



2027 Canada Winter Games Ringette Technical Package



Technical Packages are a critical part of the Canada Games. They guide the selection of athletes by prescribing the age and eligibility requirements, assist the Host Society by detailing competition formats and scoring procedures, assist Provincial/Territorial (P/T) Chefs de Mission in verifying eligibility, help with budgeting by describing the number of participants permitted, advance coach certification by stating minimum requirements, and generally contribute to athlete development by identifying each National Sport Organization's (NSO) version of athletes in the "Train to Compete" phase of its Long Term Development (LTD) model, or other suitable phase of LTD as justified by the NSO.

Technical Packages are developed 36 to 24 months prior to the Canada Games primarily by NSOs, following the Canada Games Council's (CGC) [Principles that Govern Technical Packages](#). As the overall governing body of the Games, the CGC has the ultimate authority over Technical Packages, but this authority is exercised only with the knowledge and understanding of the concerned NSO.

Relevant Games stakeholders, specifically Provincial/Territorial Sport Organizations (P/TSOs) and P/T team staff, are encouraged to review the Technical Package in detail to ensure a thorough understanding. If an individual wishes to seek clarification or initiate a change to a Technical Package leading up to a Games, the request should be first directed to the NSO or the Chef de Mission. The NSO or Chef de Mission will submit the requested change or clarification to the CGC for consideration. Timelines for requesting changes to major elements of the Technical Package (i.e. team sizes, age categories, eligibility restrictions, events, competition formats) are outlined in the Principles that Govern Technical Packages. Minor corrections will be considered at almost any time, but will be increasingly difficult to achieve within six [6] months of the Games. These time frames reinforce the importance of complete understanding of the Technical Package by Games stakeholders early.

TABLE OF CONTENTS

1. SPORT: RINGETTE	3
2. PARTICIPANTS	3
3. CLASSIFICATION	5
4. ELIGIBILITY	5
5. COMPETITION	7
6. TIE BREAKING RULES - COMPETITION	9
7. REGISTRATION & EVENT ENTRIES	11
8. SPORT SCORING POINTS	12
9. FLAG POINTS	12
10. TIE BREAKING RULES - FLAG POINTS	13
11. MEDALS	13
12. COMPETITION UNIFORM	13
13. EQUIPMENT	13
14. PROTEST & APPEALS	13
15. ANTI-DOPING	14
16. APPENDICES	14
APPENDIX 1 - COACH CERTIFICATION REQUIREMENTS	15
APPENDIX 2 - PERFORMANCE GUIDELINES	16
APPENDIX 3 - DISCIPLINE, PROTEST & GRIEVANCE COMMITTEE	18
APPENDIX 4 - DISCIPLINE AND SUSPENSION GUIDELINES	20

2027 Canada Winter Games Ringette Technical Package

1. SPORT: RINGETTE

2. PARTICIPANTS

2.1. Athletes

18 Women

All registered athletes must intend to dress in at least one game.

2.2. Staff

4 Coaches

or

3 Coaches, 1 Manager

One of the coaches must be a woman.

Individuals with manager status shall not be granted access to the bench during competition.

2.3. Additional Team Staff*

- Apprentice Coach
 - See [Women in Coaching Canada Games Apprenticeship Program](#)
 - See [Aboriginal Apprentice Coach Program](#)
 - Apprentice coaches have the same access as athletes and team staff.
- Venue Pass Holder
 - See [Venue Pass Holder Policy](#)
 - Venue Pass Holders do not have access to the field of play
 - Venue Pass Holder's venue access
 - Sport Operational Zone (Zone 2)
 - Back of House Zone (Zone 3)

* Additional team staff positions are administered by the P/T Team. Positions must be applied for based on each P/T Team's process. For information pertaining to the process in your P/T contact your Chef de Mission.

2.4. Support for Participants

The Canada Games Council recognizes there can be barriers to participation/attendance at the Canada Games. The below policies have been developed to provide support to participants when required:

- [Support for Breastfeeding/Chestfeeding Parents Policy](#)
- [Participant Assistant Policy](#)

2.5. Standby Goaltenders

There shall be two standby goaltenders named and approved by Ringette Canada's Technical Representative. The standby goaltenders must be available for the duration of the event and able to be on site in the venue in 2 hours or less. Ringette Canada will be responsible for working with the appropriate Provincial Sport Organization to identify the next best age-eligible goaltenders available, in the host Province. Ringette Canada will make the final recommendation to the Canada Games Council. During the competition, a replacement may be permitted for a goaltender who becomes ill or injured during the competition or is under suspension. The two standby goaltenders will come under the direct jurisdiction of Ringette Canada's Technical Representative and will be used when a team has an ill, injured or suspended goaltender. No standby goaltender will be activated during a game and, therefore, they will be made available through an "on-call" process. The procedure for using a standby goaltender shall be as follows:

1. A team requesting to use a standby goaltender must make a written request to Ringette Canada's Technical Representative or designate in charge of the competition.
2. In the case of an ill or injured goaltender, a medical certificate must accompany the request.
3. The Host Society will establish any required accreditation procedures.
4. Ringette Canada's Technical Representative shall determine practice and game assignments for the standby goaltenders.
5. Teams will play with their second regular goaltender and the standby will dress as the back-up.
6. The standby can only enter the game if the starting goaltender is injured or removed from the game by the referee.

3. CLASSIFICATION

Under 20 years of age as of December 31, 2026.

Year of birth: 2007 or later.

Teams from PE, NT, NU and YT are permitted to select up to three (3) under 21 players (year of birth: 2006 or later).

4. ELIGIBILITY

4.1. Athletes

All athletes must meet the eligibility regulations outlined in CGC's [Athlete Eligibility Policy](#).

