



Policy Revision	Section(s) Revised	Change description	Effective Date
1	5.2.1	Addition of AS & U10 time permits	June 2025
2	5.2.1	Changes to U16 and U19 time permits	June 2025
3	5.2.2	Changes to U16 and above time permits	June 2025



5. ICE REQUIREMENTS POLICY

5.1 Ice and Permit Requirements

5.1.1 All Chinook Ringette League and Ringette Calgary League games should be scheduled on an ice slot of at least one hour in duration for the Divisions of U14 and below, and at least one hour and one quarter hours duration for the Divisions of U16 and above.

5.1.2 The ice surface should be cleaned before each League and City Championship game.

5.2 Modified Game Duration

5.2.1 All League and Exhibition game playing times will be extended to maximize ice use, and shall be structured as follows:

- AS, U10 – Step 1, U10 – Step 2: Two (2) twenty-four (24) minute halves, with a buzzer every 90 seconds. Period break: 3 minutes.
- U10 – Step 3, U12 and U14: Two (2) eighteen (18) minute stop time periods.
- U16 and U19: Four (4) eleven (11) minute, stop time periods. 44-minute game time with 4 minutes in breaks.
- PERIOD BREAK: One (1) two (2) minute break in between periods.
- TIME OUTS: As per Ringette Canada rules.

5.2.2 All City Championship games (Zone 3 Only) will conform to Ringette Canada Rules standard time formats:

- U14 and under: Two (2) fifteen (15) minute stop time periods.
- U16 and over: Four (4) ten (10) minute stop time periods.

5.3 Time Restrictions

5.3.1 For All Chinook League, Ringette Calgary League & City Championship games:

5.3.1.1 In the event 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 of 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.