



ASSOCIATION DE
RINGUETTE DES
MUSTANGS

TOURNAMENT RULES NOVEMBER 2026

For the U10 A-B-C division - Round robin, 3 games guaranteed

(2 x 13 minutes)

For the U12 B-C division - Round robin, 3 games guaranteed

(2 x 15 minutes)

For the U14 B-C division - Round robin, 3 games guaranteed

(2 x 15 minutes)

For the U16 B-C division - Round robin, 3 games guaranteed

(2 x 15 minutes)

For the U19 B division - Round robin, 3 games guaranteed

(2 x 15 minutes)

For the U12A, U14A, U16A, U19A, Open A categories - Round robin, 4 games guaranteed

(2 x 15 minutes)

For the U21+ A-B-C division - Round robin, 3 games guaranteed

(2 x 15 minutes)

For the Open A division - Round robin, 4 games guaranteed

(2 x 17 minutes)

For the U16AA and U19AA categories - Round robin, 4 games guaranteed

(4 x 10 minutes)

DIVISIONS

U10 A-B-C, U12 A-B-C, U14 A-B-C, U16 AA-A-B-C, U19 AA-A-B, U21+ A-B-C and Open A.



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REGISTRATION PROCEDURES

- One hour before the start of the first game, all team officials must report to the Registrar with:
- The team form as approved by Ringette Quebec and the player cards.
- SCI, CI (The Locker) Coaching Certification Program cards and/or other required documents.
- No photocopies are accepted except for affiliate players.
- The team card will be given to the participating teams after each pre-game check and must be rechecked at each game.
- All eligibility conditions established by Ringette Quebec must be met.

MINIMUM CERTIFICATION REQUIRED

- Must comply with article 5.02.04 of the Ringette Quebec operating guide.

TIE BREAK PROCESS

- The tiebreaker in the ranking will be determined according to article 3.04.03 of the Ringette Quebec operating guide.

EQUIPMENT

- Shall comply with article 3.02.02 of the Ringette Quebec operating guide.

GAME SHEET

- A team official must report to the registrar 1 hour before the start of each game to check and complete the game sheet:
- Indicate the captain by the letter 'C', the assistant(s) by the letter 'A' and the goalkeeper(s) by the letters 'GB'
- Enter the player's jersey number
- Indicate absent players with the letters 'ABS'
- Enter the name of the affiliate players after the regular players by entering the letters 'RES' as well as their category.
- Establish an order of players for shootout from 1 to 5, according to article 3.04.01 paragraph 4 of the Ringette Quebec operating guide.
- In the event of a jersey conflict, the visiting team must change jerseys.



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NUMBER OF PLAYERS

- A team may have a maximum of 18 players and a minimum of 7 players.

PLAYING RULES

- The rules are those of Ringette Canada, latest edition.
- The free play line rule and shot clock rule are applicable for all divisions from U12 to Open and U10A.
- No protests will be accepted during the tournament.
- Presence behind the bench: According to the standards established by Ringette Quebec.
- For the ranking, 2 points will be awarded for a win and 0 points for a loss.
- All games shall be played until a winner is declared. There shall be no ties.

ADMINISTRATION

The organizing committee reserves the right to start the games a maximum of fifteen (15) minutes before the scheduled time, except for the first game of the day. In addition, they reserve the right to flood the ice every two (2) games, if they deem it necessary in order to respect the schedule.

When the teams arrive on the ice, two minutes will be allocated for warming up. A one-minute intermission will separate the two regulatory periods.

For the AA teams:

When the teams arrive on the ice, three minutes will be allocated for warming up, a one-minute intermission will separate the periods 1-2 and 3-4 and a two minutes intermission will separate the periods 2-3.

If after the first period of play or the second period for the AA teams, there is a difference of 7 goals or more between the two teams, the second period or third one (AA) will be played in continuous time, and this, until the end of the game.

If the difference of 7 goals occurs during the second period of play, the game will be played in continuous time, and this, until the end of the game.

When the game is in continuous time, the penalty remains in stopped time.

During continuous time, if there is a request for a time out by the coach, then the time will be stopped.



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TIE AT THE END OF THE GAME

In the event of a tie at the end of regulation play, for all games of the tournament, the following procedure will apply:

The referees will ask to see the captain of each team in order to draw to see who will start with the ring.

An additional period of 5 minutes, continuous time, will be played 5 against 5, excluding the goalkeepers. The first goal scored ends the game.

If no goal is scored during this additional period, a shootout is then necessary, in accordance with article 3.04.01 of the Ringette Quebec operating guide.

MISCELLANEOUS

For first aid, a team of qualified professionals will be present at each competition site.