

Policy Revision	Section(s) revised	Change Description	Effective Date
0		New	Oct 2019

## 12. Children’s Ringette Policy

### 12.1. Purpose

This policy shall establish requirements for Active Start & U10 and under program in Ringette Calgary (Zone 3).

### 12.2. Principles

- 12.2.1. Children’s Ringette will be structured to facilitate fun and maximum participation.
- 12.2.2. The program shall be based on children’s staged-based periods of development, not chronological age. “U10” is used to refer to various stage-based groups, called Steps (1, 2 and 3). Active Start and the U10 Steps graduate and facilitate skill development progressively.
- 12.2.3. This policy is based on the foundation set forth in [yourringette.ca/children](http://yourringette.ca/children).
- 12.2.4. Shot clocks are not used in any Children’s Ringette program.

### 12.3. Requirements – Active Start

- 12.3.1. General
  - 12.3.1.1. Active Start will be organized in practices, and scrimmages. Scrimmages are not considered games, but rather structured practices.
  - 12.3.1.2. Children’s Ringette game sheets are required to record attendees (coaches and players)
  - 12.3.1.3. Ringette Calgary in general will provide 10 scrimmages per team. This may be adjusted pending team sizes and facility access/usage
- 12.3.2. Team format
  - 12.3.2.1. Four teams per scrimmage. Acceptable combinations are: one large team (split squad) vs two small, two small vs two small, or two large teams (split squad)
  - 12.3.2.2. Players per team should be considered:
    - small teams 13 players or less, large teams 14 players or more
    - Ideal is 10 players per team
    - In the case that teams are required to have more players for registration logistics, Ringette Calgary will be the final authority on how those teams will be scheduled (i.e. one large vs two small, or other solutions as deemed appropriate, including but not limited to an effective equalization of number of games)
- 12.3.3. Ice set up
  - 12.3.3.1. Ice set up is CROSS ICE. Home teams are responsible to mark goalie creases with bingo dauber or equivalent temporary ice marker as per ice format shown below.
  - 12.3.3.2. Ice diagram: See Appendix 8

- 12.3.3.3. Rink dividers are preferred if present at the facility, not mandatory, set up along both blue lines. Coaches are responsible to setup and takedown within the ice permit time.
- 12.3.3.4. Right-sized nets are required (52"x36"x24"), and placed as per ice diagram above. Where smaller nets are not available, pylons may be used spaced approximately 52" apart. Precise measurement is not required.
- 12.3.4. Program time
  - 12.3.4.1. Active Start scrimmages can be played on either 45 minute or 60 minute ice slots
  - 12.3.4.2. Pre-game warm up: 3 minutes
  - 12.3.4.3. Intermission: up to 3 minutes
  - 12.3.4.4. Set-up and takedown time (switching nets, ice markings etc) 6 minutes total
  - 12.3.4.5. For 60 minute ice slots, use 2 – 24 minute, run time halves. If there is sufficient time left on permit after the scrimmage is over, teams may play on.
  - 12.3.4.6. For 45 minute ice slots, use 2 – 18 minute, run time halves. If there is sufficient time left on permit after the scrimmage is over, teams may play on.
- 12.3.5. Program format
  - 12.3.5.1. Scrimmage is 3v3, plus an acting goaltender per side.
  - 12.3.5.2. Buzzer time every 90 seconds, run time on the facility clock. At each buzzer, players will rotate, including the acting goaltender. The game play will run continuously at the buzzer shift change– play the ring where it was left, and do not re-set up at the dot.
  - 12.3.5.3. Home team #1 provides the time clock attendant volunteer.
  - 12.3.5.4. There are two playing areas per arena, with the neutral zone being used as a staging/practice area (see rink diagram)
  - 12.3.5.5. Active Start shall use a one-pass rule. Any player gaining possession of the ring shall pass a minimum of one time before taking a shot on net.
  - 12.3.5.6. No arena lines are used to require passing. See one-pass rule instead.
  - 12.3.5.7. No goals are announced, or recorded.
  - 12.3.5.8. No standings are kept or published
- 12.3.6. Game equipment
  - 12.3.6.1. Shoulder pads are mandatory in addition to [RAB policy](#)
  - 12.3.6.2. Keely style goalie gloves are not permitted
  - 12.3.6.3. Goaltending pads and blockers are not permitted. Goaltenders will use a goaltending stick and switch rotation with the buzzer shift change
- 12.3.7. Game Management
  - 12.3.7.1. No officials are required
  - 12.3.7.2. On ice coaches in any on-ice area are required to wear skates and CSA approved helmets
  - 12.3.7.3. One coach per team, per playing area is required.

