

SUMMARY OF RULE CHANGES FOR 2019-2020

October 2019



Summary of Rule Changes 2019-2021

There are some substantial changes to the rules for 2019-2021 rule change cycle. This rule change cycle continues to emphasize player safety by introducing more mandatory Major and Match penalty situations with a focus on dangerous play.

The below wording highlighted in bold is the rule as written directly from the new rule book as posted on the Ringette Canada website. The statements (if there are any) below, are summaries or additional notes relating to the rule changes, written by members of the officiating team. Please refer to the Official Rule Book for cases and further clarification of the changes.

Equipment

1.6 Goal Crease. The area enclosed by the semi-circle, including the semi-circular line and the portion of the goal line connecting the ends of that line, shall be known as the “goal crease”. Any contact with this area is considered “inside” the goal crease. **The area enclosed by the Goal Net shall be considered part of the goal crease when entered from the front of the goal net.**

1.6 – If a player slides into the net but is fully over the goal line they will still be considered in the crease. The 5 second count would not start until after they have left, and if they prevent the scoring of a goal while fully in the net a penalty shot would still apply.

5.1 Ring

Weight:

Shall be at least Shall not exceed

160 grams (5.64 oz) 170 grams (6.00 oz)

5.1 Weight – Added a standard weight range. Much like some of the fine measurements of the stick, mainly lands and grooves 1 mm measurement, we won’t have a scale, but provides recourse should something be well out of spec and prevent teams from practicing with and then using a lighter or heavier ring.

5.3.b

The use of speed skates, figure skates or any skates with blades that extend past the heel or toe of the boot of the skate are prohibited. (See Rule 5.10.a for goalkeeper equipment).

5.3.b – Previous wording of skates that may cause injury was too broad as all skates could cause injury.

Game Duration

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.

6.1 – A lot of talk about moving to 4 periods at the AA level. Decided it couldn't be done this year. Next year it is listed as should, meaning it is up to the PSO,LSO & tournaments what they choose to play, similar to the current structure with some playing 23, 20, 18 or 15 minute periods.

8.2

The home team shall have the choice of goal areas to defend for the first period of the game. The teams shall exchange goal areas to defend for subsequent regulation periods. **Teams shall warm up in the end of the rink they wish to defend to start the game.**

8.2 – A change to accommodate 4 periods

Blue Line & Restricted Area

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 – The best way to explain this is through examples. If a goalie throws the ring over the blue line and it is deflected by or off a teammate of the goalie and across their attacking blue line we would now signal a TBL. Similar if B1 passes the ring from the defending to centre zone, B1 then contacts but doesn't control the ring in the centre zone, and in the process knocks the ring into the attacking zone, TBL would be signaled.

8.6.g

While the ring is in an end zone if the team not last in control of the ring has more than the maximum number of skaters permitted in that restricted area:

8.6.g (1)

if any skater of that team becomes involved in the play in the restricted area while there are too many skaters in that area, the excess skaters are assessed a Delay of Game penalty.

8.6.g (2)

if no penalty is committed, play is stopped if that team gains control of the ring before it exits the zone and within five seconds of all excess skaters exiting that area.

8.6.g(2) – Five second count no longer drops when the ring and excess player contact the FPL. Delayed violation goes all the way to the blue line.

Stoppages

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.**

10.2.a – If the ring now hits the mesh over the glass or a player (or team staff member) in the bench but returns to the playing area (before the whistle is blown to stop play) we award a goalie ring instead of a defensive free pass when appropriate.

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.b – When play is stopped due to a penalty it will be an attacking zone free pass.

10.4.b(1) – If a penalty causes a violation it would still be an attacking zone free pass for the non-penalized team.

10.4.b(2) – If, while we have a penalty on delay, the team receiving the penalty – knocks the net off, loses a helmet, deflects the ring out of play etc it would still be an attacking zone free pass for the non-penalized team.

High Stick, Delay of Game

12.2

A violation is committed if a player:

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.

12.2.h & 14.7.a – Stick above the shoulder but more than a stick length away from an on ice participant is no longer a penalty but a violation. This is usually seen as a reaction to the goalie throwing the ring over someone's head and they raise their stick in reaction. If nobody is around them it is now a violation.

14.5

Delay of Game. A Minor penalty is committed if:

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.

14.5.v – Player no longer needs to physically enter the restricted area. Most common was on a delayed penalty, penalized team reaches over to get a stoppage with no impact. This can now be a penalty with no warning required.

Major / Match Penalties

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.a – No longer needs to be both intentional and aggressive if deemed reckless. This is not likely a major change as is how many already call it. A standard definition of reckless is – doing something dangerous and not worrying about the risks and possible results.

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.

17.1.d – Slew footing is now an automatic major penalty. This would get reported as a major trip.

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.

18.1.f – Match penalty if a player can't protect themselves after being hit from behind. You will likely know it if you see it (hopefully you won't see it). In this situation the likely first thing to hit the boards, post or crossbar will be the players face or head.

Questions?

Thank You!

