

5. Ice Requirements Policy

5.1. Ice Requirements

- a) All CRRL games must be scheduled on an ice-time that is a minimum of one-hour in duration.
- b) Member Associations are required to assign to CRRL one (1) hour of ice-time every other week to be used as Home game time for each of its registered teams at U12 and above.
- c) All assigned Home game ice times will be provided to the CRRL Scheduler no later than September 15.
- d) In the event that a Member Association receives notice from a facility that ice that has been assigned to CRRL is no longer available then the Member Association must provide immediate notice to the League Scheduler and provide alternate ice-time(s) that are suitable.

5.2. Game Duration

- a) All CRRL game playing times will be planned to maximize ice use, and shall be structured as follows:
 - WARM-UP – Three (3) minutes
 - REGULATION TIME – Two (2) seventeen (17) minute stop time periods
 - PERIOD BREAK – A one (1) minute break between periods
 - TIME OUTS – As per Ringette Canada Rules

5.3. Time Restrictions

- a) If there is insufficient time to complete a game of CRRL regulation length then this must be noted on the Game Report.
- b) Division Conveners will track the number of incomplete games and report to the League Committee if 25% or more games in a division are not able to be completed in the allotted time.
- c) In any situation where circumstances do not allow a league game to be completed (i.e. due to player injury, power outages, mechanical problems, etc.), the game shall be considered **completed** provided that 26 minutes of stop time has been played.
- d) Subject to 5.3.c) any league game that is considered incomplete will be rescheduled and replayed in its entirety with a starting score of 0-0.

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