- 12.3.7.4. One coach per team is required in the neutral zone/staging area to work with players who are not “on shift” with a focus on development.
- 12.3.7.5. If the bench area is to be used, the teams shall ensure at least one coach/on ice helper is on the bench for player support.
- 12.3.7.6. Players shall not have set positions throughout the season.
- 12.3.7.7. Coaches working in the playing area are expected to:
  - Manage their teams so that strongest players do not dominate newer players
  - Administer infraction education as per below. Goal is safety – focus on correcting dangerous use of stick, body, or boards
- 12.3.7.8. Goal Scored, Infraction, Ring out of play
  - When a goal is scored, the non-scoring team will take possession at the hockey face off dot in their own defensive end. Defending team must retreat to halfway.
  - When an infraction occurs, the non-offending team will take possession in the same fashion as above. Players are not sent to penalty box.
  - When ring is sent out of play (into the neutral zone, across the blue line), the last team to touch the ring will defend as per above, and possession switches to the non-offending team

#### 12.4. U10 Step 1

Progressions from Active Start are **highlighted in orange**

##### 12.4.1. General

- 12.4.1.1. Step 1 will be organized in practices, and scrimmages. Scrimmages are not considered games, but rather structured practices.
- 12.4.1.2. Children’s Ringette game sheets are required to record attendees (coaches and players)
- 12.4.1.3. Ringette Calgary in general will provide 10 scrimmages per team. This may be adjusted pending team sizes and facility access/usage

##### 12.4.2. Team format

- 12.4.2.1. Four teams per scrimmage. Acceptable combinations are: one large team (split squad) vs two small, two small vs two small, or two large teams (split squad)
- 12.4.2.2. Players per team should be considered:
  - small teams 13 players or less, large teams 14 players or more
  - Ideal is 10 players per team
  - In the case that teams are required to have more players for registration logistics, Ringette Calgary will be the final authority on how those teams will be scheduled (i.e. one large vs two small, or other solutions as deemed appropriate, including but not limited to an effective equalization of number of games)

##### 12.4.3. Ice set up

- 12.4.3.1. Ice set up is **HALF ICE**. Home teams are responsible to mark goalie creases with bingo dauber or equivalent temporary ice marker as per ice format shown below.

