



Gym Ringette Practice Plan

Time: 60 Minutes Participants: 20-30

Instructors/Volunteers: 2+ Equipment: 20-30 rings, 10 cones, 2 nets

Activity	<u>Equipment</u>	<u>Description</u>	Instructor Notes
Introduction - 3 minutes	Sticks	 Have participants stand next to their designated sticks 2m apart Introduce yourself and the sport Establish safety rules Demonstrate proper ringette stance and how to hold a ringette stick 	 Don't raise your stick higher than your chest Keep the rings on the ground No body contact Stop immediately when you hear the whistle
Passing Demo - 2 minutes	Sticks, rings	Demonstrate passing	 Point the tip of the stick where you want the ring to go Emphasize weight transfer
Partner Passing - 3 minutes	Sticks, rings	 Ensure that there are two lines of participants facing each other One row has rings 	X X X X X Xo Xo Xo Xo Xo
Shuttle Drill - 7 minutes	Sticks, rings, cones	 X1 passes the ring to X2 X1 joins the back of X2's line X2 passes the ring to X3 X2 joins the back of X3's line Continuous repetition X X X3 X10	Split the passing rows into four lines





Clean Your	Sticks, rings	The X1 lines are on one	
Room (3 rounds) - 10 minutes	Sucks, Higs	 The XT lines are on one team, the X2 lines are on another team The teams line up on opposite sides of the gym (they cannot cross the middle line of the gym), set up all the rings randomly around the gym The goal is to pass the rings to the other side of the gym so your team has the least amount of rings on your side The team that has the least amount of rings at the end wins 	XXXXXXXXX 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 XXXXXXXXXX
Shootout - 8 minutes	Sticks, rings, cones, nets	 X1 passes to X2 X2 shoots on the net and goes to the back of X1's line X3 passes to X1 X1 shoots on the net and goes to the back of X3's line Continuous repetition **do a relay race if you need to switch it up 	× × × · · · · · · · · · · · · · · · · ·
Cat and Mouse - 10 minutes	Sticks, rings	 Demonstrate a simple sweep check Cats are "IT" and do not start with a ring. Everyone else is a mouse and starts with a ring. The cats try to check the rings off of the mice's sticks and toss it out of bounds. The mice that lose their rings become cats. Play until there is only one mouse left. 	





Scrimmage - 15 minutes	Sticks, ring, nets	 X starts in the circle with the ring and passes out to someone on their team Team X aims to shoot on goal 1 while team Y aims to shoot on goal 2 Everyone must pass the ring over the blue lines No high-sticking, no body contact 	1 YYYYY XXXX •X
Cool-Down and Wrap-Up - 2 minutes		 Gather participants and collect sticks Explain more about the opportunities for them to try the sport, answer questions 	