

## **PROVINCIAL RULES**

1. All games will be played according to the current Ringette Canada Rulebook, with the exception of mini-games, game duration and other statements listed below. There will be no mini games held to advance to medal rounds.
2. No changes of rosters will be permitted from those submitted in advance to Ringette Manitoba (except for unforeseen circumstances).
3. Home team is first team listed on the draw. Visiting team will change in case of color conflict. The decision to change sweaters is the responsibility of the on-ice officials.
4. Period length for Provincials will follow the period length in regular league play for each division.
5. Teams will be allotted three minutes prior to the start of each game for warm-up. This will be displayed on the score clock. There will be a one-minute intermission between halves of each game.
6. Injured players without equipment, are allowed on the bench if they have medical approval and team staff feels further injury is unlikely. At the U19 and younger age groups, whether injured or not, all players must wear their helmet. The total number of players on the bench may not exceed 18. Ringette Manitoba **recommends** that injured players not be on the bench.
7. All games will be played until a winner is declared, except in round robin games.
  - If the score of a game is tied at the end of regulation time, there will be one (1) overtime period of (length the same as first two periods) stop time which will be sudden victory (i.e. the first team to score in the stop time overtime period will be declared the winner).
  - Possession of the free pass to start the first overtime period is decided by the tossing of a coin by the on ice official. The team winning the toss will get the free pass. The other team will get choice of ends.
  - If additional overtime periods are required, possession of the ring for the opening free passes will alternate between teams. The teams will also exchange ends for each overtime period.
8. Officials to be assigned by the designated supervisor for each Provincial.
9. Teams will be ready to go on the ice ten (10) minutes prior to game time. No game will be delayed because of faulty equipment. A two-minute delay of game penalty will be assessed if a team is not ready to go at game time. After another two-minute delay, another penalty will be assessed. After a ten-minute delay, the game will be forfeited. If a team forfeits a game, Ringette Manitoba shall deal with them. The game will be awarded to the opposition and the score will be recorded as 1-0.
10. When a team is winning by 7 or more goals with less than 5 minutes to play, the balance of the game shall be played "running time". Running time shall continue regardless of the number of additional goals scored. The only stoppage of time will be for time outs and injuries.
11. There will be no overtime in any final consolation game. The score will be recorded as a tie.
12. Coaches as the leaders of the teams shall make every effort to ensure there is no more than a 7 goal spread during Provincial games. Ringette Manitoba will not tolerate a goal spread of 7 or more goals. Should a team exceed 7 goals a letter may be sent to the coach notifying them that this game result is unacceptable. Provincials should be run with fair play and players should respect the rules as well as their opponents.
13. There will be zero tolerance for harassment or abuse of officials. It is the right of the on ice official to ask a spectator(s) to leave due to their behaviour. Should the spectator choose not to leave the on ice official will approach both teams to identify the individual(s). The team staff will then become responsible for removing the spectator(s). The timekeepers will put 2 minutes on the clock and if the individual has not left, that team will forfeit the game. If it is not possible to identify the spectator(s) it is the right of the on ice officials to remove any and all spectators from the stands for the remainder of the game. The timekeepers will put 2 minutes on the clock and if the spectator(s) do not leave, the game will end and the score at that point in the game will be taken as the final score.

### **Appeal Process for Provincial Competitions**

1. The Protest Committee shall consist of three of the following: Director of Officiating or designate, and two other board members.
2. The appeal committee shall consist of three board members not involved in the original protest.
3. In the event of a protest/appeal, a \$100.00 protest/appeal fee must accompany any protest/appeal within one half hour (30 Minutes after completion of the game or protest decision).
4. No protest will be considered over the official's decision such as scoring of goals or blue line infractions, or judgment of the officials.
5. No protest will be allowed over a timekeeping error if the result gives an equal opportunity to both teams.
6. The Protest Committee shall decide whether the person initiating the protest has legitimate grounds for a protest.
7. Protest Committee Members shall not be directly involved with any of the teams or officials involved in a protest.
8. The Protest Committee shall decide whether a game shall be replayed at all, replayed in its entirety, or replayed from the point of dispute should a protest be upheld.
9. An appeal may be submitted on a decision of the protest committee. The decision of the appeal committee shall be final and binding.