- 12.4.3.2. **Ice diagram:** See Appendix 8
- 12.4.3.3. Rink dividers are preferred if present at the facility, not mandatory, **set up on the arena center line**. Coaches are responsible to set up and take down within the ice permit time.
- 12.4.3.4. Right-sized nets are required (52"x36"24"), and placed as per ice diagram above. Where smaller nets are not available, pylons may be used spaced approximately 52" apart. Precise measurement is not required.
- 12.4.4. Program time
  - 12.4.4.1. Active Start scrimmages can be played on **60 minute ice slots**
  - 12.4.4.2. Pre-game warm up: 3 minutes
  - 12.4.4.3. Intermission: up to 3 minutes
  - 12.4.4.4. Set-up and takedown time (switching nets, ice markings etc) 6 minutes total
  - 12.4.4.5. 2 – 24 minute, run time halves. If there is sufficient time left on permit after the scrimmage is over, teams may play on.
- 12.4.5. Program format
  - 12.4.5.1. Scrimmage is 3v3, plus an acting goaltender per side.
  - 12.4.5.2. Buzzer time every 90 seconds, run time on the facility clock. At each buzzer, **skaters** will rotate. The game play will run continuously at the buzzer shift change– play the ring where it was left, and do not re-set up at the dot.
  - 12.4.5.3. Home team #1 provides the time clock attendant volunteer.
  - 12.4.5.4. There are two playing areas per arena, **with the center arena line acting as a boundary between two playing areas**.
  - 12.4.5.5. **Step 1 shall pass over the ringette line in either direction of play.**
  - 12.4.5.6. No goals are announced, or recorded.
  - 12.4.5.7. No standings are kept or published
- 12.4.6. Game equipment
  - 12.4.6.1. Shoulder pads are mandatory in addition to [RAB policy](#)
  - 12.4.6.2. Keely style goalie gloves are not permitted
  - 12.4.6.3. **Goaltenders are assigned per game. They may wear a goaltending chest protector, pads and gloves (Except the keely style glove, as noted above). None of the aforementioned equipment is mandatory.**
- 12.4.7. Game Management
  - 12.4.7.1. **No officials are required for the first half of the season. See league Critical Dates for 1st half vs 2nd half date assignments.**
  - 12.4.7.2. **For the second half of the season, coaches will remain on bench.**
  - 12.4.7.3. On ice coaches in any on-ice area are required to wear skates and CSA approved helmets
  - 12.4.7.4. One coach per team, per playing area is required.
  - 12.4.7.5. **Benches must be attended by remaining team staff.**
  - 12.4.7.6. Players shall not have set positions throughout the season.
  - 12.4.7.7. Coaches working in the playing area (**first half**) and officials (**second half**) are expected to:

- Manage their teams so that strongest players do not dominate newer players
- Administer infraction education as per below. Goal is safety – focus on correcting dangerous use of stick, body, or boards

12.4.7.8. Goal Scored, Infraction, Ring out of play

- When a goal is scored, the non-scoring team will take possession at the “Starting point” dot in their own defensive end. Starting point is defined on ice diagram above. Defending team must retreat to halfway.
- When an infraction occurs, the non-offending team will take possession in the same fashion as above. Players are not sent to penalty box.
- When ring is sent out of play (into the neutral zone, across the blue line), the last team to touch the ring will defend as per above, and possession switches to the non-offending team

**12.5. U10 Step 2**

Progressions from Step 1 are highlighted in orange

12.5.1. General

- 12.5.1.1. Step 2 will begin organized games.
- 12.5.1.2. Children’s Ringette game sheets are required to record attendees (coaches and players), as well as goals and assists as reported by officials. They will be submitted to the Ringette Calgary U10 Division coordinator within 24 hours.
- 12.5.1.3. Ringette Calgary in general will provide 14 games per team.

12.5.2. Team format

- 12.5.2.1. Two teams per game.
- 12.5.2.2. Players per team shall be as per Ringette Alberta Registration Policy 2.0.

12.5.3. Ice set up

- 12.5.3.1. Ice set up is FULL ICE.
- 12.5.3.2. Right-sized nets are required (52”x36”24”), and placed on each goal line, centered in the crease. Where smaller nets are not available, pylons may be used spaced approximately 52” apart. Precise measurement is not required.

12.5.4. Program time

- 12.5.4.1. Games will be played on 60 minute ice slots
- 12.5.4.2. Pre-game warm up: 3 minutes
- 12.5.4.3. Intermission: up to 3 minutes
- 12.5.4.4. Set-up and takedown time (switching nets, etc) 6 minutes total
- 12.5.4.5. 2 – 18 minute, stop time halves. If there is sufficient time left on permit after the scrimmage is over, teams may play on. The game is considered complete after 36 minutes of play, or the permit runs out. If 5 minutes are left on permit and more than 2 minutes of game time remains on clock, the clock shall be dropped to 2 minutes.

12.5.5. Program format

- 12.5.5.1. Scrimmage is 5v5, plus a goaltender per side.

