



| Policy Revision | Section(s) Revised | Change description                         | Effective Date |
|-----------------|--------------------|--|----------------|
| 1               |                    | Updates in red                             | Sept 2022      |
| 2               |                    | Updates in red                             | Sept 2023      |
| 3               | 4.5                | Updates in red – set jersey colors         | Aug 2025       |
| 4               | 4.1.5              | Add penalties for improper gamesheet entry | Aug 2025       |

## 4. GAME RESPONSIBILITIES POLICY

### 4.1 Game Reports

4.1.1 Game Scores and Game Reports must be submitted via **RAMP Online Gamesheets** by the **HOME** team and **verified by the VISITING team** within 24 hours of the game being played.

4.1.1.1 The reporting coach must ensure the following information is clearly printed on the Game Report at the end of the game. Failure to do so may result in the loss of the points in the event of a win, or the loss of the single point to each team in the event of a tie.

- Type of game (League, Exhibition, City Championship)
- Division (i.e. U12, U14). In the case of interlocking divisions, list both divisions and levels.
- Level (i.e. AA, A, B, C)
- Date and game start time.
- Location of game (arena name).

4.1.1.2 Failure to **enter or verify** a properly completed online gamesheet may result in the loss of points for that game.

4.1.2 Final standings will reflect the tabulation of game results from the Game Reports. Points awarded to a team that does not submit a Game Report in accordance with the above stands to lost the points at the discretion of the **Chinook Ringette League Chair**.

4.1.2.1 In the event of a conflict or protest of the final standings, the Official Game Report will govern the final standings.

4.1.3 Game Reports for all City Championship games (**Zone 3 only**) must be uploaded within 4 hours of completion of the game.

4.1.4 **Game Reports must be completed properly in RAMP. Only players in RAMP rosters may play the game. Check off players, goalie(s) and affiliates that are present and add officials on the RAMP app. Goaltender(s) playing time must be documented at the end of the game on the Gamesheets App. Captains must be marked with a (C) or (AC) for U12 and up.**

4.1.5 Penalties for improper gamesheet completion:

- **First Offence: Receive a warning from the Division Coordinator**
- **Second Offence: Loss of 2 points in the standings**



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- **Third Offence: Loss of 2 points in the standings and a \$250 fine**

#### 4.2 Minor Officials

- 4.2.1 **HOME TEAM will be responsible to operate the score clock, and to complete the RAMP electronic gamesheet, and to provide one (1) penalty box attendant.**
- 4.2.2 **VISITING TEAM will be responsible to provide one (1) penalty box attendant.**
- 4.2.3 **In extenuating circumstances, the breakdown of the supply of minor officials can be altered as long as agreement is met between both Head Coaches.**

#### 4.3 Shot Clocks

- 4.3.1 It is the responsibility of the HOME team to ensure the availability and set-up of the shot clocks.
- 4.3.2 The VISITING team is responsible to ensure that there is a shot clock operator. In the event there is no shot clock operator, the game will be played without the use of the shot clock rules.
- 4.3.3 In the event that one of the shot clocks is not functioning, the game will be played without shot clocks.

#### 4.4 Game Start Time

Any team in attendance but not ready to begin the play within five (5) minutes of the scheduled game time will lose the game by forfeit. This is to be indicated on the Game Report and signed by the referees.

**NOTE:** The referee will immediately notify both teams of the situation and advise the offending team they have five (5) minutes to ice its players and begin play. Failure to comply with this five (5) minute start rule will result in a forfeit in favor of the non-offending team, but, if possible, the game should still be played as an exhibition game.

#### 4.5 Team Colors

**The HOME team shall wear dark colored jerseys. The VISITING team shall wear light colored jerseys.** In the event of a conflict, the VISITING team must change colors.