Winnipeg Ringette League

Rules, Regulations and Operations Manual

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1. Overview

The Winnipeg Ringette League (sometimes referred to as the “WRL” and “League”) adopts the ringette game play rules as defined by Ringette Manitoba and Ringette Canada, except where specifically adapted, modified or superseded within these rules and regulations.

The *Rules, Regulations and Operations Manual* applies to its members, as defined in the Constitution, and exists to define and regulate the League’s operations as it carries out the objects of the League. Any rule, regulation or policy herein can be changed or modified in accordance with the League’s By-laws and Constitution.

The Winnipeg Ringette League organizes, administers and facilitates organized gameplay of ringette within various age categories and loops. Specifically, the WRL consists of three Divisions of gameplay:

- the Youth Division
- the High Performance Division
- the Open Division

Each division may have different age loops and calibre loops.

2. Definitions and Interpretation

Any terms defined within the League’s Constitution, Bylaws or other regulations shall be adopted within this document.

“age group” - a set of players and/or teams grouped together based on age. The league shall use the following age groupings, in accordance with Ringette Manitoba:

- U10 (for players eight and nine years of age, 7 year olds are permitted at the discretion of the Local Association);
- U12 (for players 10 and 11 years of age);
- U14 (for players 12 and 13 years of age);
- U16 (for players 14 and 15 years of age);
- U19 (for players 16, 17, and 18 years of age); and
- Open (for players 18 years of age and older).

Players are placed into age categories according to what age they will be by December 31 of the current calendar year. While the age group is defined by age, the league permits players to play within other age groups as deemed appropriate.

“division” - a category of gameplay within the league as determined by age and the calibre of gameplay. The league shall consist of three (3) Divisions, which includes the “Open”, “High Performance” and “Youth” divisions. Each division shall be further defined as follows:

- Open Division - shall consist of teams made up of players aged 18 years and older.

- High Performance Division - shall consist of teams made up of players in the U12 to U19 age groups and in the ‘A’ and ‘AA’ loop calibres, as well as the ‘Open A’ loop.
- Youth Division - shall consist of teams made up of players between the age groups of U10 to U19 and in the ‘B’, ‘C’, and subsequent loop calibres.

“loop” - a category of gameplay within each division of the league. Each age group will have a loop or loops within it. The loops are distinguished based on team’s overall caliber of gameplay and competitiveness as compared to other teams within the age group. Loops within each division will be defined as follows:

- Open Division - shall consist of “Open 1”, “Open 2”, “Open 3”, “Open 4” and “Open 5” categories of loops. Additional categories may be added (or removed) as determined appropriate by Council.
- High Performance Division - shall consist of “U12A”, “U14A”, “U16A/U14AA”, “U19A/U16AA”, and “Open A/U19AA” categories of loops.
- Youth Division - U10 shall consist of categories of loops defined by colours determined on an annual basis (for example: “Red”, “Green”, “Blue”). For U12 through U19, categories of loops will be designated by letters (for example: “B”, “C”, “D”). Additional categories may be added as determined appropriate by Council.

“eligible bench staff” - a bench staff person (coach, trainer, manager) that is properly and actively registered with Ringette Manitoba and who is properly rostered on a team registered with the WRL.

“eligible player” - a player that is properly and actively registered with Ringette Manitoba and who is properly rostered on a team registered with the WRL.

“Ringette Manitoba” - the governing body of the sport of ringette in Manitoba, which may also be referred to as “RMB”.

“team” - a group of players and bench staff rostered together for gameplay in the league and duly registered with Ringette Manitoba.

3. League Participant Registration

A. Team Formation

i) Teams shall be formed by the Local Associations in accordance with their own policies and procedures, and/or in accordance with the policies and procedures of the Centralized Tryout Committee, Ringette Manitoba, or other team forming entity such as a high performance (AA) group.

ii) Only teams whose roster is composed entirely of eligible players and bench staff may be registered with the WRL.

B. Eligible Players

i) All players participating on teams registered with the WRL shall be registered with RMB through a Local Association or otherwise in accordance with RMBs rules, procedures and deadlines.

ii) WRL may, at its discretion, check and consult with RMB regarding the registration status of any player or prospective player.

iii) An eligible player may only be rostered on one team that is registered for play in the league, unless permitted to be rostered on more than one team by Ringette Manitoba.

iv) Eligible players must first register with the Local Association within which they reside, with the exception of Open aged players, who may play and register with any Local Association regardless of residence.

v) A transfer of players between teams during the league's season may occur in instances where Ringette Manitoba has approved the transfer of a player and the Local Association has completed the transfer.

C. Team Registration

i) Team registration shall be completed and submitted to WRL by individual Local Associations (presidents, registrars or appropriate delegates) in accordance with the directions communicated by Council at the outset of the registration period.

ii) All teams must be registered with the league by the deadline set by Council.

iii) In the Youth Division, Local Associations shall make a preliminary determination regarding loop placement of each team that is registered in the league. The league adopts the philosophy that teams should play at their level of competitiveness, where appropriate. Final determinations regarding loop placement shall take place at the seeding meeting and/or realignment meeting.

iv) Each Local Association shall be responsible for the collection of league membership and/or registration fees and shall remit payment of fees to the league by the deadline. There shall be no refund of fees if a team withdraws after a WRL seeding appeal meeting. Failure to pay fees levied by the league may result in sanction or expungement of team registration in the league.

D. Loop Formation and Seeding

i) At the outset of each season and in consultation with league Members, Council shall determine the categories of loops within each age group of each division.

ii) Teams will be placed within divisions, age categories and loops as determined appropriate at a seeding meeting, which occurs after a preliminary determination by Local Associations at the time of team registration.

a) The league accepts the philosophy that best efforts should be made to ensure that players/teams play at their level of competitiveness. The appropriate level of competitiveness for each player is at the primary discretion of the Local Association.

b) The league or Ringette Manitoba may overrule the decision of the Local Association where appropriate and the WRL shall make the final decision about loop formation and team seeding.

iii) Each loop may be divided into pools if determined appropriate.

a) Pools may be formed based on geographic proximity, not calibre.

iv) At the U10 age group, WRL will determine the number of loops based on the formula “n/9 (rounded down)”. Local Associations must submit their final registration of U10 teams no later than one week prior to the seeding meeting. In the formula, “n” shall represent the total number of teams registered in the U10 age group.

v) U10 loop formation and seeding will be determined using the Universal Athlete Assessment (UAA) values collected from Ringette Manitoba:

a) Local Associations shall provide the UAA calculations for each of their U10 teams to Ringette Manitoba by the communicated deadline. Seeding recommendations will be reviewed at the WRL Seeding meeting

B) Team rankings shall be communicated back to each Local Association three days prior to the seeding meeting.

c) Local Associations may elect to seed any of their U10 teams up to one loop higher than their UAA rank

d) Local Associations may request to seed any of their U10 teams one loop lower than their UAA rank, which may be approved at the discretion of WRL Exec and Youth Rep. Information regarding the team can be provided such as evaluations or exhibition gameplay to assist with the decision.

vi) Changes, adjustments and/or corrections to the loop formation and seeding of teams may occur following a realignment meeting of Council, at the Council’s discretion.

