



2019 - 2021 Rule Changes and Points Emphasis



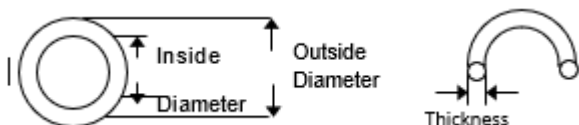
1.6 Goal Crease. The area enclosed by the semi-circle, including the semi-circular line and the portion of the goal line connecting the ends of that line, shall be known as the “goal crease”. Any contact with this area is considered “inside” the goal crease. **The area enclosed by the Goal Net shall be considered part of the goal crease when entered from the front of the goal net.**

2.7.b The on-ice officials shall be provided with a separate dressing room, **which should be equipped** with a toilet and shower.



5.1 Ring

The Ringette Canada approved pneumatic ring shall comply with the following:



Inside diameter:	Shall be at least	10.70cm (4.21 in.)
	Shall not exceed	11.30cm (4.45 in.)
Outside diameter:	Shall be at least	16.30cm (6.42 in.)
	Shall not exceed	16.80cm (6.61 in.)
Thickness:	Shall be at least	2.50cm (0.98 in.)
	Shall not exceed	2.90cm (1.14 in.)
Colour:	Blue	
Weight:	Shall be at least	160 grams (5.64 oz)
	Shall not exceed	170 grams (6.00 oz)



5.3.b The use of speed skates, figure skates or any skates **with blades that extend past the heel or toe of the boot of the skate are prohibited.** (See Rule 5.10.a for goalkeeper equipment).

6.1 **For the 2019-2020 season**

A regulation game **should** consist of two twenty-minute periods of actual playing time (stop time) in the U16 and older age divisions. Two fifteen-minute periods **should** be allowed for each game in the U14 and younger age divisions.

For the 2020 – 2021 season

A regulation game **should** consist of **four ten-minute** periods of actual playing time (stop time) in the U16 and older age divisions **at the AA level. Two twenty-minute periods should be allowed for each game in the U16 and older age divisions below the AA level.** Two fifteen-minute periods **should** be allowed for each game in the U14 and younger age divisions.



6.2 **Should** the periods of the above duration not be possible, then equal length periods shall be played. **If additional ice time is booked, it should be decided before the beginning of the game to add the additional ice time evenly to the length of each period.**

Case 1: Team A is late appearing on the ice for a game. There are only 35 minutes of ice time remaining.

Ruling 1: As long as the two teams agree to play the game, the on-ice officials will rule on the length of the periods of play. Periods of equal length shall be played. In this case, two 10 minute stop time periods could be played, leaving time between periods to change ends. Team A's tardiness should be noted by the on-ice officials on the Official Game Report and reported to the league or tournament officials. (Rule 6.2)



8.2 The home team shall have the choice of goal areas to defend for the first period of the game. The teams shall exchange goal areas to defend for **subsequent regulation** periods. **Teams shall warm up in the end of the rink they wish to defend to start the game.**

NOTE: Teams will not be permitted to switch ends after warmup to start the game until the end of the first period.



8.5 Two Blue Line Pass.

The ring may not be passed to a teammate directly from the defending zone to the attacking zone. **Should a player who is ineligible to play the ring due to a delayed violation be the only player to contact the ring, without controlling it, in the centre zone prior to it continuing across the blue line into the attacking zone a two blue line violation would still apply.**

8.5.a If a teammate of the player who last contacted the ring in the defending zone before it traveled untouched, or **only contacted by a player not eligible to play the ring due to a delayed violation**, to the attacking zone:

8.5.a (1) controls the ring before it is contacted or controlled by an opponent, play is stopped immediately.

8.5.a (2) contacts the ring before it is contacted or controlled by an opponent, no player from that team may contact or control the ring:

8.5.a (2) (a) within five (5) seconds from the time it is contacted or controlled by an opponent, or

8.5.a (2) (b) prior to the ring completely leaving that zone.



8.5.b When the ring has traveled untouched, or **only contacted by a player not eligible to play the ring due to a delayed violation**, from the defending zone to the attacking zone, a skater (or the goalkeeper, if that player leaves the goal crease to play the ring) of the team that is eligible to play the ring must proceed to the ring without delay and play it within a reasonable time. Otherwise, the ring is playable by either team.

8.5.c If the ring travels from the defending zone across the centre zone untouched, or **only contacted by a player not eligible to play the ring due to a delayed violation**, and contacts the second blue line, play continues unless a teammate of the player who last contacted the ring carries the ring directly into the attacking zone.

