for the event will be provided to the event organizer to capture all participant feedback.
- Feedback should be collected by an event volunteer from participants on-site immediately following each game using a tablet. It is recommended that this be gathered in the hallway outside the change room before players have a chance to interact with their parents.
- The person collecting the survey information will complete basic event information to identify the specific game during the tournament, then activate a looped survey to gather feedback on the specific event
- The following general information should be captured:
 - Date/Time
 - Division
 - Team responding
 - Format played

3. Parent Survey

- A unique link for the event will be provided to the event organizer to capture all parent/guardian feedback.
- Feedback should be collected using one or more of the following methods:
 - Volunteers collecting feedback on table in the stands - also have ability to direct people to their phones to provide feedback
 - Kiosk where feedback can be submitted
 - Link in program
- The person collecting the survey information will complete basic event information to identify the specific game during the tournament, then activate a looped survey to gather feedback on the specific event
- The following general information should be captured:
 - Date/Time
 - Division of child
 - Team of child

4. Coaches Survey

- A unique link for the event will be provided to the event organizer to capture all coach feedback.
- Feedback from coaches should be collected at the end of the event. Invitation to complete the survey to be sent by the event organizer at the conclusion of the tournament.
- Coach will need to complete general information about team before answering specific questions:
 - Division
 - Team

FUNdamentals 1

1. Game Play

- 1.1 Games will consist of two 16 minute running time periods.
- 1.2 Substitutions will occur on a buzzer every two minutes.
- 1.3 All participants will have a 5 minute warm up prior to the start of a game and will be given a 2 minute break in between periods.
- 1.4 Score will not be kept.
 - a. A Ringette BC Gamesheet is not required
 - b. A Children's Ringette Game Roster Form should be available at each game for the acting referee to confirm the number of participants and coaches, and sign at the end of each game
- 1.5 A timekeeper is required to keep track of 2 minute shifts.
 - a. Acting Referees should signal to each other, and the timekeeper, to start their shifts at the same time.
- 1.6 Each game will have two on ice coaches (one coach per team)
- 1.7 Games will use "Acting Referees" to facilitate game play

2. Game Format

- 2.1 Teams attending Jamborees will be broken into squads of 10 to 12 players.
- 2.2 Squads will play Cross-Ice Ringette format.
 - a. Nets are placed along the side boards, and can facilitate up to 3 games simultaneously
 - 2.2.a.1 To set-up 3 games, nets are placed at the hash marks for the two end zones, and the centre line for the middle zone
 - 2.2.a.2 If using only two games, the two end zones should be used, and the middle zone can be used for other activities
- 2.3 Game is 3 vs. 3 with a goalie in net (4 players per team)
 - a. Goalie uses a stick only and changes on the buzzer.
- 2.4 Squads use the same net in both periods
- 2.5 Line Markings for Mini Ringette Games:
 - a. Passing Line (Blue Line)
 - 2.5.a.1 If the Jamboree takes place in December or January, no passing line will be drawn. Rather, participants will be required and encouraged to pass at least once, at any time.
 - 2.5.a.2 If the Jamboree takes place in February or March, One (1) passing line will be hand drawn for each game. Line is drawn half way between the two nets
 - 2.5.a.2.1 Acting Referees will allow for do-overs, and avoid blowing the whistle if there was a clear intent to pass the ring over the passing line
 - b. Goalie Crease: hand drawn in front of both nets
 - c. Free Play Line: is not used at FUNdamentals 1
- 2.6 Equipment for facilitating Jamboree Game Play
 - a. Net size: MUST use right sized nets, size 52"
 - b. Dividers between mini ringette games:
 - 2.6.b.1 Bumpers are not mandatory for Jamboree Game play but highly recommended.

2.6.b.2 If dividers are used, they should be placed behind the nets on the blue line to show game boundaries.

c. Standard Ringette ring is used

2.7 Starting Play

a. The acting referee will toss the ring into play to start play at the beginning of each period or shift, after each goal, and after any stoppage in play (violation, out of bound ring, safety etc.)

b. When a goalie makes a save, they will have a goalie ring to throw the ring back into play

2.7.b.1 No five count, coaches can support with pass making decisions

2.7.b.2 The coach can help the goalie pick up the ring if needed, and can throw the ring in if necessary

3. Rules governing play:

3.1 Penalties: Play will be stopped for dangerous or rough play. Reason for stoppage must be explained to the participant. There is no advantage or change in possession.

3.2 Out of Bound Rings: Athletes should be taught to stay inside the boundaries. If a participant or the ring goes out of bounds play is immediately stopped. A coach will retrieve the ring and toss it back into play

3.3 Goal allowance per participant: coaches will encourage participants to make 2 passes before shooting if they have scored 3 goals.

3.4 Crease violations: Play is only stopped for crease violations if a participant doesn't make an effort to stay out of the crease while they have the ring or while they are defending. Play continues if there is intent to avoid entering the crease.

a. When play is stopped for a crease violation the ring is given to the Goalie for a goalie ring.

4. Coach Certifications

4.1 Coaches must be minimum of CSI Trained with all required additional screening completed.

4.2 Each squad must have a minimum of one female coach who is CSI Trained, with all required additional screen completed.

4.3 During play a minimum of one coach from each squad must be on the ice.

a. The coach on the ice must wear skates and a helmet.