Realignment

vii) The league shall hold a realignment meeting for the Youth and Open divisions prior to the scheduling of games in the second half of the schedule. The purpose of realignment is to make any reasonable or necessary adjustments to team seeding within each age and loop.

viii) Council shall determine the categories of loops within each age group of each division and seed teams in appropriate loops for the second half of the season at the realignment meeting. Council shall make this determination at its own discretion, after consulting league Members.

ix) Realignment may be considered for a team if a request is made in writing to the Registrar no less than two (2) days prior to the realignment meeting. Requests can be submitted by:

a) a team. The team may be asked to provide evidence or information to support its request;

b) a Local Association; and/or

c) a division representative.

x) Any team (except at the U10 age group) that is realigned for the second half of the season may file an appeal of the realignment decision. Appeal requests must be made within 24 hours of the end of the realignment meeting and must only be made by that team's bench staff and/or the applicable Local Association. Appeals must be made in writing to the Registrar.

xi) A realignment appeal meeting shall take place within 48 hours of the realignment meeting, if one or more appeals are requested following the realignment meeting. Realignment appeals shall be heard by the Appeal Committee, with the Registrar in attendance at the meeting.

xii) Realignment may also occur immediately prior to league playoffs, at Council's discretion. Teams may request realignment for playoffs through their Local Association representative or the Division representative and must be submitted by the Local Association in writing prior to January 15th.

a) If a team is moved either up or down in the Open Division, there will be no recalculation of the standings for teams in the Open loops affected. All teams will retain their points earned prior to the movement of that team, including the team that is realigned.

4. Ice Allotment and Game Scheduling

A. Submission of Ice to League for Gameplay

i) An allotment of ice times for regular season gameplay shall be submitted to the league for each registered team. The submission may be made by each Local Association, by teams or by a representative of a division. Submissions must be made to the WRL Ice Convenor and comply with the regulations and imposed timelines and deadlines. Local associations, teams, or community centres not meeting the submission deadline(s) may, at the discretion of Council, be fined $1.00 for each hour of ice for each day the ice is late.

ii) Ice submissions must comply with the following physical requirements:

a) the ice sheet must be in a reasonably playable condition and must be properly marked for ringette gameplay.

b) the ice sheet must be indoors (no outdoor rinks permitted).

iii) Ice submissions shall comply with the following temporal requirements:

Weekday Ice (Monday to Friday):

a) at least one weekday sheet of gameplay ice shall be submitted each half for teams in the following loops and divisions:

- High Performance
- Open
- Youth at the U14 age group and older

b) Weekday ice times shall start no earlier than 5:45PM.

c) Weekday ice times shall start no later than as follows for each age group:

- U12A: 7:45PM
- U14: 8:00PM
- U16: 8:30PM
- U19: 9:00PM
- Open: 10:00PM

If a submission of ice starts at 9:45PM or later, the submitting team must pay additional funds to the WRL to cover the increased cost of officiating.

Weekend Ice (Saturday and Sunday):

d) Weekend ice times shall start no earlier than as follows for each age group:

- U10: 8:00AM
- U12: 8:00AM
- U14: 8:00AM
- U16: 9:00AM
- U19: 9:30AM
- Open: 10:00AM

e) Weekend ice times shall start no later than as follows for each age group:

- U10: 7:00PM
- U12: 7:45PM
- U14: 8:00PM
- U16: 9:00PM
- U19: 10:00PM
- Open: 10:00PM

If a submission of ice starts at 9:45PM or later, the submitting team must pay additional funds to the WRL to cover the increased cost of officiating.

iv) In addition to the physical and temporal requirements outlined above, ice submissions shall comply with the following general requirements:

a) High Performance: each team registered in the High Performance division shall submit no less than 13 slots of ice per season for home game scheduling, in accordance with the league schedule.

b) Open: each team in the Open division shall submit no less than 13 slots of ice per season for home game scheduling, in accordance with the league schedule.

c) Youth: each team in the Youth division shall submit no less than five (5) slots of ice per half for home game scheduling.

v) Local Associations are strongly encouraged to submit additional ice slots beyond the required amounts in order to promote a balanced schedule and to facilitate the scheduling of game officials.

vi) If submitted ice slots are designated to a specific team, the league will endeavor to reasonably accommodate said designations, however, the league cannot guarantee that the submissions will be accommodated or complied with. If a team requests opt-out date(s) they should ensure that designated game ice slots have not been submitted for the same dates.

vii) If a Local Association or team fails to comply with the ice submission requirements WRL may purchase ice and assign it to the team or Local Association. All costs borne shall be paid by the Local Association or team and an additional fine may be assessed by Council in accordance with the Administrative Penalties rules.

viii) After all league games have been scheduled for the relevant half of the season, all unused ice slots will be returned to the Local Association or team for use at their own discretion.

ix) If a group, such as the Open or AA teams, wishes to make an alternate submission of ice for game scheduling, such a submission may be permitted, at the discretion and with the consent of the scheduler.

B. Game Scheduling

i) The WRL Scheduler shall schedule league and playoff games in accordance with the league calendar. With the exception of the High Performance Division, the games will be scheduled one-half of the season at a time. The Scheduler will communicate the game schedule to Members.

ii) Local Associations are responsible for checking the details of the game ice used in the schedule against the ice allotments that were submitted. Any errors or omissions regarding the schedule should immediately be brought to the attention of the Scheduler. If an error is discovered that resulted from an error in the information submitted by the Local Association any associated costs incurred by WRL to remedy the error shall be paid by the Local Association.

iii) After league games have been scheduled for the relevant half of the season, all unused ice slots will be returned to the Local Association or team for use at their own discretion.

C. Rescheduling

i) A rescheduled game is a game that is changed from the original published schedule, which does not result from a game trade between teams.

ii) A game may only be rescheduled by the WRL Scheduler at the discretion of the league.

iii) No regular season game, including a rescheduled game, may take place after the final date of the regular season.

iv) A team that requests that a game be rescheduled will assume financial responsibility for the change. The team requesting that a game be rescheduled is expected to prioritize the rescheduling of the league game over tournaments and other exhibition games.

v) In the event of a game requiring rescheduling due to unsafe weather or road conditions or if game ice was unavailable due to unforeseen circumstances:

a) the league may reschedule games on at least 48 hours notice (eight hours notice for rescheduled playoff games;

b) If a game cannot be rescheduled, no points for standings will be awarded to either team.

vi) A team may request that a game be rescheduled in accordance with the following:

a) The request shall be made, where practicable, at least seven days prior to the originally scheduled game;

b) The request shall be submitted in writing via email to the following:

- the WRL Scheduler
- the Referee-in-Chief
- the appropriate Division Representative
- the loop convenor (if any)

c) The team shall supply a proposed ice slot (that is agreeable to the opposing team) to the Scheduler at their own cost, shall accept the return of the existing game ice slot from the WRL (at no cost to the WRL), and shall submit an administration fee of $175.00 to the League.

D. Game Trades

i) Teams may trade games with other scheduled game slots provided that:

a) teams obtain permission from the WRL Scheduler, appropriate Division Representative, and loop convenor (if any) prior to finalizing the game trade;

b) there is agreement between all teams affected by the proposed game trade; and

c) game times are traded such that there are no changes required to on-ice and off-ice assignments and requirements.

ii) If all requirements in sub-paragraph i) are met, the game trade may be completed between the teams and reflected in the schedule and the traded games may be played.

iii) Failure to follow the above conditions regarding game trades shall result in no points being awarded for the scheduled games.

E. Game Cancellations

i) Games may be cancelled for unavoidable or necessary safety reasons such as inclement weather or dangerous road conditions. In such an event, the home team of the scheduled game to be cancelled shall:

a) Notify (by email, text message, and/or verbal communication) the following persons:

- the opposing team (note that such a cancellation ought to be done by consent of the opposing team, where reasonably practicable)
- the division representative
- the loop convenor (if any)
- WRL Scheduler
- On-ice and off-ice game officials (on ice referees, time and score keepers, and shot clock operators) and the Referee-in-Chief
- Local Association representative

b) Cancellations due to inclement weather or dangerous road conditions may be initiated within three (3) hours of the scheduled start of the game. WRL may request evidence or information to support the validity of the cancellation.

ii) Cancellations that are avoidable (or deemed to be avoidable or otherwise unnecessary by WRL) may be subject to an administrative sanction.