8.6.g While the ring is in an end zone if the team not **last in control** of the ring has more than the maximum number of skaters permitted in that restricted area:



8.6.g (2) if no penalty is committed, play is stopped if that team gains control of the ring before it exits the **zone** and within five seconds of all excess skaters exiting that area.

8.8 If play is stopped due to the ring being immovable, or if it cannot be safely played, the ring is awarded to the team that:

8.8.a gains second control, or

8.8.b did not have initial control, or

8.8.c has initial control, provided the opposing team is not actively checking, or

8.8.d **was not last in control prior to simultaneous joint control being gained.**



10.2.a A defending zone free pass is replaced by a “goalkeeper ring”, unless the stoppage in play is caused by:

10.2.a (1) the ring leaving the playing area and **remains outside of the playing area following the whistle.**

10.3.a To begin the game, a free pass is awarded to the visiting team in the centre zone. To begin the second period, a free pass is awarded to the home team in the centre zone. **The centre zone free pass award will alternate between teams to start any subsequent regulation periods.**

10.4.b Penalty. If play was stopped due to a penalty, a free pass is awarded to the team that did not cause the stoppage in play in the nearest circle within **their attacking zone with the following exception.**

10.4.b (1) If a penalty causes the non-penalized team to commit a violation and play is stopped as a result, the free pass is awarded to the non-penalized team in **their attacking zone.**



10.4.b (2) If there is a penalty on delay and the team with the penalty commits a violation which causes a stoppage in play without gaining control of the ring, the free pass is awarded to the non-penalized team in their attacking zone.

10.4.c Penalty Shot. If play was stopped due to a Penalty Shot award and a goal is not scored on that Penalty Shot, a free pass is awarded to the team that was awarded the Penalty Shot, in the nearest circle **within their attacking zone**.

10.4.d (3) If a delayed violation directly causes an opponent to commit a violation and play is stopped as a result, the free pass is awarded to the team in control of the ring when play was stopped in the zone in which they last contacted or controlled the ring prior to the violation.



10.4.d (4) If a penalty was committed by the team not in possession of the ring and the ring traveled untouched, or only contacted by a player not eligible to play the ring due to a delayed violation, from the defending zone to the attacking zone:

10.4.d (4) (a) and play was stopped because the ring came to rest entirely across the attacking blue line or because the penalized team gained control of the ring, the free pass is awarded to the non-penalized team in their attacking zone.

11.1 A goal is scored when the entire ring legally crosses the goal line between the goal posts and below the cross bar, during play. Once the whistle is blown to stop play, or the shot clock or **game clock** expires, no goal can be scored, **except during a penalty shot**.



12.2.c specifically the ring carrier, moves a hand onto the playing end of the stick or holds the ring against the boards to evade a checker **while in a position to be stick checked.**

13.1.c Play is stopped immediately if:

- (1) the ring leaves the playing area
- (2) the ring comes to rest on the back, side or top of the net
- (3) the net is dislodged from its normal position **such that its location has an effect on the play.**

13.2 Delayed violations, other than violations for wearing jewellery or for improper equipment, are nullified when the ring entirely leaves the zone in which the violation occurred.

Removed free play line from exceptions making the violation continue until the ring leaves the zone



14.5.i a goalkeeper intentionally removes mandatory protective equipment to cause a stoppage in play.

14.5.u a goalkeeper intentionally pulls the ring, which is fully outside of the crease, into the crease to prevent an imminent scoring opportunity.

14.5.v a player intentionally causes a stoppage in play by gaining control of the ring while reaching over the free play line into the restricted area, or intentionally deflecting the ring from inside the restricted area across the free play line, when not eligible to enter due to their team already being at the maximum allowable in the restricted area.



14.7 High Sticking. A Minor penalty is committed if a player:

14.7.a intentionally or unintentionally, raises the playing end of the stick above standing shoulder height within a stick length of any other on-ice participant.

12.2.h during play, intentionally raises any portion of the stick above standing shoulder height in order to contact the ring, whether or not contact occurs, while they are more than a stick length away from any other on-ice participant.

Removed high stick further than a stick length from an on-ice participant and made a violation



Section 17 – Major Penalties

A Major penalty is committed if:

17.1.a a player commits a Minor penalty **in a reckless or**, an intentional and aggressive manner,

17.1.d **a player intentionally slew foots an opponent by knocking their skates or legs out from behind with a kicking or leg dragging motion. Should the on-ice official deem this action was as a result of any intent to injure a Match Penalty shall be assessed.**

18.1 A Match penalty is committed if a player or team staff member:

18.1.f **commits a boarding, body contact, charging, cross checking or elbowing infraction with initial contact from behind which propels their opponent directly into the boards, goal post or cross bar, in such a way that the player is unable to protect or defend herself by raising her arms or hands or adjusting body position to brace for impact.**



19.3A Penalty Shot is awarded during goalkeeper substitution:

19.3.a (4) **deliberately commits illegal substitution by returning the goalkeeper to the ice and the goalkeeper prevents the ring from entering the net while the defending team remains in excess of the legal number of players on the ice.**

22.5.e (2) If a skater assumes the position of AGK, that player shall remain in goal crease during the Penalty Shot. If that player leaves the goal crease **before the shot is taken** and the shooter fails to score, the Penalty Shot shall be taken again.



