



2019-2021 Rules Clinic for A/AA Coaches



October 3, 2019



Why the Clinic?

- Ringette is a complicated game with many technical aspects
- Rules and concepts are often misinterpreted
- Increased enjoyment of the game by ensuring all have similar understanding and interpretation of the rules
- Develop a positive relationship between coaches and officials
- Technical requirement of Ringette Ontario's Coaching Program during rule change years



2019 - 2021 Rule Changes and Points Emphasis



6.1 For the 2019-2020 season

A regulation game **should** consist of two twenty-minute periods of actual playing time (stop time) in the U16 and older age divisions. Two fifteen-minute periods **should** be allowed for each game in the U14 and younger age divisions.

For the 2020 – 2021 season

A regulation game **should** consist of **four ten-minute** periods of actual playing time (stop time) in the U16 and older age divisions **at the AA level**. **Two twenty-minute periods should be allowed for each game in the U16 and older age divisions below the AA level**. Two fifteen-minute periods **should** be allowed for each game in the U14 and younger age divisions.



6.2 **Should** the periods of the above duration not be possible, then equal length periods shall be played. **If additional ice time is booked, it should be decided before the beginning of the game to add the additional ice time evenly to the length of each period.**

Some leagues are implementing the 2020-2021 variation this season



8.5 Two Blue Line Pass.

The ring may not be passed to a teammate directly from the defending zone to the attacking zone. **Should a player who is ineligible to play the ring due to a delayed violation be the only player to contact the ring, without controlling it, in the centre zone prior to it continuing across the blue line into the attacking zone a two blue line violation would still apply.**



- 8.5.a If a teammate of the player who last contacted the ring in the defending zone before it traveled untouched, or **only contacted by a player not eligible to play the ring due to a delayed violation**, to the attacking zone:
- 8.5.a (1) controls the ring before it is contacted or controlled by an opponent, play is stopped immediately.
- 8.5.a (2) contacts the ring before it is contacted or controlled by an opponent, no player from that team may contact or control the ring:
- 8.5.a (2) (a) within five (5) seconds from the time it is contacted or controlled by an opponent, or
- 8.5.a (2) (b) prior to the ring completely leaving that zone.



10.2 GOALKEEPER RING

10.2.a A defending zone free pass is replaced by a “goalkeeper ring”, unless the stoppage in play is caused by:

10.2.a (1) the ring leaving the playing area and **remains outside of the playing area following the whistle.**



10.4 RESUMING PLAY

- 10.4.b Penalty. If play was stopped due to a penalty, a free pass is awarded to the team that did not cause the stoppage in play in the nearest circle within **their attacking zone with the following exception.**
- 10.4.b (1) If a penalty causes the non-penalized team to commit a violation and play is stopped as a result, the free pass is awarded to the non-penalized team in **their attacking zone.**



10.4.b (2) If there is a penalty on delay and the team with the penalty commits a violation which causes a stoppage in play without gaining control of the ring, the free pass is awarded to the non-penalized team in their attacking zone.

10.4.d (3) If a delayed violation directly causes an opponent to commit a violation and play is stopped as a result, the free pass is awarded to the team in control of the ring when play was stopped in the zone in which they last contacted or controlled the ring prior to the violation.



13.1 STOPPAGE IN PLAY

13.1.c Play is stopped immediately if:

(3) the net is dislodged from its normal position **such that its location has an effect on the play.**

13.2 Delayed violations, other than violations for wearing jewellery or for improper equipment, are nullified when the ring entirely leaves the zone in which the violation occurred.

Removed free play line from exceptions making the violation continue until the ring leaves the zone



14.5 Delay of Game. A Minor penalty is committed if:

14.5.u a goalkeeper intentionally pulls the ring, which is fully outside of the crease, into the crease to prevent an imminent scoring opportunity.

14.5.v a player intentionally causes a stoppage in play by gaining control of the ring while reaching over the free play line into the restricted area, or intentionally deflecting the ring from inside the restricted area across the free play line, when not eligible to enter due to their team already being at the maximum allowable in the restricted area.



14.7 High Sticking. A Minor penalty is committed if a player:

14.7.a intentionally or unintentionally, raises the playing end of the stick above standing shoulder height within a stick length of any other on-ice participant.

