

Policy Revision	Section(s) revised	Change Description	Effective Date
0		Reformat	Sept 2019

5. Ice Requirements Policy

5.1. Ice and Permit Requirements

- 5.1.1. All regular league and City Championship games should be scheduled on an ice slot of at least one hours duration for the U14 division and below, and at least one and one-quarter hours duration for the U16 division and above.
- 5.1.2. The ice surface should be cleaned before each regular league and City Championship game.

5.2. Modified Game Duration

- 5.2.1. All League and Exhibition game playing times in Calgary (Zone 3) will be extended to maximize ice use, and shall be structured as follows:
 - Active Start and U10 - Refer to Section XII.
 - U12 and U14 - Two (2) eighteen (18) minute stop time periods.
 - U16 AND OVER - Two (2) twenty-three (23) minute stop time periods.
 - PERIOD BREAK - One (1) two (2) minute break between periods.
 - TIME OUTS - Time out as per Ringette Canada Rules.
- 5.2.2. All City Championship Games will conform to Ringette Canada Rules standard time formats:
 - U14 and under - Two (2) fifteen (15) minute stop time periods.
 - U16 and over - Two (2) twenty (20) minute stop time

5.3. Time Restrictions

- 5.3.1. For all Ringette Calgary League and City Championship games:
 - 5.3.1.1. In the event that there is insufficient ice time to complete a game of regulation length, the following procedure will apply:
 - When the time reaches five (5) minutes left on the permit, at the first stoppage of play, the clock will be re-set to two (2) minutes and the remainder of the game will be completed with stop time.
 - The clock will not be re-set for more than the time remaining on the permit.
 - Penalties will be fully served.
- 5.3.2. In any situation where circumstances do not allow a game to be played in its entirety, (for example, but not limited to: player injury, power outages, mechanical problems, lateness of officials, late start time, etc.), whether the appropriate ice slot is or is not available (Section VIII, A), a game shall be considered **complete** provided that:
 - 24 minutes of stop time has been completed at the U14 division and under
 - 30 minutes of stop time has been completed at the U16 division and older

An incomplete game shall be rescheduled and replayed in its entirety with a starting score of 0-0