

League Playoff Rules Overview

1. Only Divisions with a minimum of 2 eligible teams will be scheduled for League Playoffs with the exception of the U9 (Division). U9 teams will each be scheduled for 3 exhibition plus 1 final game to end the year.
 - a. All Regina teams (excluding AA & A where only one team exists) will be scheduled for League Playoffs.
 - b. Rural teams must make their intentions known by the appointed date in order to be scheduled.
2. The format to be used will be a pool format unless the Regina Ringette Executive indicates otherwise. This decision must be made known by the appointed date.
3. All League Playoff Round-Robin games shall consist of **two 15-minute stop time periods**.
 - a. Cross-over, Semi-Final and Final games for League Playoffs will be two 17-minute periods.
4. U9 (Bunny) exhibition games will be played the same as league games – two 21-minutes straight time periods with a buzzer every 3 minutes.
5. Teams must be ready to play 5 minutes before game time.
 - a. Teams not ready at this time will be assessed a delay of game penalty.
 - b. If still not ready 5 minutes later, a goal will be awarded to the non-offending team.
 - c. The game shall be forfeited after 10 minutes with a 7-0 score.
6. No playoff games will be allowed to be rescheduled unless there are extenuating circumstances (i.e. weather). The Regina Ringette President is to be contacted in these circumstances so that a ruling can be made. If a team does not play the scheduled game, it shall be recorded as a forfeit with a 7-0 score.
 - a. NOTE: If a team forfeits for any reason, it shall be eliminated from any future playoff action.
7. If the score is tied at the end of regulation time, during Round-Robin games, each time will be awarded 1 point. No overtime will be played.
 - a. In the event of a tie at the end of regulation time in semi-final and final games, sudden death overtime will be played until a winner is declared.
 - b. Overtime periods will be 5-minute sudden death, with the teams alternating possession and ends to begin each period.
 - c. A coin toss will decide ring possession with the winner of the toss receiving the free pass and the loser having the choice of ends. Home will call the coin toss.
8. Ringette Canada tie breaking rules shall apply unless amended by the league.
9. No temporary players will be allowed in league playoffs. The Protest & Disciplinary Committee will only consider the use of a temporary player to replace an injured or ill goalie, and only if a second goalie is not on the roster.
10. Time-outs are not permitted in Round-Robin games. Each team is entitled to 1 Time-out per games for Semi-Final & Final games with an additional Time-out awarded to each team during each Overtime period.