F. Opt-Out (Omission) Requests

i) Teams may request to be omitted from gameplay in the league schedule, for a maximum period of seven days as follows:

- High Performance division: in addition to designated blackout dates (such as blackout dates for the Mid-Canada and turkey tournaments), teams may receive three opt-outs per season, subject to approval by the Scheduler. The Scheduler may request additional information regarding opt-outs from the team before making a determination about the opt-out request.
- Open division: one opt-out per half season
- Youth division: one opt-out per half season

ii) Opt-outs may be limited by the league. The Scheduler, in their own discretion, may limit the number of opt-outs in a specific time period to four teams per loop (or 50% of the teams in the loop, whichever is less).

iii) Opt-out requests must be submitted by each team through the WRL website using the opt-out request form. A submitted and recorded opt-out request does not mean that the opt-out will be accommodated in the game schedule.

iv) Opt-out requests must be received by the deadline communicated in the league calendar.

v) Opt-out requests are processed on a triage basis and consideration may be given to such things as the earliest dates on which requests were received, whether the request was intended to accommodate team out of province travel for game play, and other factors deemed appropriate by Council.

5. Team, Player and Bench Staff Rules

A. Bench Staff

i) All team and bench staff shall be registered in accordance with Ringette Manitoba practices, procedures and rules. No person shall be on the bench during game play unless that person is actively rostered with the team as a player or bench staff. WRL may, at its discretion, check and consult with RMB regarding the registration status of any bench staff.

ii) There must be a certified female aged 18 years or older on the bench during gameplay in the Youth and High Performance divisions, except for Open A Division.

iii) There shall be a maximum of five bench staff on the team's bench at all times.

iv) In the Youth and High Performance divisions, an individual may not be listed on a gamesheet as both a player and as bench staff for the same team, except for Open A teams.

v) A team may use a temporary coach ("TC") in the event that their bench staff for a game is not sufficient to meet the requirements. In such instances, a team may contact the Division representative, the Registrar and the loop convenor (if any), to request permission for a temporary coach. The TC must be appropriately certified and on a current Ringette Manitoba roster. The temporary coach must be denoted on the gamesheet with a "TC" written by the coach's name.

vi) If a team in the Youth or High Performance divisions does not have at least one bench staff on the bench during a game (and otherwise be in compliance with the rules under this section), the team must forfeit the game, with the exception of the Open A Division.

vii) Bench staff are not permitted to use noise makers while on the bench during gameplay.

viii) The head coach or acting head coach of a team shall be ultimately responsible for the conduct of the team's players, bench staff, and spectators, as well as for the team's expected compliance with the league's policies, rules and regulations.

ix) The head coach, or designate, is responsible for properly filling out the gamesheet prior to the start of the game.

x) The head coach, or designate, is responsible for completing and submitting the game results in accordance with the rules.

B. Players

i) All players shall be registered with RMB through a Local Association or otherwise in accordance with RMBs rules, procedures and deadlines.

ii) Players must be dressed in proper equipment. Equipment requirements are described in Ringette Canada's official rules and must be followed for league gameplay.

iii) Game or league officials may ask a player to produce proof of identification for the purposes relating to the confirmation of a roster or eligible players or bench staff or for the purpose of identifying an individual whose conduct is under review. Failure to produce identification within a reasonable time may result in sanction against a team or individual.

C. Teams

i) All registered teams in the league shall be composed only of players and bench staff who are properly and actively registered with Ringette Manitoba, in accordance with their own rules and regulations.

ii) The minimum number of players permitted on a team is seven.

iii) Teams are responsible for any damage to property or equipment of any arena or rink that results from the conduct of a team member or members, including spectators. Teams shall be responsible for the costs of repairs and remediation.

iv) Each team is responsible for ensuring that a team contact, with up-to-date contact information, is registered with WRL (via the WRL website) as follows:

- Youth Division: by November 1st of each year
- High Performance Division: by September 1st of each year
- Open Division: by October 15th of each year

D. Spectators

i) Spectators are expected to act in accordance with the principles of respect in sport.

ii) If spectator behavior is displaying behavior that is offensive, harassing, abusive or otherwise objectively viewed as having a detrimental impact on gameplay, the following process shall be followed:

a) the on-ice official will attempt to determine which team the spectator(s) in question belongs to.

b) the on-ice official will approach the coach of the team to which the spectator belongs and instruct the coach to remove the spectator from the facility or to address the concerning behavior in another way as directed by the official.

c) if the official has not determined to which team the spectator(s) in question belongs, responsibility for the spectator(s) shall lie with the home team.

d) the timekeeper shall put two minutes onto the clock and start the countdown at the instruction of the on-ice official.

e) if the coach is unable to remove the spectator(s) from the facility within two minutes, that team will default the game and the game will be discontinued.

f) no prior warning is required for the ejection of any spectator(s), but a game official may elect to give a verbal warning prior to ejection, if deemed appropriate.

iii) A member of the bench staff may be considered to be a spectator for the purpose of these rules.

iv) Spectator and bench staff noise, including the use of noisemakers for spectators, shall be permitted at the discretion of game officials. Officials may determine to have spectator and/or bench staff discontinue the use of noise makers or unnecessarily loud vocalizations that the official deems as having an adverse impact on gameplay.

E. Sportsmanship and Respect in Sport

i) The WRL fundamentally supports a philosophy of ensuring a fair and inclusive sport environment and strives to impart and uphold principles of respect in sport to those participating in the sport of ringette. In turn the league expects all teams, players, bench staff, officials and spectators to adhere to these principles. Failure to adhere to the principles of respect in sport may result in a referral to the Conduct Committee for review and possible imposition of sanction.

ii) In the Youth Division, teams in the U10 and U12 age groups are expected to manage gameplay in a manner that prevents excessive score differentials. No game shall be recorded with a final goal differential greater than seven (7) goals, and the scoreboard shall not display a goal differential greater than seven (7) goals.

In U10 games, no player may be credited with more than three (3) goals. Any additional goals scored by that player shall not be recorded on the gamesheet or reflected on the scoreboard.

A failure to comply with this rule may result in an administrative penalty (see section 12 below).

6. Conduct of Games, Gameplay and Competition

A. Competition

i) All games shall be played in accordance with the official Ringette Canada rules of gameplay. Any gameplay rules established by the WRL shall take precedence over Ringette Canada gameplay rules.

ii) The number of games and schedule of gameplay for the league shall be determined by Council and published on the league website.

iii) Only games scheduled by the league shall be counted and considered for the calculation of standings. An outside tournament or other gameplay shall not count towards league standings or results.

B. Gamesheets

i) The scheduled home team is responsible for providing the gamesheet for a game. Prior to the start of each game, the home team shall properly and legibly fill out the gamesheet with the following information:

- the game number (as denoted on the WRL schedule)
- the location of the game
- the loop of the teams (eg: U16B, U12C, U16AA/U19A, etc.)
- the teams playing
- the roster of the home team (which must only include the names and numbers of eligible players and the eligible bench staff)
- the team roster shall consist of all players and bench staff ordinarily registered on the team with Ringette Manitoba. If any rostered individual

will not be in attendance at the game, the team may elect to cross out that person.
- the color of jerseys to be worn by the home team (home team gets free choice of jersey color)

Upon receiving the completed gamesheet back from the visiting team, the home team shall provide the gamesheet to the off-ice official prior to the start of the game. If a gamesheet is not produced within ten minutes after the scheduled start of the game, the home team shall default the game.

ii) Gamesheets shall be provided by the home team to a representative of the visiting team no less than 15 minutes prior to the start of the game. The visiting team shall properly and legibly fill out the gamesheet with the following information:

- the roster of the visiting team (which must only include the names and numbers of eligible players and the eligible bench staff)
- the team roster shall consist of all players and bench staff ordinarily registered on the team with Ringette Manitoba. If any rostered individual will not be in attendance at the game the team may elect to cross out that person.
- the color of jerseys to be worn by the visiting team. The visiting team must wear jerseys with a contrasting color to the home team.

