

OFFICIAL RULES 2026 ONTARIO PROSPECTS RINGETTE INVITATIONAL

Each team will play a minimum of four games including the playoffs during this event.

Game Format – Preliminary Games:

Games will be two periods of fifteen minutes stopped time

Shot clock will be used for all divisions except the U10 division where no shot-clock will be used throughout the tournament. The U10 division will be played as “any three in the zone”

Pre-game warm ups will be two minutes continuous time.

No overtime at the end of regulation time during the preliminary rounds.

1x30 second timeout per team is allowed for all games.

Teams must be prepared to start their games FIFTEEN minutes prior to their scheduled start time if the scheduled games are running ahead of schedule.

Sportsmanship is part of the game. But, time constraints do not allow for on-ice exchange of gifts or pictures on the ice. If teams wish to make a gift exchange, they may do so in the hallway or in the reception hall before or after the game.

Should a major delay occur (i.e. an “act of god”, power failure, major injury, etc), after 30 minutes delay the game will be called and the score will be recorded as is no matter how long the game was running at the time of the delay.

If a difference of seven goals or more exists from the beginning of the second period the remainder of the game will be played with running time, regardless of any further scoring.

Game Format – Playoff Games:

Games will be two periods of fifteen minutes stopped-time.

Shot clock will be used for all divisions except the U10 division where no shot-clock will be used throughout the tournament. The U10 division will be played as “any three in the zone”

If the game is tied after regulation time, the following overtime rules will apply:

- Semi-Finals:
 - o Five Penalty shots are given to each team (the shooters and their order of shooting must be indicated on the score sheet prior to the start of the game). Should a tie persist after the first round of shooters, teams alternate shooters until there is a winner. The ring will be placed inside the centre circle, in the half closest to the net where they are shooting. If the player misses picking up the ring, the shot is finished.
- Finals:

- o One-3-minute sudden death period will be played with the usual number of players. Penalties being served at the end of the regular game play will continue to be served. A coin flip will be used by the officials to determine ring possession at the beginning of the overtime period.
- o If a tie still occurs, a 5-shooter shootout will be given to each team. (the shooters and their order of shooting must be indicated on the score sheet prior to the start of the game). Should a tie persist after the first round of shooters, teams alternate shooters until there is a winner. The ring will be placed inside the centre circle, in the half closest to the net where they are shooting. If the player misses picking up the ring, the shot is finished.

One, one-minute time out per team per game will be ONLY permitted during the playoffs.

No game protests will be accepted.

Minor penalties will be 2 minutes and Major penalties will be 4 minutes.

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Should a major delay occur (i.e. an “act of god”, power failure, major injury, etc), after 30 minutes delay the game will be called and the score will be recorded as is no matter how long the game was running at the time of the delay.

If a difference of seven goals or more exists from the beginning of the second period the remainder of the game will be played with running time, regardless of any further scoring.

Standings

The point system for teams ranking in the standings will be as follows: 2 points for a WIN, 1 point for a TIE, & 0 point for a LOSS.

Regardless of the final score, a team will not be credited with more than a 7-goal difference.

Teams ranking in the standings will be sorted by:

1. Total Points
 - o In the event of a tie (2 or more teams) for a playoff seed after applying ranking criteria, the following criteria will apply sequentially until 1 team and only 1 team is identified ahead of all other teams tied. That team has the next position in the standings while we repeat the whole process from 16 c) with the remaining teams to determine the team's ranking in the standings:
2. Head-to-Head (head-to-head only used first if two teams are tied and have played each other in preliminary games)
3. Highest BR ($GF \div (GF+GA)$)

4. Least Goals Against (GA)
5. Most Goals For (GF)
6. Fastest goal between the teams concerned
7. Fastest goal at the beginning of a game in the preliminary round
8. Best BR and if GA=0, that team will be ahead of everyone.
9. Least penalty minutes during the tournament
10. Flip of a coin by the tournament coordinator

Eligibility and Rosters

The roster must include a unique jersey number for each player.

Teams must provide a final official roster on GameSheetInc to the tournament director prior to the start of the FIRST game with no additions being allowed. The exception to this rule is that injured, sick, or unavailable goalies may be replaced with the assistance/approval of tournament organizers.

All eligible players must be entered on the first game score sheet (max 20 players including goalies).

Players may only play on one roster unless approved by the Tournament Director.

A player can only play for one team in a specific age category during this tournament weekend. Players can be called up to a higher age category team, if necessary, with the tournament being advised in advance of the call up. Playing for more than one team in a specific age category will disqualify said player and the games played for the teams will be forfeited.

- U14A, U16A, and U19A teams are allowed a maximum of 4 current AA players.
- Rostered University players are not eligible to play at U19A
- Quebec U14A teams must register for the U14AA division.
- B Teams are allowed 0 - AA players, and 4 - A players on their roster.

ZERO TOLERANCE POLICY

We strive to provide a great experience at our tournaments for all attendees. Team Officials are responsible for their actions and those of the parents and players. Aggressive or abusive behavior on the part of any player, team official, coaching staff or parent may result in your team being suspended for the balance of the tournament.

At all times, the tournament director reserves the final word on the interpretation of the rules and has the right to change or alter these rules without any prior notice to act in the best interests of the tournament.

Timekeeper Critical Points

- Time starts and stops on ref whistles
- Coincidental penalties go on the clock
- High stick is a penalty in ringette – use: head contact minor
- Unsportsmanlike penalties must be served in its entirety, even if they are scored on.
- Timeouts are 30 seconds – use shot clock timer
 - o Timeout starts when goalie gets to the bench unless otherwise told by the referees
 - o Ring the clock horn once the time counts down to zero, continue to buzz it.
- No illegal substitution penalty – use: leaving the players bench
- When starting the clock, use hockey 871, click “yes” when it asks if you would like to use penalty clocks. If in run time, penalties will be stopped and started using the “penalties on/penalties off” button.
- When a powerplay goal is scored, remove the penalty immediately, they will not start the game again until the clock is correct.