

# Rule Changes 2005 – 2008

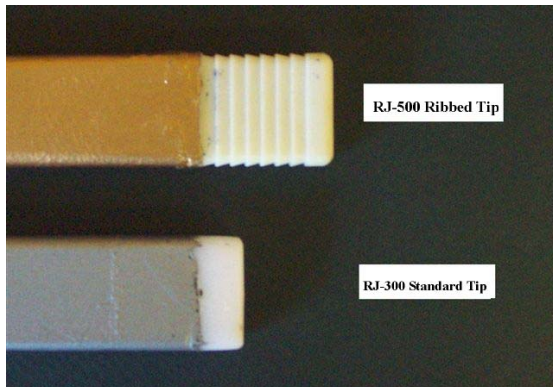
## 1. RB: 4.2.b Ringette Stick

### Actual Rule Change:

4.2.b Both ends of the stick must be free of cracks and splinters. If the surface of the stick is textured, the difference between the lands and grooves must not exceed 1mm (0.04 in.) Tape may not be added to the playing end of the stick.

### Resulting Rule Change:

4.2.d Thickness. The thickness of the shaft must not be less than 17.5mm (0.69 in.) nor more than 25mm (0.98 in.). The thickness faces of the stick must form two straight parallel planes except at the playing end, which, if tapered, must be symmetrical and formed of straight faces. If the taper is multi-faceted, the angle between faces must not be less than 150°. The taper length must not be more than 250mm (9.84 in.) from the tip.



### Explanation

This brings Ringette Canada rules in line with the International Ringette Federation rules regarding ribbed tips on Ringette sticks.

Here is a picture - the top tip is now legal with this rule change, the bottom tip is a regular tip we have seen in the past.

## 2. RB: 4.8 Knee, Shin and Elbow Pads

All players must wear knee, shin and elbow pads. A plastic shell, or similar hard shell protection, is required in all knee protectors (goalkeepers excluded).

### Explanation

Shin pads have been added as mandatory equipment, they were not mandatory equipment in the past

## 3. RB: 4.10.f Goalkeeper's Stick

Goalkeepers may only use a Goalkeepers stick. Goalkeepers cannot use a Ringette stick.

### Explanation

This clarifies and clearly states that Goalkeepers can only use a Goalkeeper stick

and cannot use a Ringette stick. This was mentioned in past Rule Books, but is more prominent in this Rule Book. A violation of this rule results in a Delay of Game penalty being assessed to the Goalkeeper.

**4. RB: 9.4.b (1) Free pass and Goalkeeper Ring**

If a team commits a penalty and play is stopped in their attacking zone as a result of that penalty, the free pass is awarded to the non-penalized team in the centre zone.

**Explanation**

This makes the Rule Book agree with past practices of awarding a free pass to the non-penalized team in the centre zone if play was stopped in the attacking zone as a result of an attacking team penalty.

**5. RB: 16.1 Major Penalties**

A Major penalty is committed if a player commits a Minor penalty in an intentional and aggressive manner, or if a player engages in rough play.

*NOTE: A Major penalty does not apply to Delay of Game, Illegal Substitution, Interference or Unsportsmanlike Conduct penalties.*

**Explanation**

This change simply added Interference as a penalty that cannot be assessed as a Major Penalty.

**6. RB: 18.4 Penalty Shot**

**Actual Rule Change:**

A penalty Shot is awarded, during the last two minutes of regulation time or at any time during overtime:

**Resulting Rule Change:**

10.4 A goal is awarded during goalkeeper substitution:

10.4.b during the last two minutes of regulation time or at any time during overtime, if a skater in excess of the maximum number permitted in the defending zone restricted area deliberately enters that area and prevents the scoring of a goal by playing as the AGK.

**Explanation**

Instead of the penalty shot being awarded in the last 5 minutes of the game for having more than the maximum number of players permitted in the defending zone restricted area it is now the last 2 minutes of the game.

The last 2 minutes of regulation time is now the time for the Penalty Shot for too many players in the defending zone restricted area, and the pulling of the goalie, instead of having them at 5 minutes and 2 minutes respectively.

**7. RB: S.2.c (5) Shot Clock**

S.2.c The shot clock shall be reset to 30 seconds when:

S.2.c (5) a player on the team not in control of the ring commits a violation, and play is stopped as a result.

### **Explanation**

This gives the team with control of the ring a reset of the shot clock if the other team causes a stoppage in play due to a violation.

Here are two examples:

1. If the team not in control of the ring knocks the net off its moorings and play is stopped as a result. The shot clock would be reset and the team in control would be awarded a free pass or goalkeeper ring to start play.
2. If the team not in control of the ring falls on top of the ring, while it is in control (stick in the ring) of the other team and play is stopped as a result. The shot clock would be reset and the team in control would be awarded a free pass or goalkeeper ring to start play.

If there are any questions on these rule changes, do not hesitate to contact Trevor Sorrell, Ringette Saskatchewan V.P. Officiating at [trevor.sorrell@sasktel.net](mailto:trevor.sorrell@sasktel.net).