The visiting team shall return the completed game sheet to the home team prior to the start of the game.

iii) Only eligible players and eligible bench staff may be listed on a gamesheet.

iv) Teams may use printed stickers for their roster, which must be placed on all copies of the gamesheet.

v) Each team must denote the following team members with the applicable marking(s):

a) goaltender(s) must be marked with a “G” marking beside their name.

b) temporary players must be marked with a “TP” beside their name, and the team must identify on the gamesheet what loop and home team the TP originates from.

c) suspended players and/or bench staff must be marked with a “SUSP” beside their name. If any team member is to serve a suspension during a game and the gamesheet does not denote the team member with a “SUSP” marking, the team member will not be considered as having served the suspension during that game.

d) players that are injured or ill and unable to play shall be denoted with a “INJ” beside their name if the player is on the bench for the game.

e) a maximum of three (3) skaters *may* be designated as a team “captain” or “alternate captain” and shall be designated as such on the gamesheet and on the player jerseys with the letter “C” or “A” as the case may be.

C. Reporting Game Results

i) The head coach or designate of the winning team, or of the home team in the event of a tie, is responsible for reporting the results of the game.

ii) The game results shall be reported as follows:

a) the score must be entered on the WRL website no later than 48 hours after the start of the game; and

b) a copy (picture or scan) of the gamesheet must be delivered to the WRL Registrar or designate by email no later than 72 hours after the start of the game. The email must include the game number, team names and loop in the subject line.

iii) The winning team shall retain the original white copy of the gamesheet. Gamesheets must be kept until March 21st of each season.

iv) A member of the Executive may require a team to produce an original copy of a gamesheet at any time.

v) Failure to report game results in the prescribed time may result in the transfer of points from the winning team to the losing team.

D. Game Duration

i) The High Performance Division shall play the following duration of games, all of which are stop time:

a) If the home team is a U16 AA team, the game shall be four ten (10) minute periods.

b) For games in which a U19AA team is scheduled, the game shall be four ten (10) minute periods.

c) If the home team is a U16 or U19 A-level team, U14AA, or Open A, the game shall be two 20 minute periods.

d) U12A and U14A shall play two 18 minute periods.

ii) The Open Division shall play the following duration of games, all of which are stop time:

a) Open 1 and Open 2 shall play two 20 minute periods.

b) All remaining Open loops shall play two 18 minute periods.

iii) The Youth Division shall play two 18 minute stop time half periods.

iv) Teams must be ready to play ten minutes before the scheduled game time. At the discretion of the on-ice officials, the game may begin up to ten minutes earlier than the published start time (15 minutes for playoff games).

v) Teams must be ready to play no later than two minutes after the game start time, which can be any time starting ten minutes earlier than the scheduled start time.

vi) On-ice officials shall determine when the game shall start. If a team is not ready to play at the start of the game, a “delay of game” penalty shall be assessed for every two minutes that a team is not ready. After ten minutes have elapsed, the game will be defaulted and the offending team shall take a loss for the game.

vii) If there is insufficient time to finish a game in accordance with the scheduled time of the ice slot, the on-ice official may, in the last five minutes of the game, elect to reduce the game by two minutes and continue with stop-time play, or may elect to play the game run time. Games will not be rescheduled if not completed when the rink staff signals the end of the ice time, and the game result should reflect the score at the time the game was ended.

E. On-Ice Officials

i) On-ice officials shall be assigned for each scheduled game.

ii) On-ice officials shall be appropriately certified and registered with Ringette Manitoba in accordance with RMB rules and regulations.

iii) If one on-ice official is in attendance for a game, the game may proceed if both coaches agree to play with one official.

a) The coach for each team should sign the gamesheet to indicate consent to play with one official. A signature from each coach is not required.

b) If during gameplay with one on-ice official the official determines that the game has become unmanageable, the game may be stopped. The game may be rescheduled at the discretion of the league.

iv) The responsibilities of the on-ice official shall be defined by Ringette Canada through the Official Rules and the National Officials Certification Program (NOCP). In addition, the WRL adds:

a) An on-ice official may remove or have removed any object connected with the facilities or personal apparel of a player or their equipment that is considered dangerous.

b) If a bench staff or player is suspected of being under the influence of a substance, in the interest of player safety the person(s) shall be removed from the game, at the discretion of the on-ice officials.

F. Off-ice Officials

i) Off-ice officials shall consist of shotclock operators, timekeepers, and scorekeepers, all of whom shall be certified and registered by Ringette Manitoba.

ii) All league games shall be assigned a timekeeper and a scorekeeper. If necessary and appropriate, the one person may act in both capacities.

iii) All games in the Open Division and the High Performance Division shall be assigned a shotclock operator.

iv) The U12 and older age group in the Youth Division shall be assigned a shotclock operator.

v) If a timekeeper, scorekeeper and/or shotclock operator assigned to a game is not certified and registered by RMB, such an occurrence shall be reported to the league. The league may conduct a review of the occurrence and may determine to sanction a team or Local Association.

vi) In the event that off-ice officials are absent from a game, the home team and on-ice officials may solicit volunteers from the spectators to run the game clock and record on the scoresheet. The game may proceed using these volunteers. The team responsible for providing the shot clock operator may be subject to sanctions.

vii) In the event that shotclocks or an operator are absent, the game occurrence shall be marked on the gamesheet and the game shall proceed without shotclocks.

viii) Only off-ice officials assigned to the game and/or Council members acting in an official capacity are allowed in the timekeeper's box during a game. Visitors are not permitted. At the discretion of on-ice officials, volunteers to open the penalty box may be used.

ix) All mobile and personal electronic devices must not be used by officials during a game, unless authorized by on-ice officials for the purpose of timekeeping. Local Associations shall be notified of infractions.

G. Mercy Rule

i) When a team is winning by seven or more goals with less than five minutes to play in the game, the balance of the game shall be played “running time”. Running time shall continue regardless of the number of additional goals scored.

H. Early Termination of Games

i) An on-ice official may terminate a game at any point if, in the official’s opinion, the game has become excessively rough or unsafe. Where practicable, officials shall give the team(s) a verbal warning prior to making such a decision, so as to give the team(s) an opportunity to change their conduct.

   a) If an on-ice official determines that both teams have contributed to the circumstances that caused the game termination, the game will be considered as incomplete and no points shall be awarded in the standings.

   b) If an on-ice official determines that only one team has contributed to the circumstances that caused the game termination, the non-offending team shall be considered to have won the game by default. The score shall be reported by the winning team and posted as a 1-0 win.

   c) In the event that a game is terminated under subrule i), the matter shall be referred to the referee-in-chief for review and determination as to whether further sanction is warranted.

ii) Should a league game be terminated prematurely due to the injury of a player, the following shall apply:

   a) If the injury resulted in failure to complete the first period, the game shall be reported to and rescheduled by the WRL to a later date where the game shall be replayed in its entirety with no carry-over of previous score or minor penalties. Any match or misconduct penalties incurred in the original, incomplete game will stand.

   b) If the injury resulted in the termination of the game any time after the first period, the game shall be considered as having been completed. The score at the time of stoppage will be taken as the final game score and shall be reported in accordance with the reporting rules.

I. Safety on the Ice

i) In order to prevent injuries, players must not raise or throw sticks or equipment on the ice or pile on the goalie in jubilation at the end of a game. If any of these actions occur, the coach may get one warning written on the gamesheet. If this occurs a

second time, the Division Representative will notify the Referee-in-Chief for a review of the offending conduct.

ii) While on the ice, on the player's bench or in the penalty box, all players must have their helmets and face masks properly worn, with all straps properly affixed, except for treatment of injury.

iii) A player who dresses and has entered the ice surface during gameplay is deemed by the team to be fit to play.