5. Referees Qualification

5.1 FUNDamentals 1 games will not require referees

5.2 FUNDamentals 1 games will use Acting Referees

a. Acting Referees are a registered coach or volunteer over the age of 16, who has signed a code of conduct and completed the coaching application screening process.

b. Acting Referees must be on the ice and clearly visible to coaches and participants in their role as "acting referees".

c. Acting referees and trained officials should make every effort to explain stoppages to participants. Vocalization to participants is highly encouraged.

d. Acting referees and trained officials should use all Ringette Canada Official signals when stoppages for violations occur to teach participants the signals of the larger game.

FUNdamentals 2

1. Game Play

- 1.1 Games will consist of two 16 minute running time periods.
- 1.2 Substitutions will occur on a buzzer every two minutes.
- 1.3 All participants will have a 5 minute warm up prior to the start of a game and will be given a 2 minute break in between periods.
- 1.4 Score will not be kept.
 - a. A Ringette BC Gamesheet is not required
 - b. A Children's Ringette Game Roster Form should be available at each game for the referee to confirm the number of participants and coaches, and sign at the end of each game
- 1.5 A timekeeper is required to keep track of 2 minute shifts.
 - a. Referees should signal to each other, and the timekeeper, to start their shifts at the same time.
- 1.6 Each game will have two on ice coaches (one coach per team)
- 1.7 Games will have on-ice officials to facilitate play.

2. Game Format

- 2.1 Teams attending Jamborees will be broken into squads of 10 to 12 players.
- 2.2 Squads will play mini Ringette format.
 - a. Nets are placed on the goalline and on the blue line to facilitate two games being played simultaneously.
 - b. Game is 4 vs. 4 with a goalie in net (5 players per team)
 - c. Goalie uses a stick only and changes on the buzzer.
- 2.3 Squads rotate nets at the end of the period.
- 2.4 Line Markings for Mini Ringette Games:
 - a. Passing Line (Blue Line): One (1) passing line will be hand drawn for each game. Line is drawn half way between the two nets.
 - 2.4.a.1 If the half-way point falls on the Free Play Line hand draw a blue line over the free play line.
 - b. Goalie Crease: hand drawn in front of net on the blue line. Use standard goal crease for net on goal line
 - c. Free Play Line: is not used at FUNdamentals 2
- 2.5 Equipment for facilitating Jamboree Game Play
 - a. Net size: MUST use right sized nets, size 52"
 - b. Dividers between mini ringette games:
 - 2.5.b.1 Bumpers are not mandatory for Jamboree Game play but highly recommended.
 - 2.5.b.2 If dividers are used, they should be placed behind the nets on the blue line to show game boundaries.
 - c. Standard Ringette ring is used
- 2.6 Starting Play
 - a. Free passes are utilized at the beginning of periods and shifts, and after infractions
 - 2.6.a.1 1 meter clearance, the participant must make a pass without skating
 - 2.6.a.2 The ring is playable after their teammate receives the ring

2.6.a.3 Infractions cause a change in possession, and a free pass is given to the closest participant on the other team

b. Goalie Ring is used when a goalie makes a save, they will throw the ring back into play

2.6.b.1 No five count, coaches can support with pass making decisions

2.6.b.2 The coach can help the goalie pick up the ring if needed, and can throw the ring in if necessary

3. Rules governing play:

3.1 Penalties: Play will be stopped for dangerous or rough play. Reason for stoppage must be explained to the participant and the participant loses possession.

3.2 Out of Bound Rings: Athletes should be taught to stay inside the boundaries. If a participant or the ring goes out of bounds play is immediately stopped. A coach will retrieve the ring and toss it back into play

3.3 Goal allowance per participant: coaches will encourage participants to make 2 passes before shooting if they have scored 3 goals.

3.4 Crease violations: Play is only stopped for crease violations if a participant doesn't make an effort to stay out of the crease while they have the ring or while they are defending. Play continues if there is intent to avoid entering the crease.

a. When play is stopped for a crease violation the ring is given to the Goalie for a goalie ring.

3.4.a.1 Coaches may support the goalie with a goalie ring if needed

4. Coach Certifications

4.1 Coaches must be minimum of CSI Trained with all required additional screening completed.

4.2 Each squad must have a minimum of one female coach who is CSI Trained, with all required additional screen completed.

4.3 During play a minimum of one coach from each squad must be on the ice.

a. The coach on the ice must wear skates and a helmet.

5. Referees Qualification

5.1 As part of the progression of the game Jamboree play will require one referee to officiate each of the active FUNdamentals 2 games.

a. Meaning if two games are being played simultaneously the event host is required to have one referee on each game.

5.2 Referees must be level 1 and up to referee FUNdamentals 2.

5.3 Jamborees may request to use club volunteers in lieu of trained referees; this request must be made at the time of sanctioning.

a. Acting Referees are a registered coach or volunteer over the age of 16, who has signed a code of conduct and completed the coaching application screening process.

b. Acting Referees must be on the ice and clearly visible to coaches and participants in their role as "acting referees".

c. Acting Referees are a registered coach or volunteer over the age of 16, who has signed a code of conduct and completed the coaching application screening process.

d. Acting referees and trained officials should make every effort to explain stoppages to participants. Vocalization to participants is highly encouraged.

e. Acting referees and trained officials should use all Ringette Canada Official signals when stoppages for violations occur to teach participants the signals of the larger game.