

WESTERN REGION RINGETTE LEAGUE (WRRL)

ADMINISTRATIVE RULES AND PROCEDURES

1. Ringette Canada (RC) Ontario Ringette Association (ORA)/ Western Region Ringette Association (WRRRA) Rules shall apply unless otherwise stated below.
2. All players must meet ORA/WRRRA player eligibility rules.
3. Any fines levied on the WRRL by WRRRA or the ORA as a result of actions or omissions of a member association shall be paid for by the association that was the cause of the fine.
4. All Team or Association fines must be paid before the team or teams in question are allowed to remain in good standing.
5. All Games are to be officiated by two referees certified and in good standing as a member of the ORA. It is recommended that at least one ice official shall be of the level determined by the game. Pay for referees will be determined by the WRRL at the beginning of each season.
6. Each Association has the right to form each team as they desire within the ORA/WRRRA rules.
7. All Associations shall use the ORA/Ringette Canada game sheets and these shall be supplied by the Home Team. The white copy of the game sheet shall be retained by the Home Team for safe keeping. In the case the game sheet is required the League will request this sheet from the Home Team.
8. Each team coach/manager shall carry, at all games, a copy of the teams TRF, any two team player agreements and over age player approvals.
9. Any Association wanting to add an over age player shall e-mail their East/West Convenyor the Western Region form with the necessary details. The WRRL will then apply on behalf of the Association to WRRRA for approval (note: A letter/form to substantiate overage player approval must accompany any T.R.F. submitted to any Tournament Host).
10. Any Association including a male player on their team should e-mail their East/West Convenyors the Western Region form with the necessary details. If a male player is added to the roster during the season this should be reported to the WRRL prior to the player's first game.
11. The WRRL offers recreational Ringette in the following age groups/categories on a calendar year basis at the beginning of each season:
 - U7 - Under 7 years of age (Bunny Minor)
 - U9 – Under 9 years of age (Bunny Major)
 - U10 – Under 10 years of age (Novice)
 - U12 – Under 12 years of age (Petite)
 - U14 – Under 14 years of age (Tween)
 - U16 – Under 16 years of age (Junior)
 - U19 – Under 19 years of age (Belle)

12. At the first WRRL meeting of the season dates for the seasons will be determined and a date for the re-seeding meeting set. Bench Staff are welcome and encouraged to attend the re-seeding meetings.
13. Each Association will provide the WRRL a contact person and procedure for the cancellations and rescheduling of games.
14. A team that fails to play a scheduled league game will be subject to a maximum \$500.00 fine, payable to WRRL by the offending association and further disciplinary action may accompany the fine where deemed necessary.
15. If by the end of the season all games to be rescheduled are not played and reasonable efforts were tried to reschedule the game, the team initially cancelling the game is declared to have forfeit the game in question.
16. Each team must have Certified Bench Staff as outlined by ORA. Bench Staff have until January 8 of the current season to become certified. Bench Staff can include a Head Coach, Assistant Coach, Manager or Trainer. No more than one manager and one trainer are allowed on the bench during each league game. Each team must have a minimum of one female on the bench for all league games. Failure to comply with these rules will result in the forfeiture of the game in question.
17. The WRRL Board of Directors shall determine the playoff format to be used for each division and age group.

GAMES RULES AND PROCEDURES

1. Any protest must be denoted on the game sheet by the coach and must be forwarded to the Conference Commissioner immediately after the game in question.
2. Protests will be done in accordance with ORA rules.
3. The referee's decisions are final. Officiating of a game is not a basis for protest.
4. Home team will have the right to Choose Jersey colour. If the Jersey colours are deemed to cause a problem in distinguishing the teams by the officials the Visiting team is responsible to change their Jerseys. Therefore it is important that the Visiting team remember to bring two sets of Jerseys to all away games. Officials have final discretion as to who changes jerseys.
5. 72 hours notice must be given by a team planning to reschedule a game. Failure to reschedule may lead to a fine and/or forfeit. A forfeit is recorded as a 7 - 0 loss. The above does not apply to games cancelled due to inclement weather.
6. Coaches are to be notified prior to game start if there is only one referee being used. It is at this time the coaches must make the decision to proceed with the game as scheduled or play the game as an exhibition game only.