J. No-Show Team and Forfeitures

i) A team will be declared a "no-show" team where less than seven players are in attendance and ready to play a game.

ii) Where a team is a no-show for a game, the following shall occur:

a) The no-show team shall forfeit the game. The forfeiture (and the reasons) shall be recorded on the gamesheet. The winning team shall report the score in accordance with the rules and shall denote the score as a 1-0 win.

b) The Division Representative shall be notified of the no-show/forfeiture. The matter shall be referred to Council, for assessment of an administrative penalty.

c) If a monetary administrative penalty is levied for a no-show/forfeiture, the Treasurer shall invoice the Local Association in which the no-show team resides.

K. Standings

Results of game play in each loop shall be calculated to determine standings for regular season play. Standings are required to determine placement in brackets for league playoffs. Standings may be used for other purposes outside of the league. Loop standings shall be determined as follows:

i) A registered win counts as two points, a tie counts as one point, and a loss counts as zero points towards standings.

a) The sum of all points for each team shall be tabulated. The team with the most points in the loop at the end of regular season play is deemed to have finished the regular season in first place. The team with the next highest number of points is in second place, and so on.

b) If a loop is affected by realignment for the second half of the season, only the points earned for the second half of the season will be considered in the calculation of standings at the end of the regular season.

ii) If teams in a loop have the same number of points at the end of the regular season, final standings shall be determined as follows as between the tied team:

a) The winner of the most game(s) during the regular season will be awarded the higher position. (If more than 2 teams are tied and they did not play the same number of games against one another, move to option d).

b) If still tied, the team having the greatest number of wins in the games between the tied teams during the regular season will be awarded the higher position. (If more than 2 teams are tied and they did not play the same number of games against one another, move to option d.)

c) If still tied, the team having the least total goals against in games between the tied teams during the regular season will be awarded the higher position. (If more than 2 teams are tied and they did not play the same number of games against one another, move to option d.)

d) If still tied, the team having the greatest positive difference between goals for and against in regular season play will be awarded the higher position.

e) If still tied, the team having the least total goals against in regular season play will be awarded the higher position.

f) If still tied, a coin toss will be used to break the tie.

g) In the event of game cancellation approved by the WRL, where the game is not to be rescheduled, standings are to be determined by the points average.

i. The points average is the sum of all points earned by a team in a division, divided by the number of non-cancelled games.
ii. The team with the greatest points average is deemed to have finished at the top of the division.
iii. The team with the next greatest average is second and so on.
iv. If a division is affected by second half realignment only the points for the second half of the season will be used.

h) In calculating goal differential under this provision, the maximum goal differential allowed per game is seven.

iii) For the following loops,

- U16A/U14AA
- U19A/U16AA

the WRL Championship placements shall be determined based on the results of regular season play and as follows:

a) Final standings for these loops will be based on the best performances of each team against every other team in the loop.

    i. The number of games considered will be equal to the least number of scheduled matches between any two teams. For example, if every team plays every team twice, but some teams three times only the best two matches against each team will be considered.

b) From the best games, teams will be awarded two points for each win, one point for each tie and zero points for each loss.

c) Teams will then be ranked based on their points.

d) If any ties occur in the ranking after points are taken into account the following tie-breaking rules will apply (using only the best games identified in subrule a), above):

    i. The winner of the game(s) between the tied teams during the regular season will be awarded the higher position.
    ii. If still tied, the team having the greatest positive difference in the games between the tied teams during the regular season will be awarded the higher position.
    iii. If still tied, the team having the least total goals against in games between the tied teams during the regular season will be awarded the higher position.
    iv. If still tied, the team having the greatest positive difference between goals for and against in regular season play will be awarded the higher position.
    v. If still tied, the team having the least total goals against in regular season play will be awarded the higher position.
    vi. If still tied, a coin toss will be used to break the tie.
    vii. When calculating the goal differential under this rule, the maximum goal differential allowed per game is seven.

7. Temporary Players

i) A “temporary player” (or “TP”) is a player borrowed from another team in the league that takes the place of a rostered player on a team, when the rostered player is unable to play a game. The temporary player does not become rostered on the second team, rather, the TP is permitted to play with the second team on a one-off or temporary basis.

ii) Teams are expected to use temporary players in a reasonable manner, in accordance with the principles of sportsmanship and respect in sport. Misuse or overuse of these temporary player rules may result in a review of the team/coach's conduct and may be subject to sanction.

iii) TPs may only be drawn from a team actively registered in the league.

iv) No player registered on a AA roster may be used as a temporary player for a non-AA level team.

v) Teams are expected to identify any temporary player (TP) on the gamesheet, together with the temporary player's home team and loop.

vi) Youth and High Performance divisions: A temporary player may be drawn from a team from the same loop or lower loop in either age group or play caliber of the team making the request, with the following exceptions:

a) In the U10 age group, temporary players can be used from any other colour group

b) No "C" level team in the Youth Division may draw a TP from the High Performance Division.

c) No player registered in the R4U program may TP in the WRL.

vii) For all Divisions except the Open Division:

a) For U10, a team may use temporary players (TP) to allow the team to ice up to 10 skaters and a goaltender.

b) For U12 and above, a team may use up to three (3) temporary players (TP) in a single game to allow the team to ice up to 10 skaters and a goaltender; OR to bring their total number up to their registered roster size, whichever is less;

b) a player may be used as a TP for a maximum of four (4) games per team, if acting as a non-goalie TP. There is no maximum number of games for a goalie, but teams are expected to adhere to subrule iii), above.

c) in exercising any of the foregoing options, a coach must obtain permission of the temporary player's coach to use the TP and shall identify the temporary player (TP) on the gamesheet, together with their home team and loop identified on the gamesheet. A coach who fails to secure the other coach's permission shall, at the discretion of the league, be subject to sanction.

viii) Open Division and Open A: a temporary player may be drawn from any team in the Open Division. Open 1 and Open 2 loops may draw a maximum of two TPs per game from an Open A team. Open A may draw TP(s) from the Open Division.

ix) Open aged teams, which includes Open A in the High Performance Division, may use temporary players during regular season gameplay as follows:

a) teams may TP up to a roster size of 13, or the total number of players on a roster, whichever is less.

b) there is no maximum number of TPs per team per game.

c) there is no maximum number of times that an individual TP may be used by a team.

x) No player registered at the U19 or younger age may TP for an Open aged team.

8. Playoffs

A. League Championships

i) The WRL will conduct playoffs to declare a WRL Champion in each division and loop hosted for second half regular season games, but **not** for the following loops:

- U16A/U14AA
- U19A/U16AA (unless there is only one team at U16AA, in which case that team can opt-in to playoffs)
- U19AA (unless there is only one team at U19AA, in which case that team can opt-in to playoffs with Open A)

B. Temporary Players in Playoffs

i) Temporary players are not allowed in league playoff games, except as where permitted in these rules.

ii) In cases of extenuating circumstances, the WRL Playoff Committee can be petitioned to grant a team permission to use another goalie.

iii) In the event that a roster falls below ten (10) players (meaning nine skaters and a goalie) for a playoff game due to extenuating circumstances, the WRL Playoff Committee may grant permission to use up to three (3) temporary players to a maximum roster size of ten (10) players.

iv) Should a TP be granted in extenuating circumstances, the use of a TP will be governed by Rule 7. “Extenuating circumstances” will be determined by the Playoff Committee.

a) The Playoff Committee or delegate has the authority to modify the TP requirements such that the approved TP must come from a lower division than the highest permitted by Rule 7.

v) All requests for temporary players must be submitted via email, to the WRL President, the division representative, and Play-off coordinator, indicating the player(s) being requested, the reason, and the game(s) for which the temporary players will be playing.