12.2.h during play, intentionally raises any portion of the stick above standing shoulder height in order to contact the ring, whether or not contact occurs, while they are more than a stick length away from any other on-ice participant.

Removed high stick further than a stick length from an on-ice participant and made a violation. A delayed violation is signalled and a 5 count is made. If the team gains possession within that 5 seconds play the whistled.



A Major penalty is committed if:

17.1.a a player commits a Minor penalty **in a reckless or**, an intentional and aggressive manner,

17.1.d **a player intentionally slew foots an opponent by knocking their skates or legs out from behind with a kicking or leg dragging motion. Should the on-ice official deem this action was as a result of any intent to injure a Match Penalty shall be assessed.**



- 18.1 A Match penalty is committed if a player or team staff member:
- 18.1.f commits a boarding, body contact, charging, cross checking or elbowing infraction with initial contact from behind which propels their opponent directly into the boards, goal post or cross bar, in such a way that the player is unable to protect or defend herself by raising her arms or hands or adjusting body position to brace for impact.



19.3 A Penalty Shot is awarded during goalkeeper substitution:

19.3.a (4) **deliberately commits illegal substitution by returning the goalkeeper to the ice and the goalkeeper prevents the ring from entering the net while the defending team remains in excess of the legal number of players on the ice.**



M16: Stick check by ineligible player (two blue line pass)

Team A is ineligible to play a ring due to a two blue line pass violation. A1 stick checks a player from Team B preventing them from playing the loose ring and:

- b. does not gain control of the ring.

Mechanic 16: The mechanics of the officials are:

- b. **A delayed violation is signalled for the stick check.** When Team B contacts or controls the ring a full five second count commences. If Team A gains control of the ring during the five second count, play is stopped, a two blue line pass violation is signalled and a free pass is awarded to Team B in their attacking zone.



Areas of Emphasis



Move It or Lose It

- With the implementing of the move or lose it rule play along the boards has become more aggressive.
- A Player, with no intention of playing the ring, that forces and pins the ring carrier into the boards to cause a stoppage must be penalized for holding.
- Players that legally play the ring, but use excessive force to pin the ring carrier into the boards must be penalized for boarding.



Considerations When Calling Move It or Lose It

- Where is the play happening on the ice? (on the boards vs. in open ice)
- How many players are involved in the play?
- Overall intensity of the game?
- What is the ring carrier trying to do with the ring?
- Is the defending team actively checking?



Considerations when calling significant or deliberate penalties

- Need to consider **intent & safety**, not solely advantage when assessing penalties for:
 - Cross-Checking
 - Slashing
 - Boarding
 - Body Contact
 - Tripping

WHY?

- Game has evolved over the years and we have begun to allow intentional infractions to occur as not deemed to be a significant enough advantage



WHAT are we looking for?

Cross-Checking

- If player makes contact with a cross check by pushing their stick outwards and onto an opponent, this must be called
- If initial contact occurs from behind or to the head, this must be called as a major penalty
- If a player keeps stick close to body and does not push, only guides an opponent, this is NOT a cross-check



Slashing

- If player checks an opponent and contacts stick followed by the glove followed by the stick, etc. then this should result in a verbal warning
- If player checks opponent and contacts an exposed area (upper arm or midsection) this must be called
- If player takes a one-handed swing at an opponent who is going by them to try and slow them down – and makes contact with the body... this **MUST** be called
- A minor slashing penalty is upgraded to a major if a player commits a slash **in a reckless** or, an intentional and aggressive manner



Boarding and Body Contact

- If initial contact is from behind or to the head, a major penalty must be called
- If the above penalty is committed in such a way which propels the opponent directly into the boards, goal post or cross bar and the player is unable to protect or defend herself by raising her arms or hands or adjusting body position to brace for impact.



Tripping

- a player intentionally slew foots an opponent by knocking their skates or legs out from behind with a kicking or leg dragging motion. Should the on-ice official deem this action was as a result of any intent to injure a Match Penalty shall be assessed.