M16: Stick check by ineligible player (two blue line pass). Team A is ineligible to play a ring due to a two blue line pass violation. A1 stick checks a player from Team B preventing them from playing the loose ring and:

- a. gains immediate control of the ring.
- b. does not gain control of the ring.

Mechanic 16: The mechanics of the officials are:

- a. Play is stopped immediately. A two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.
- b. **A delayed violation is signalled for the stick check.** When Team B contacts or controls the ring a full five second count commences. If Team A gains control of the ring during the five second count, play is stopped, a two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.



M18: Two blue line pass violation. Team A shoots the ring from their defending zone to their attacking zone, without it contacting any other player, and:

- a. B1 contacts or controls the ring.
- b. A1 gains control of the ring.
- c. A1 contacts the ring.

Mechanic 18: The mechanics of the officials are a two blue line pass violation is signalled when the ring completely crosses the second blue line and:

- a. the two blue line pass violation is dropped when Team B contacts or controls the ring.
- b. play is stopped. A two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.
- c. **a delayed violation is signaled. When Team B contacts or controls the ring a full five second count commences. If Team A gains control of the ring during the five second count, play is stopped, a two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.**



Areas of Emphasis



Move It or Lose It

- With the implementing of the move or lose it rule play along the boards has become more aggressive.
- A Player, with no intention of playing the ring, that forces and pins the ring carrier into the boards to cause a stoppage must be penalized for holding.
- Players that legally play the ring, but use excessive force to pin the ring carrier into the boards must be penalized for boarding.



Considerations When Calling Move It or Lose It

- Where is the play happening on the ice? (on the boards vs. in open ice)
- How many players are involved in the play?
- Overall intensity of the game?
- What is the ring carrier trying to do with the ring?
- Is the defending team actively checking?



Considerations when calling significant or deliberate penalties

- Need to consider **intent & safety**, not solely advantage when assessing penalties for:
- Cross-Checking
- Slashing
- Boarding
- Body Contact
- Tripping

WHY?

- Game has evolved over the years and we have begun to allow intentional infractions to occur as not deemed to be a significant enough advantage



WHAT are we looking for?

Cross-Checking

- If player makes contact with a cross check by pushing their stick outwards and onto an opponent, this must be called
- If initial contact occurs from behind or to the head, this must be called as a major penalty
- If a player keeps stick close to body and does not push, only guides an opponent, this is NOT a cross-check



Slashing

- If player checks an opponent and contacts stick followed by the glove followed by the stick, etc. then this should result in a verbal warning
- If player checks opponent and contacts an exposed area (upper arm or midsection) this must be called
- If player takes a one-handed swing at an opponent who is going by them to try and slow them down – and makes contact with the body... this **MUST** be called
- A minor slashing penalty is upgraded to a major if a player commits a slash **in a reckless** or, an intentional and aggressive manner,



Boarding and Body Contact

- If initial contact is from behind or to the head, a major penalty must be called
- If the above penalty is committed in such a way which propels the opponent directly into the boards, goal post or cross bar and the player is unable to protect or defend herself by raising her arms or hands or adjusting body position to brace for impact.



Tripping

- a player intentionally slew foots an opponent by knocking their skates or legs out from behind with a kicking or leg dragging motion. Should the on-ice official deem this action was as a result of any intent to injure a Match Penalty shall be assessed.



Deliberately pushing an opponent into the crease to get a stoppage in play

- If the official deems this to be deliberate, a penalty should be called
- Depending on the degree of contact either a Body Contact or Interference penalty may be assessed

Note: It is not okay to ignore the violation



Lower Third (Bottom Third)

- When players have a hand in the lower third of their stick and they are being actively checked this is a violation and needs to be called. This is an advantage to the ring carrier as they are gaining extra leverage on their stick to avoid being checked.
- We also see a hand in the lower third when a player is trying to get up off of the ice. The hand sometimes slides down the stick to aid the player in getting up. If they are actively being checked then the violation needs to be called.
- These are two specific instances, there are other instances as well, if the hand is in the lower third and there is active checking the violation needs to be called.