C. Deciding a Tie

i) In the case of a tied score at the end of regulation time gameplay during playoffs, the following shall occur:

a) Double-knock out games - one overtime period will be played. The overtime period will be five minutes, stop time with a sudden victory for a team that should score a goal. No timeouts will be permitted during the overtime period.

i. If no goal is scored during overtime, there shall be a shootout

ii. If the game is stopped by a rink attendant due to time conflict, the team that scored the last goal during regular gameplay shall be declared the winner.

iii. If, in the opinion of the referee, a coach is purposely delaying the game with excessive questions to the referees or slow line changes during stoppage of play, a bench penalty will be assessed.

iv. If the score is 0-0 at the end of permitted play, the winner will be declared by a coin toss called by the home team.

b) Medal games - one overtime period will be played. The overtime period will be ten minutes, stop time with a sudden victory for a team that should score a goal. If no goal is scored during the period, there shall be a shootout.

c) Shootout - if a shootout is required to determine the winner of a game, the following format shall be used:

i. First, a best of three shootout will be held. The team with the most goals after three attempts is declared the winner.

ii. If still tied, consecutive best-of-one shootouts will occur until a winner is declared.

iii. Each shot of the shootout will be taken following the rules for a penalty shot.

iv. Shooters must be declared at the beginning of a period and cannot repeat until all uninjured skaters in attendance have had the opportunity to shoot.

D. Playoff Format

i) A modified double-knockout format will be used for playoffs.

ii) Teams will be seeded based on the determined standings at the end of the regular season game schedule, subject to final determination by Council.

iii) No team will be eliminated from playoffs until they have incurred two recorded losses during playoffs, with the exception of gold medal games.

iv) No consolation matches will be scheduled.

v) A playoff bracket will be published. In the bracket, the top team listed is the home team. The bottom team is the visiting team and must check on jersey color conflict and be responsible for changing color if a conflict exists.

F. Scheduling of Playoff Games

i) Playoff game ice shall be submitted by each Local Association as requested by the league. A playoff schedule will be published for each loop.

ii) There will be no trading or rescheduling playoff games.

iii) If a game is cancelled by a team for any reason, WRL shall have discretion as to whether or not the game will be rescheduled.

   a) If a game is cancelled because of hazardous road conditions or the arena was not available, every effort will be made to reschedule the game.

   b) Where a team is registered within the same municipality as a scheduled game, if the roads are open within that municipality, the game will not be cancelled due to said team's players not being willing/able to travel. You must petition for Temporary Players, or the game will be treated as a no-show.

iv) Teams defaulting (which includes a no-show or forfeiting team) games shall be assessed a penalty fee and/or fine, as determined by the Council.

   a) A default by a team results in a loss of a game for that team.

F. Reporting Playoff Game Results

i) Gamesheets and game reporting shall follow the same procedures as outlined in Rule 6, B and C, above, except as superseded by this section.

ii) The winning team retains the white copy of the gamesheet and must submit a legible copy to the league, with a report of the game result, and input the scores on the WRL website no later than **two hours** after the end of the game. Failure to do so may result in a loss of the game.

G. Protest of Playoff Games

i) A protest of a playoff game shall be made in accordance with the protest rules under rule 10.

H. Playoff Opt Outs

i) A team may elect to opt out of league playoffs. A team must communicate that they do not wish to participate in playoffs to Council (through the Scheduler) no later than January 15th.

ii) A team is not permitted to select an “opt-out” or “omission” date during the playoff period.

9. Video Submissions

i) Video evidence may be submitted to the League for consideration or review by a member of the Executive or by a Local Association through the Local Association Representative or the LA President.

ii) Submission of video clips shall only be made to the Referee-in-Chief or a member of the Executive. Initial screening and discussions of the submission shall be limited to these council members, so as to not potentially bias any committee members.

iii) Video may not be used to dispute an in-game decision or call made by an on-ice official, nor subsequent decisions of the Conduct Committee, which are based on the officials’ reports.

iv) Video may be considered for other situations, including but not limited to game protests, to establish a player making a mockery of the game or to consider information about an individual posing a consistent danger.

v) When available, WRL may source third party video footage for consideration, provided that the video is available from the source to the general public.

vi) Information or evidence obtained from a video may be referred to Council or to a Committee, including the Conduct Committee, for review and determination of a possible sanction.

10. Game Protest

i) No protest will be considered over the on-ice official's decision as to fact (such as scoring of goals or blue line infractions), nor over the judgment of the on-ice officials.

ii) A team may file a Protest of a game in accordance with the following procedures:

   a) A member of the team's bench staff must submit a written protest form (obtained from the WRL website), a copy of the gamesheet, and the prescribed fee.

   b) The submission in subrule a) shall be delivered (via email or otherwise) to the Referee-in-Chief and the Vice-President.

   c) For regular season games, the submission in subrule a) shall be filed no later than 24 hours after the end of the protested game.

   d) For playoff games, the submission in subrule a) shall be filed no later than four (4) hours after the end of the protested game.

iii) Any protest filed shall contain one protestable issue and payment of a $500 fee (cheque, cash or etransfer only). If a team identifies more than one protestable issue, an additional fee of $200 per issue must be paid.

vi) In the event that a game protest is successful, the protest fee shall be returned to the protesting team. If more than one protestable issue was filed, a determination shall be made about each issue raised.

vii) In the event that a game protest was disallowed or dismissed (or one of the issues listed in the protest was unsuccessful), the league shall retain the payment of the protest fee (or the portion of the fee paid that was unsuccessful).

viii) The Protest Committee shall make a determination regarding the protest, in accordance with the Committee's rules and procedures.

A. Protest Committee

i) The Protest Committee shall be chaired by the Referee-in-Chief or designate.

ii) A meeting of the Protest Committee shall be scheduled upon submission of a written protest (in accordance with the rules) and payment of $500.00 to the Local Association Representative or to the Referee-in-Chief. If a protest is filed with the Local Association Representative, the Representative shall immediately deliver the protest to the Referee-in-Chief.

iii) The Protest Committee shall act upon the authority of and in accordance with the By-laws, rules, policies and procedures of the League.

iv) The Protest Committee shall review the written protest, including the submissions made. The Protest Committee may, at its own discretion, review and consider additional or other information, evidence and records and may make any inquiries of individuals (including the protestor, on-ice officials, off-ice officials, etc.) in order to make a fully informed decision about the protest.
v) The Protest Committee shall make a final written determination regarding the protest.
vi) The Chairperson, or designate, shall provide a written report or decision regarding the protest to:
    - the protestor
    - the Referee-in-Chief
    - the applicable Division Representative
    - Executive
    - Council

11. Appeals

i) A decision, determination, and/or ruling ("decision") of the Conduct Committee or the Protest Committee may be appealed to the Appeal Committee.

ii) An appeal may only be filed by:

    a) the party that was the subject of the original decision of a committee or subcommittee;

    b) a Local Association; or

    c) the Executive

    and shall be referred to as the "appellant".

iii) An appeal pursuant to subsection i) must be filed in accordance with the following procedures:

    a) The appeal must be filed within seven days of receiving notification of the decision made by the committee or subcommittee.

    b) The appeal must be made in writing, must be signed by the appellant, and must be filed by email to the President or Vice-President within the deadline under subsection a).

    c) The appeal must include supporting evidence and articulated grounds/ reasons for the appeal, which includes any written submissions that the appellant wants the Appeal Committee to consider. No oral submissions will be permitted.

d) A filing fee of $500 shall be paid within the deadline under subsection a).

i. In the event that an appeal is successful, the filing fee shall be returned to the appellant.

ii. In the event that an appeal is dismissed or otherwise unsuccessful, the league shall retain the filing fee.

iv) An appeal may be filed only on the following grounds:

a) That the committee or subcommittee did not have the authority or jurisdiction to make the decision;

b) That the committee or subcommittee failed to follow its own procedures; and/or,

c) That the committee or subcommittee made a decision that was improperly influenced by bias. Bias is a lack of neutrality or objectivity such that the committee was unable to make a fair and balanced decision.

v) Within seven (7) days after receipt of an appeal filed in accordance with subsection i), the Chairperson of the Appeal Committee, or their designate, shall strike a Committee to review the appeal.

a) The Appeal Committee shall review the written submissions of the appellant and the written report or the original decision subject of the appeal.

b) The Appeal Committee may ask questions or seek information from the appellant or others regarding the original decision subject to appeal, but may not consider new evidence or make fresh inquiries.

c) The Appeal Committee shall make a final written decision or report regarding the appeal. The Appeal Committee may make a decision to:

- Uphold the original decision in its entirety;
- Uphold the original decision concerning a penalty or sanction, but replace, adjust or change the sanction or penalty; or
- Overturn the original decision.

d) The Chairperson, or designate, shall provide a written report or decision regarding the appeal to:

- the appellant
- the Referee-in-Chief (if appropriate)
- the applicable Division Representative (if appropriate)
- Executive
- Council

vi) A decision of the Appeal Committee shall be final and binding.

vii) For the purposes of this section, a decision of the Executive does not constitute a decision made by a committee or subcommittee of the league. However, a decision made by the Executive may be referred to Council for review and reconsideration.

viii) A decision of Council is not subject to a right of appeal or review.