7. Should there only be 1 referee present and no advance notice is given, then it is first the discretion of the referee to continue the game. If they choose to proceed then it's up to both coaches to proceed as per #6.
8. In the case where a visiting team has a concern about the officiating within an association they have the right to bring one referee from their own association to co-officiate the game in question. The visiting team must give minimum 4 days notice that they are bringing a referee to the home team so that they may make arrangement with their Referee in Chief. Mileage is the responsibility of the visiting team. In this situation the WRRL Referee-in-chief shall be notified.
9. Minimum number of players is 7. If one team does not have the minimum number of players by game starting time, the game will be forfeited and played as an exhibition game. A team does not have to have a goalie to play a game.
10. The expectation is that all players must be given equal ice time
11. Players can be substituted for any league or playoff game. A player cannot be substituted for more than a total of 5 league games during the season no matter which team they have substituted for. All substitutions shall adhere to the ORA G & T Substitution rules.
12. Substituted players should be denoted as such in the game sheet with an 'S' as well as the number of games they have substituted in total. Therefore if a player has substituted a total of 3 times already for the team in question plus any other team it should be denoted on the game sheet beside their name as 'S4' to show they are a legal substitution with this being their 4th game.
13. Note the substitution Rules as denoted only apply to League games and not to Tournament play. For Tournament play teams must follow the requirements under the ORA Rules and Guidelines.
14. Players may be substituted as allowed per the ORA substitution chart/rules. When a player is substituted he/she must be of the same caliber of the player they are substituting for. Therefore coaches should use good judgement that is in the spirit of the game when making any substitution.
15. Coaches are not to run up scores. Every effort should be made to keep the game fun for each team especially in the lower divisions. If a coach allows their team to dominate a game with no effort to hold back the team it is to be brought to the attention of the WRRL Conference Commissioner immediately upon which disciplinary action may be taken.
16. Game clocks are not to show more than a 7 goal spread for division U10 to U19.
17. WRRL will use shot clocks for all games at the **U12** level and above in those arenas that have them. Those associations that do not have shot clocks are encouraged to purchase or borrow a shot clock from another association or the Region.
18. Games will consist of two 15 minute stop-time periods in the U10-U19 divisions. Upon the end of the allotted regulation time by the arena the

- game is considered over and complete whether the game time is completed or not and the score at that time will be the official final.
19. At the scheduled game time, the timekeeper will start a THREE minute clock for warm-up. As soon as this time expires, the game will start. If there is an excessive delay of the game, there will be a two minute delay of the game penalty assessed to the team in question.
 20. No monetary awards will be given to individual players or teams by the coach.
 21. No spectators are allowed on the ice with the exception of medical staff in the case of injury.
 22. Coaches must be notified by the referee before the clock is run straight time.
 23. Players and coaches using foul language may be ejected from the game.
 24. Any players not wearing proper equipment will be removed from the ice.
 25. If the score of a regular league game is tied at the end of regulation time, the game shall be declared a tie and each team shall receive one point.
 26. In case of a tie in a playoff or championship game and ice time availability, a 5 minute sudden victory overtime period will be played. If the score is still tied the game will be determined by a shootout of 5 players each side. After each team's 5 shooters the game is still tied each team will send one shooter at a time for a sudden victory until the game is decided. If there is not enough time available for the 5 minute sudden victory overtime, the game will be decided by a shootout as described above.
 27. The home team coach or designate is responsible to submit the Game Report to the Statistician within 48 hours of the completion of their game.
 28. All Match or Misconduct penalties must be reported and game sheet forwarded to the Conference Commissioner and G & T within 24 hours of the game in question.
 29. Any player or member of the bench staff receiving a misconduct penalty in the 2nd period of a game shall receive an automatic one game suspension.
 30. Any player or member of the bench receiving a match penalty during a game shall have an automatic 2 game suspension.
 31. Any player or member of the bench receiving a match penalty *after* the game shall receive an automatic 3 game suspension.
 32. Any player or member of the bench staff receiving a subsequent suspension during the year will be suspended for 2 games in addition to the ORA defined suspensions..
 33. Suspensions are to be served with the same team as the suspension was received and served at the next regularly scheduled game(s).
 34. For the purposes of suspensions, a regularly scheduled game shall be defined as any game during ORA sanctioned play, Interprovincial play, organized league, and previously scheduled exhibition play. Games are to be rescheduled to speed up suspensions
 35. Any player or member of the bench receiving a suspension shall be suspended from any/all teams until the full suspension is served with the team he/she was a member of when the penalty occurred.

36. Suspensions are carried forward indefinitely until served.

GAMES RULES AND PROCEDURES U9 & U7 ONLY

1. 1st period 16 minutes, 2nd period 14 minutes. Both stop time with a two-minute buzzer. Coaches are expected to make line changes quickly.
2. Mandatory rotation no double shifting. All players should receive equal playing time.
3. As this division is meant to be non competitive no score will be kept. The score clock should show 0 – 0 at all times.
4. Proper Game sheets should be prepared including all player information however scoring nor penalties should be recorded on the game sheet as this level is meant to be non competitive.
5. Upon the end of the allotted regulation time the game is considered over and complete whether the game time is completed or not
6. Penalties should be called where applicable however similar to a regular violation such as carrying the ring over the Blue line the play should be stopped the official should explain to the player what they did wrong and the ring should be awarded to the non offending team. The penalized players should **not** be placed in the penalty box for the violation.
7. U7 – no more than two coaches are allowed on the ice for games.
8. U9 – no more than one coach allowed on the ice for games for the first half of the season. In the second half, coaches are not allowed on the ice unless agreed upon by the Head Coaches prior to the game
9. If playoffs occur, all teams will be given one Championship game for which all players will receive the same award in recognition of their season.
10. All Games are to be officiated by referees certified and in good standing as a member of the ORA. In the case of both U9 and U7 games, associations are only required to use one referee but two can be used if preferred.
11. U7 will only play games in the 2nd half of the season if they choose.
12. On-ice coaches may not re-position players of the opposing team.
13. On-ice coaches may not re-position players of their own team once play has started.
14. On-ice coaches must position themselves so as not to impede game play or to impede the on-ice officials.
15. Failure to comply with #12 thru #14 may result in the coach's removal from the ice surface at the discretion of the official. The coach may remain on the bench for the duration of the game but may not be replaced on the ice by another coach.
16. All ORA ejection rules still apply.