

## SECTION XV. MODIFICATION OF RULES FOR U7, U9 and U10 RINGETTE GAMES

Please refer to the U7, U9 and U10 modules posted on the Ringette Calgary website for program details.

- No U7 or U9 player is to be credited with more than three (3) goals in any regular league game. Goals scored in excess of this by any player shall NOT be recorded on the game sheet, posted on the score clock, or counted in the final score at the end of the game.
- It is strongly recommended that U7 and U9 coaches manage their team (ie. position changes) to ensure players do not consistently score more than the allowable three goals per player per game.
- There should be only a five (5) minute pre-game warm up. It is important to start the game as soon as possible to ensure sufficient time to complete the game.
- There will be up to a five (5) minute break between periods. If both teams are ready before the five (5) minutes are up, they may do so.
- If time expires on the clock but time remains on the ice permit, then the game is considered complete. However, coaches are encouraged to continue to play and take advantage of the ice time.
- When the referee blows the whistle as a result of a violation, it is important that he/she explains the violation to the player(s) involved.
- In order to ensure as much playing time as possible, discretion should be shown when blowing the whistle for violations such as crease infractions, free passes, and passing over the blue line.

### Age Division Specific Rules

- A. **The Developmental Ringette Bunny Program ('U7 Program')** is a league in which the fundamentals and skill development are at the forefront of the leagues mandates. This program is the first step in a player's ringette career with an emphasis on the FUNdamentals of the game stressing the importance of fun. The U7 Program provides an opportunity for players to meet new friends while gaining a firsthand experience in the game of ringette.

### U7 Division Rules

#### *U7 Games before December 31*

1. A maximum of one (1) coach from each team is allowed on each mini ice surface. The coach or designate who participates on-ice during a game is required to wear skates and CSA approved protective head gear.
2. Coaches will divide their team into 2 (1/2 ice games) or 3 (cross-ice games) mini-teams.
3. No referees— each mini ice surface will have a coach from each team helping & directing the players.
4. No score kept on board or score sheets.
5. No "bluelines". If the skill level warrants it, coaches can implement the play one pass rule. The players must pass the ring once before taking a shot on net.
6. No free passes—after a goal is scored the team who scored skates back to "half" & the opposing team digs the ring out of the net & the game continues.
7. No Penalties.
8. No Goalie Equipment—goalies use stick only.

#### *U7 Games after Esso Golden Ring*

1. A maximum of one (1) coach from each team is allowed on the ice. The coach or designate who participates on-ice during a game is required to wear skates and CSA approved protective head gear.
2. Games will be full ice with referees.
3. Time will be posted on the scoreboard but scores will not.
4. Game sheets will be used for full-ice games for the purposes of tracking the 3 goal limit. Game sheets will not be submitted to Age Division Coordinator and league standings will not be kept.
5. Each team has 1 skating coach on the ice.
6. Two 20-minute periods (running time) with 2 minute buzzer shifts. Time clock stopped for shift changes for formal full ice games.
7. No penalties will be called, but rather, the penalty will be explained to the offending player by the referee to facilitate learning of the rules.

8. No Goalie Equipment will be used other than a goalie stick. Goalies will change every shift. 6 players will go out for a line change – one of them will play in goal for that shift. The next shift a new player will play goal. Players will not play goal for an entire game.

- B. **The U9 Program** has been designed to meet the developmental needs of new and returning 7 year olds + new 8 year old players.

**U9 Division Rules**

*U9 Games before December 31*

1. A maximum of one (1) coach from each team is allowed on the ice until November 15th; staying close to the boards and out of the area of play. The coach or designate who participates on-ice during a game is required to wear skates and CSA approved protective head gear.
2. Games consist of two (2) running time periods, 24 minutes each with a 2 minute buzzer; the 2 minute buzzer is intended to ensure line changes occur. The buzzer is only to alert the players to the need for a shift change and play is to be continuous. A free pass should only occur after a 2 minute buzzer if there is a reason for it.
3. Extra time can be given at period break for the teams to do a cheer;
4. The "4 or 5 in" violations will be waived if the on-ice coach notices and calls the player out without impacting play; and
5. Scores shall be posted on score clock with a maximum five (5) goal spread.
6. Teams must change ends for the second period

*U9 Games after December 31*

1. No coaches are allowed on the ice;
2. Games are two (2) running time periods, 24 minutes in length with no 2-minute buzzer. Players are expected to make shift changes "on the fly"
3. Scores shall be posted on score clock with a maximum five (5) goal spread.
4. Teams must change ends for the second period

*Officiating Practice for U9 Games*

The primary focus will be to have the Players learn the rules of Ringette. The On-Ice Official making the call will explain each violation to the offending Player and the Coach (should it be necessary).

Serving of penalties will be according to the following:

<b>Point in Season</b>	<b>Action</b>
Up to December 31st	The on-ice Coach (up to November 15th) or the on -ice official (after November 15th) will escort the offending Player to the team bench and will further explain the call. Teams may substitute for the penalized player.
After December 31st	The On-Ice Official will escort the offending Player to the penalty box and the appropriate penalty will be served. Teams may not substitute for the penalized player.

- C. **The U10 Program** has been designed to meet the developmental needs of returning 8 year old players + new and returning 9 year old players.

**U10 Division Rules**

1. U10 games will be played according to standard ringette rules.
2. No shot clock to be used.
3. When a penalty is called, the player is taken to the penalty box and the appropriate penalty will be served. Teams may not substitute for the penalized player.
4. Scores shall be posted on score clock with a maximum five (5) goal spread.
5. Games will be two (2) 18 minute stop time periods.
6. Teams must change ends for the second period