12. Administrative Penalties

The following rules apply to non-compliance, breaches and/or violations of any league rule or policy ("breach") as it relates to the administration of the league and the administrative facilitation of gameplay. These administrative penalties are an enforcement tool that allows the Executive to address certain breaches of the rules with an appropriate and proportionate sanction.

i) When an administrative penalty is assessed or levied following a breach, the Executive shall make a determination as to who shall be subject to the penalty (referred to as the "penalized party") and shall provide notice to the penalized party in accordance with Rule 12.D..
ii) Council may create guidelines to be used when determining the appropriate penalty to be assessed for a given breach.

A. Automatic Administrative Penalties

Where the Executive determines that a breach of one of the following rules has occurred, the Executive shall assess an administrative penalty in accordance with Rule 12.C.:

i) improper use of a player or bench staff (breach of Rule 3.B. or 5)

ii) improper use of a temporary player (breach of Rule 7 or 8.B.)

iii) failure to follow the sportsmanship rules outlined in Rule 5.E.ii)

iv) no-show or forfeiture of a game (breach of Rule 6.J.)

v) improper, incorrect, or incomplete gamesheets (beach of Rule 6. B.)

B. Optional Administrative Penalties

Where the Executive determines that a breach has occurred in relation to any other administrative rules not referenced in subsection A., the Executive may administer a penalty for a breach the administrative rule(s), including but not limited to the following rules:

i) failure to pay fees and dues by the deadline

ii) failure to submit game ice slots in accordance with the rules (breach of Rule 4.A.)

iii) inappropriate cancellation of games (breach of Rule 4.E.)

iv) failure to register teams and/or provide initial seeding by the deadline (breach of Rule 3.C.)

v) Failure to submit game results by the deadline (breach of Rule 6.C or 8.F.)

vi) Failure to submit a playoff opt out by the deadline (breach of rule 8.H.)

C. Types of Administrative Penalties

Where Council determines that a rule has been breached in either subsection A or B, above, Council may administer one or more of the following penalties (listed in no particular order):

i) written warning/sanction/reprimand

ii) in-game penalty assessment for the subsequent game (unsportsmanlike penalty)

iii) suspension

iv) fine or other monetary penalty which may include but not be limited to costs

v) forfeiture of game points in standings

vi) referral to Conduct Committee for a hearing, which may also administer a sanction

vii) other remedial penalty as deemed appropriate

Council may use sanctioning guidelines in order to determine the appropriate penalty for a breach, but is not required to follow the guidelines should circumstances warrant a deviation.

D. Notice of Administrative Penalty

i) Notice of an administrative penalty shall be provided to the penalized party or parties within seven (7) days of the date that the penalty was assessed. Notice shall be made in writing (via email), and shall be copied to:

a) the Local Association representative

b) the Local Association President

c) the Division Representative

d) the Referee-in-Chief (if applicable)

ii) The notice of administrative penalty shall include the timeline in which the penalized party/parties must comply with the penalty, if applicable.

13. Conduct Breaches and Sanctions

The following rules apply to non-compliance, breach and/or violation of any league rule, policy and/or respect in sport principle ("violation") as it relates to the conduct or behavior of a player, bench staff, spectator, parent, or other Member. These conduct sanctions are an enforcement tool that allow Council to address inappropriate conduct or behavior with an appropriate and proportionate sanction. The purpose of imposing a sanction to address inappropriate conduct or behavior is to denounce certain conduct or behavior and to act as a general deterrence.

A. Suspensions and Ejections

In accordance with Ringette Canada rules, some suspensions resulting from penalties issued during gameplay are automatic. Such penalties or sanctions may be subject to further review and sanction by the league, in accordance with the rules.

i) Misconduct Penalties

a) In the case of a misconduct penalty, a player and/or team bench staff is to be ejected for the remainder of the game. The player and/or team bench staff will be considered ineligible to play and/or serve as a team bench staff.

b) A misconduct penalty occurring at zero (0:00) time will result in an automatic one (1) game suspension.

i. If an offence occurs with time remaining on the clock and for some reason the game is stopped at that point, it shall not be ruled as occurring at the end of the game.

c) The Referee-in-Chief shall inform the Executive and the division representative of the game ejection, if there is a further suspension, as well as informing the suspended individual, the applicable Local Association, and team contact.

d) The Referee-in-Chief, or designate, may refer a misconduct penalty to the Conduct Committee for further review. The Conduct Committee may refer the matter for a conduct hearing for a panel to consider the appropriateness of an additional sanction.

ii) Match Penalties

a) In the case of a match penalty, the suspended player is to be ejected from the remainder of the game and will serve an automatic one (1) game

suspension from the next Ringette Manitoba sanctioned game with the exception of an exhibition game.

b) A match penalty occurring at zero (0:00) will be an automatic two (2) game suspension.

    i. If an offence occurs with time remaining on the clock and for some reason the game is stopped at that point, it shall not be ruled as occurring at the end of the game.

c) The on-ice official shall contact the Referee-in-Chief as soon as reasonably possible, and no less than thirty-six hours, after the game to make arrangements to deliver the gamesheet and a written report. The Referee-in-Chief shall inform the Executive and the division representative of the match penalty, as well as informing the suspended individual, the applicable Local Association, and team contact.

d) The Referee-in-Chief, or designate, shall refer a match penalty to the Conduct Committee for review and appointment of a conduct hearing panel.

e) The Referee-in-Chief shall inform the Executive and the division representative of the game ejection and any further suspension, as well as informing the suspended individual, the applicable Local Association, and team contact.

iii) Serving Suspensions Issued During Gameplay

a) Suspended person(s) must serve their suspensions in RMB sanctioned games (with the exception of exhibition games) in the same capacity as their suspension was given, or as set by the body governing the game in which the infraction occurred if the infraction occurred in a non-league game and the league is given notice by the outside governing body.

    i. A governing body may direct that a suspension that was issued by the league must be served in Provincial, Western Canadian or National competitions. Should this occur, the suspended individual may provide the league with documentation and the league may determine that the suspension was served.

b) The suspended person(s) cannot participate in any league game in the same capacity as the suspension was given until the suspension has been served.

c) Unless otherwise notified by the Referee-in-Chief or delegate, a suspended person may serve in a capacity that is different from the capacity in which the person was suspended. So, a player that has been suspended may serve as a coach to a different team, if properly rostered, while serving a suspension as a player.

d) Once an automatic (or initial) suspension is served, the suspended individual may then resume participation pending further review and determination by the Conduct Committee and/or a conduct hearing panel.

iv) Referral of In-Game Suspension to Conduct Committee

Any in-game suspension may be referred to the Conduct Committee for review and consideration and may be referred to a conduct hearing panel for consideration of additional sanction, in accordance with the Rules.

a) suspensions imposed by an outside body (such as Ringette Manitoba) may be referred to the Conduct Committee for review. The Conduct Committee may determine that a suspension may be served during league gameplay.

b) a suspension assessed by the league must be served during league gameplay or other sanctioned games.