- 12.5.5.2. Buzzer time every 90 seconds, stop time on the facility clock. At each buzzer, skaters will change shifts. The game play will run continuously at the buzzer shift change– play the ring where it was left, and do not re-set up at the dot.
- 12.5.5.3. Home team provides the time clock attendant volunteer, and a penalty box attendant. Visiting team provides the scoresheet attendant and a penalty box attendant.
- 12.5.5.4. Step 2 shall pass over the blue lines in either direction of play.
- 12.5.5.5. No player in Step 2 shall be credited with more than 3 goals in any game. No goals are announced in the arena. They will be credited on the game sheet in order to track the 3 goal limit.
- 12.5.5.6. No standings are kept or published
- 12.5.6. Game equipment
  - 12.5.6.1. Shoulder pads are mandatory in addition to [RAB policy](#)
  - 12.5.6.2. Keely style goalie gloves are not permitted
  - 12.5.6.3. Goaltenders are assigned per game. They may wear a goaltending chest protector, pads and gloves (Except the keely style glove, as noted above). None of the aforementioned equipment is mandatory.
- 12.5.7. Game Management
  - 12.5.7.1. Games are managed by officials, while coaches remain on bench.
  - 12.5.7.2. Players shall not have set positions throughout the season.
  - 12.5.7.3. Officials are expected to:
    - Administer infraction education as per below. Goal is safety – focus on correcting dangerous use of stick, body, or boards
    - Discretion should be shown when blowing the whistle for violations such as crease violations, free passes, and passing over the blue line.
  - 12.5.7.4. 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.
  - 12.5.7.5. Teams will change ends for the second period.

## 12.6. U10 Step 3

Progressions from Step 2 are highlighted in orange

- 12.6.1. General
  - 12.6.1.1. Children’s Ringette game sheets are required to record attendees (coaches and players), as well as goals and assists as reported by officials. They will be submitted to the Ringette Calgary U10 Division coordinator within 24 hours.
  - 12.6.1.2. Ringette Calgary in general will provide 14 games per team.
- 12.6.2. Team format
  - 12.6.2.1. Two teams per game.
  - 12.6.2.2. Players per team shall be as per Ringette Alberta Registration Policy 2.0.
- 12.6.3. Ice set up
  - 12.6.3.1. Ice set up is FULL ICE.

- 12.6.3.2. Right-sized nets are required (52"x36"x24"), and placed on each goal line, centered in the crease. Where smaller nets are not available, pylons may be used spaced approximately 52" apart. Precise measurement is not required.
- 12.6.4. Program time
  - 12.6.4.1. Games will be played on 60 minute ice slots
  - 12.6.4.2. Pre-game warm up: 3 minutes
  - 12.6.4.3. Intermission: up to 3 minutes
  - 12.6.4.4. Set-up and takedown time (switching nets, etc) 6 minutes total
  - 12.6.4.5. 2 – 18 minute, stop time halves. If there is sufficient time left on permit after the scrimmage is over, teams may play on. The game is considered complete after 36 minutes of play, or the permit runs out. If 5 minutes are left on permit and more than 2 minutes of game time remains on clock, the clock shall be dropped to 2 minutes.
- 12.6.5. Program format
  - 12.6.5.1. Scrimmage is 5v5, plus a goaltender per side.
  - 12.6.5.2. **Players will shift on the fly.**
  - 12.6.5.3. Home team provides the time clock attendant volunteer, and a penalty box attendant. Visiting team provides the scoresheet attendant and a penalty box attendant.
  - 12.6.5.4. Pass over the blue lines in either direction of play.
  - 12.6.5.5. No player shall be credited with more than 3 goals in any game. No goals are announced in the arena. They will be credited on the game sheet in order to track the 3 goal limit.
  - 12.6.5.6. **Scores will be displayed on the facility clock, with a maximum 5 goal spread.**
  - 12.6.5.7. No standings are kept or published
- 12.6.6. Game equipment
  - 12.6.6.1. Shoulder pads are mandatory
  - 12.6.6.2. Keely style goalie gloves are not permitted
  - 12.6.6.3. Goaltenders are assigned per game. They may wear a goaltending chest protector, pads and gloves (Except the Keely style glove, as noted above). None of the aforementioned equipment is mandatory, **but recommended.**
- 12.6.7. Game Management
  - 12.6.7.1. Games are managed by officials, while coaches remain on bench.
  - 12.6.7.2. Players shall not have set positions throughout the season.
  - 12.6.7.3. 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.
  - 12.6.7.4. Teams will change ends for the second period.