

4. Game Responsibilities Policy

4.1. Game Reports

- 4.1.1. Game Reports (game sheets) must be submitted electronically via email or text, by the winning team to the Division Convener within twenty-four (24) hours of the game being completed. In the event of a tied game, the Home team will assume this responsibility.
- 4.1.2. The reporting team must ensure the following information is clearly shown on the Game Report at the end of the game. Failure to do so may result in the loss of the points in the event of a win, or the loss of the single point in the event of a tie.
 - Type of game (i.e. league, exhibition)
 - Game number (for league games)
 - Age category (U12, U14, etc.)
 - Level (i.e. Tier 1, Tier 2, Tier 3)
 - Date and game start time
 - Location of game
- 4.1.3. League standings will reflect the tabulation of league game results from the official Game Reports. Points awarded to a team that does not submit a Game Report in accordance with the above stands to lose those points at the discretion of the Division Convener and League Committee Chair.
- 4.1.4. In the event of a conflict or protest of the final standings, the Game Report will govern the final standings.
- 4.1.5. Names on Game Reports must be legible, including officials. Goalie(s) must be marked with (G) or (AG) after their name on the Game Report. If affiliate players are used, they must be designated with (AP) after their name. Captains must be marked with (C) or (AC).

4.2. Minor Officials

- 4.2.1. The Home team is responsible for ensuring that trained minor officials are available and ready to start the game on time, including game timekeeper and game scorekeeper.

4.3. Shot Clocks

- 4.3.1. Ringette Canada's shot clock rules will be used for divisions at U12 and above.
- 4.3.2. It is the responsibility of the Home team to ensure the availability and set-up of the shot clocks. If the Home team cannot supply a

shot clock, they must give 24-hour's notice to the Visiting coach (to allow them time to try to get one).

- 4.3.3. The Home team is responsible to ensure that there is a trained shot clock operator. In the event that there is no clock or operator the game will be played without the use of the shot clock rules.
- 4.3.4. In the event that one of the shot clocks is not functioning then the game will be played without shot clock rules.

4.4. Game Start Time

- 4.4.1. If a team is in attendance but not ready to begin play within four (4) minutes of the scheduled game time, then the on-ice official will advise the team that they have one (1) minute to begin play.
- 4.4.2. If the team starts play within the one (1) minute, then a Delay of Game penalty will be assessed to the team but the game will continue.
- 4.4.3. If the team fails to start play within the one (1) minute of being advised to do so by the on-ice official, then the game is forfeited by that team which shall be noted on the Game Report.

4.5. Team Colours

- 4.5.1. It is the responsibility of the Home team to declare their colours to the Visiting team prior to the game. In the event of a colour conflict, the Visiting team must change colours.
- 4.5.2. The on-ice officials hold the final decision of whether there is a colour conflict and in cases where the jersey colours are difficult to distinguish the Visiting team will be asked to change.

Policy Revision	Section(s) revised	Change Description	Effective Date
0		New	October 2021