B. Conduct Violations

i) Conduct or behavior that is not in compliance with or that which violates a league rule, policy, and/or principle of respect in sport, may be brought to the attention of the Executive and/or the Referee-in-Chief.

ii) The league may review conduct, a complaint, behavior and/or incidents involving a team, player, bench staff, parent, spectator or other individual(s), even where a penalty that carries with it any automatic suspensions, was not originally assessed by an on-ice official.

a) The conduct does not need to have happened during gameplay or on the ice.

b) The conduct must be within the league's jurisdiction to review. The Executive may need to make a preliminary determination regarding the jurisdiction of the league to review conduct.

iii) Upon notification of a conduct violation outlined in subsection i) and/or ii) and that which is within the jurisdiction of the league, the matter may (and in some instances, must) be referred to the Conduct Committee for review. After an initial review, the Conduct Committee may refer the matter to a Conduct Hearing panel to consider the imposition of sanction.

a) The Conduct Committee need not conduct an initial review and may refer the matter directly to a conduct hearing panel.

b) In the case of incidents of minor conduct breaches, including but not limited to unsportsmanlike conduct and disrespectful comments or behaviour directed towards others, the Executive and/or the Referee-in-Chief, being

the appropriate person having authority over the matter, may determine the incident need not be referred to the conduct committee. Such decisions must subsequently be reported to the Conduct Committee and filed with Council. Regardless of whether the matter is brought before the conduct committee/Hearing Panel, the Executive or Referee-in-Chief, may administer one or more of the following:

a. written warning
b. written sanction
c. written letter of reprimand

iv) Any conduct that is determined by a conduct hearing panel to be a violation of a league rule, policy and/or principle of respect in sport may be sanctioned in accordance with the league's rules, policies, and/or guidelines.

v) A suspension or other sanction assessed by the league must be served during league gameplay.

14. Conduct Committee and Conduct Hearings

A. Composition and Purpose of Committee

i) The Conduct Committee shall consist of a roster of no less than six but no more than twelve (12) Council members, which must include the Division Representatives.

ii) The Conduct Committee shall be chaired by the Referee-in-Chief or designate.

iii) The Conduct Committee shall meet from time to time, as determined by the Chair, and as necessary to deal with issues related or referred to the Committee on a timely basis. Minutes or reports of Conduct Committee meetings shall be filed with Council at the next Council meeting.

iv) The Conduct Committee and any related conduct hearing panels shall act in accordance with the By-laws, policies and procedures of the league.

v) The Conduct Committee shall consider matters involving the conduct or behavior of individuals or teams outlined in rule 13. B. ii), which includes (but is not limited to) the following matters:

a) a conduct violation or breach referred pursuant to Rule 13;

b) repeated instances of a violation referred pursuant to Rule 12; or

c) a matter referred by the Executive.

vi) When a matter is referred to the Conduct Committee, the Committee may consider the circumstances of the matter and may (or in certain circumstances, must) make a determination to appoint a panel to review and consider the incident at a Conduct Hearing. Any individual(s) whose conduct is reviewed by a Conduct Hearing panel shall be referred to as the "respondent" or "respondents" for the purpose of applying the provisions herein.

a) The hearing panel shall be appointed from the roster of Conduct Committee members and shall be no less than three and no more than five members.

b) The Conduct Committee may consider and make a decision as to whether a respondent should be suspended from participation in league activities pending the conclusion of a Conduct Hearing.

vii) When considering whether a matter that has been referred to the Conduct Committee should be referred to a panel for a Conduct Hearing, and/or whether the respondent should be suspended pending the Conduct Hearing, the Conduct Committee may consider both aggravating and mitigating factors, such as:

a) the seriousness/severity of the conduct and level of involvement of the individual(s);

b) the history of the individual(s) including past conduct subject to sanction or the absence of such conduct;

c) the impact of the conduct; and

d) other factors deemed relevant by the Committee.

viii) The purpose of referring a matter to a Conduct Hearing panel is so the panel can review the conduct, consider any relevant information and to make a determination as to whether a sanction is warranted in the circumstance.

a) The sanction may be an additional or subsequent sanction to any automatic suspension issued due to the assessment of a penalty during a game, or the sanction may be issued at first instance by the panel.

b) In making a determination as to sanction, the panel may consider the factors listed in subsection vii) and may refer to the Committee terms of reference and/or sanctioning guidelines for reference.

B. Conduct Hearing

i) Notice of a Conduct Hearing shall be communicated at least 24 hours prior to the hearing to the team contact registered with the league who is then responsible for

contacting the respondent(s). Notice may be given directly to the respondent(s), if appropriate and if the respondent's contact information is known to the Chairperson.

ii) Notice of a Conduct Hearing shall be made by email communication, and shall include the date, time and location of the hearing.

    a) The hearing may take place over video conference, if directed by the Chairperson.

iii) The respondent(s) shall be present at the Conduct Hearing. If the respondent(s) fails to attend the hearing, the hearing shall proceed in their absence.

    a) If the respondent is a minor, the respondent may have a parent or guardian present at the hearing for support, but that support person may not participate in the hearing. The minor shall be accompanied by a representative (coach, manager, local association representative, or other(s) as determined appropriate by the Chairperson), who may speak on behalf of the respondent.

    b) In advance of the hearing, the respondent may file written documents and/or submissions for the panel's consideration.

    c) The respondent may waive their right to attend and participate in the hearing, where the respondent acknowledges the facts of the incident. In such an instance, the panel shall determine if the respondent(s)'s conduct is worthy of sanction, and the hearing panel shall then determine an appropriate sanction(s).

iv) A hearing panel shall make any necessary inquiries about the conduct that is being reviewed, which includes the examination of reports and other information or evidence available to the hearing panel.

    a) A hearing panel may make additional inquiries regarding any other individual(s). If such inquiries result in concerns about another individual's conduct, that individual's conduct may be reviewed by the Conduct Committee in accordance with rule 13.B.

    b) A hearing panel may consider information or submissions from the respondent.

    c) A hearing panel may obtain independent advice in order to fulfill its duties.

v) After making necessary and relevant inquiries to inform itself about the conduct or incident, a hearing panel shall make a determination as to whether an infraction, violation or breach has occurred. If so, the panel shall then determine if the respondent(s)'s conduct is worthy of sanction, and the hearing panel shall then

determine an appropriate sanction(s). The final decision of the panel shall be determined by majority vote.

vi) A hearing panel may impose a suspension, disciplinary sanction or other remedial action based upon factors such as:

a) the seriousness/severity of the conduct and level of involvement of the individual(s);

b) the history of the individual(s) including past conduct subject to sanction or the absence of such conduct;

c) the impact of the conduct; and/or

d) other factors deemed relevant by the Committee.

Sanction(s) imposed must be proportionate to the gravity of the conduct and to the degree of responsibility of the individual(s) subject to sanction.

vii) A hearing panel may administer one or more of the following sanctions (listed in no particular order):

a) written warning/sanction/reprimand, which may include written guidance from the panel.

b) suspension.

c) fine or other monetary penalty which may include but not be limited to costs.

d) other remedial penalty and/or terms or conditions as deemed appropriate, which may include conditions regarding the future conduct of the respondent(s).

A hearing panel may use sanctioning guidelines in order to determine the appropriate penalty for a violation or breach, but is not required to follow the guidelines should circumstances warrant a deviation therefrom.

viii) Following the conclusion of a Conduct Hearing, the hearing panel shall render a written decision regarding the matter. The decision shall outline the conduct that was subject to review, an overview of the information considered, the decision and reasons as to whether a sanction is appropriate, and if so, what sanction is to be administered on the respondent.

a) A copy of the hearing panel's decision shall be provided to:

i. the Referee-in-Chief

ii. the President or delegate of the affected Local Association

iii. the appropriate Division Representative

iv. the Executive

v. the respondent(s)

vi. the coach(s) of the respondent's team (or the designated contact person on the team, as registered with the league)

within 14 days of the conclusion of the hearing.