



Springette 3-on-3 Rules

1. Teams will be set by the convenors.
2. Every attempt will be made to have play against lines in the same age group and/or skill. (I.e: Line 1 = U10 vs. U10, Line 2 = U12 vs. U12 etc)
3. Game length will be 2 x 21-minute periods. The length of second period may be changed as determined by the refs and/or convenors.
4. Teams are not required to change ends between periods.
5. All three skaters on each team can be in the Offensive/Defensive zone at the same time (i.e. 3 centers).
6. Periods are running time and will have 90 second controlled shifts.
7. Upon the buzzer sounding, the players on the ice will leave the ring in the location it is in when the buzzer goes off and will return to their respective benches. The next three players will go on the ice immediately and race for the ring. Failure to comply (i.e. shooting the ring down the ice) will result in a warning from the referee, and a further infraction will result in a team penalty.
8. Players will enter the door to the bench closest to their goalie, and exit through the door closest to centre ice.
9. Coaches/Bench Staff are not to open doors for players until after the buzzer goes off.
10. All penalties will be served as a Penalty Shot.
11. On the Penalty Shot, the shooter will start at the offensive zone blue line and the remaining players on the ice will start behind at center ice on the red line. All players can start skating upon the referee blowing their whistle.
12. After each goal, play will resume immediately (no stoppage in play) with a goalie ring.
13. All other regular Ringette game rules apply (i.e. crease, 2 line passes, carrying ring over the blue line etc.)
14. No score will be kept
15. Players on the ice must play the entire 90 second shift. The players should not be wasting the last ten seconds of their shift by just skating around and then passing it back to their bench for the next shift to pick up. If this happens the refs will start calling delay of game penalties.

HAVE FUN!