Deliberately pushing an opponent into the crease to get a stoppage in play

- If the official deems this to be deliberate, a penalty should be called
- Depending on the degree of contact either a Body Contact or Interference penalty may be assessed

Note: It is not okay to ignore the violation



Lower Third (Bottom Third)

- When players have a hand in the lower third of their stick and they are being actively checked this is a violation and needs to be called. This is an advantage to the ring carrier as they are gaining extra leverage on their stick to avoid being checked.
- We also see a hand in the lower third when a player is trying to get up off of the ice. The hand sometimes slides down the stick to aid the player in getting up. If they are actively being checked then the violation needs to be called.
- These are two specific instances, there are other instances as well, if the hand is in the lower third and there is active checking the violation needs to be called.



Examples:

The excess player puts one foot over the FPL while the play is in the corner.

- How serious: insignificant
- Effect on Play: none
- Result: verbal warning

The excess player skates partly into the zone, realizes their mistake, and leaves immediately. The play is in front of the net, but the attacking team is just setting up a play and not driving to the net.

- How Serious: somewhat
- Effect on Play: none
- Result: 5 second violation



Free Play Line Example:

The excess player goes into the zone and doesn't realize immediately that they shouldn't be there. They reach the hash marks of the circles and stay there for a few seconds. The attacking team is setting up a play at the net but isn't taking a shot. The defending players are set up in the triangle.

- How Serious: significant
- Effect on Play: some
- Result: Delay of Game



PENALTIES and OFFICIATING PHILOSOPHY at the Provincial (A/AA) Level

- Discussion: What would a game look like if officials called every penalty as it is written precisely in the rule book?
- Officials must therefore consider the following philosophy:
 - To penalize a player who, by reason of an illegal act, has placed an opponent at a disadvantage.



- At the A/AA level, penalty application is applied in relation to the EFFECT a penalty has on the opponent
- The rules are a framework to maintain continuity of the game
- The best officials work within the playing rules framework to apply the ADVANTAGE philosophy. This includes MANAGING the game:
 - Verbal direction
 - Consistency
 - “Message” calls
 - Early calls to set limits
 - Clear communication during stoppages of play



To apply philosophy, one must:

- Have a thorough understanding of the game
- Have “sport intelligence”
- Have mature judgement

Development of these points takes years to accomplish

When it comes to philosophy we must also assume:

- That all involved have various levels of proficiency in each area
- That each individual will see an act in their own unique way
- That individual bias is involved in how individuals “see” an act
- That during “close calls,” not everyone will be satisfied with the outcome



Can philosophy be applied in all situations?

- NO!
- Infractions are divided into two major categories: MUST call and MAY call
- “MUST” call infractions involve actions which:
 - Are blatant and/or have potential for injury
 - Deny a scoring opportunity
 - Challenge the authority of the official



- **“MAY” call infractions differ by degree and game factors such as:**
 - Score
 - Time remaining in game
 - Current penalty situation
 - Consistency with previous calls
 - Tone of game

When philosophy is involved the *right* call is judgement-based and coaches, players and referees may disagree on its application – but that is the nature of sport.



COMPLICATIONS FOR OFFICIALS DURING PLAY:

- Sometimes we are too close to the play to see what really happened
- Sometimes staying clear of the play interferes with our view
- Many events happen simultaneously
- A singular play will not look the same from every angle
- We cannot call what we *think* happened
- We cannot call what we *didn't* see
- We must see what led up to the act, the act itself and the result of the act



Why Do WE Make Mistakes?

- Angles
- Confidence
- Shot clock issues
- Spacing
- 5th game of day? 15th of tournament?
- Just a bad game...you have them too
- The amount coaches/fans/players complain



REFEREE ABUSE

- Coaches and officials share the responsibility in controlling the tone of the game
- Coaches are to set an appropriate example of control
- Nothing gives a coach the right to demean a referee
- Take pride in earning the respect of the referees – not all coaches do
- In spite of what you might think, we want to do a good job; we don't want you to dislike us
- The referee should not be the focus of your game – teach your players to control their own destiny



PLEASE TRY TO ALWAYS REMEMBER:

- Fair and equal are NOT the same thing – referees are there to facilitate a *fair* and *safe* game
- Officials are not perfect. Players are not perfect. Coaches are not perfect. Fans are not perfect. But we do need each other to make this game a success...we must always learn from one another and work with one another towards the common goal of advancing our game.
- Officials will make mistakes...shot clock operators will make mistakes...and so will you...☺





THANK YOU