Excluded from the Canada Games are:

- Senior National Team members - defined as: Athletes who are part of (on the roster of) a standing Senior National Team (i.e. recognized as a Senior National Team member regardless of event participation)
- Athletes who have previously competed at any of the following events:
 - Senior World Championships

All athletes must be fully registered with their provincial association and Ringette Canada by December 31, 2026.

No athlete can be rendered ineligible within 90 days of the opening of the Games due to National Team status, carding status or competing in an excluded event (i.e., if an athlete is granted National Team status or carding status for the first time, or competes in an excluded event after November 29, 2026, they will still be considered eligible to compete at the 2027 Canada Games).

Athletes who are in their first year of Senior National Team status may be deemed eligible on a case by case basis. Additionally, while C1 cards have been discontinued, athletes who have previously held a C1 card and who meet all other eligibility restrictions may be deemed eligible on a case by case basis. Requests must be submitted to the respective Provincial/Territorial Team Chef de Mission and approved by the Canada Games Council Sport & Games Committee.

4.2. Coaches

All coaches must be fully registered with their provincial association and Ringette Canada by December 31, 2026.

All coaches registered in the Canada Games electronic registration system must be certified under the National Coaching Certification Program (NCCP) Competition Stream, Development Context (certified status) in Ringette.

If a Provincial/Territorial team registers 4 coaches, all must meet the outlined coach certification requirements above. If a team registers 4 staff and one does not meet the coach certification requirements, they will be registered as a manager.

Coaches must be certified no later than 180 days prior to the opening ceremony (August 31, 2026).

Please note that “NCCP Competition-Development Certified, Not Renewed” does not qualify under the coaching standards for the 2027 Canada Winter Games.

Please refer to the CGC’s [Coach Certification Policy](#) for additional information:

For more information on the coach certification pathway for Ringette, please see Appendix 1.

All Team Staff are encouraged to complete the *Canada Games Coaching* eLearning module available in [The Locker](#) (under *Multi-sport*).

4.3. Managers

All Managers must be fully registered with their provincial association and Ringette Canada by December 31, 2026.

The manager registered in the Canada Games electronic registration system must be certified under Ringette Canada’s Manager Certification Program no later than 90 days prior to the opening ceremony (November 29, 2026).

5. COMPETITION

5.1. Playing Rules

The competition will follow Ringette Canada rules detailed in the [Official Rules and Case Book](#).

5.2. Game Format

Games will consist of four (4) thirteen (13)-minute periods.

5.3. Game Administration

Teams will be given a minimum five (5) minute on-ice warm-up prior to each game. These warm-ups will start at the scheduled game time or upon completion of ice resurfacing, whichever is latest. Teams must be ready to begin play promptly after the warm-up.

Teams will only be permitted on the playing surface a maximum of five (5) minutes prior to the scheduled or rescheduled game time.

In order to maintain the privilege of choice of goal areas to defend to begin a game, the Home team starting goalkeeper must, upon entering the ice surface for the pre-game warm-up, proceed immediately to the goal area that the team wishes to defend.

Teams will be given a one (1) minute intermission between the 1st and 2nd periods and between the 3rd and 4th periods in addition to a twelve (12) minute intermission/flood between the 2nd and 3rd periods of play. If overtime is required, a twelve (12) minute intermission/flood shall take place at the end of regulation play and after every second overtime period. Teams must be ready to resume play promptly after the intermission. Rings will not be permitted on the ice after intermission.

Teams receive three (3) points for a win in regulation, two (2) points for an overtime win, one (1) point for an overtime loss and zero (0) points for a regulation loss. The first place team, at the end of the preliminary round, is the team having the highest number of points. The second place team is the team having the second highest number of points, etc.

All games shall be played until a winner is declared (i.e. overtime will be played in the event of any tied game).

Any changes to game format which may not be reflected in the Ringette Canada [Official Rules and Case Book](#), but that will be implemented for the 2027 Canada Winter Games will be communicated via an amendment to the Technical Package.

5.4. Tournament Format

The tournament will consist of an equalized pool format with two divisions. One division will have four teams and the other will have five teams.

Division A	Division B
Team A	Team B
Team D	Team C
Team E	Team F
Team H	Team G
	Team I

Teams will be seeded based on the results from the 2026 U19 Canadian Ringette Championships and placed across divisions. For example, the first place team from the 2026 Canadian Ringette Championships will be named Team A (first team in Division A), the second place team from a different province will be seeded as Team B (first team in Division B). The 2026 Canadian Ringette Championships third place team will be seeded as Team C (second team in Division B), and the fourth place team will be seeded as Team D (second team in Division A), and so on.

Each team plays every other team in their division in the preliminary round. At the end of the preliminary round, teams will be ranked from first to last within their division.

At the conclusion of the preliminary round, the 4th place team in Division A will play the 5th place team in Division B. The winner of the game will advance to the playoff round.

Preliminary Round			
Division A games		Division B games	
game 1	A-D	game 2	B-C
game 3	E-H	game 4	F-G
		game 5	I-B
		game 6	C-F

game 7	A-E	game 8	G-I
game 10	D-H	game 9	B-F
		game 11	C-G
		game 12	I-F
game 13	A-H	game 14	B-G
game 15	D-E	game 16	C-I
		(seeding) game 17	4A-5B

Note: The Host Society has the right to request a change to the game order to positively impact fan attendance, following the 2026 Canadian Ringette Championships

The playoff format will comprise 12 games. All 8 teams advancing to the playoff round are guaranteed an additional 3 games, as games will be played for final placement (1st through 8th).

In the playoff round games 18 to 21, home teams will be the highest ranked team of that game. In the playoff round games 22 to 29, home teams will be determined by method of a coin toss prior to the start of the game.

Playoff Round		
game 18	B1-Winner of game 17	Quarterfinal 1
game 19	1A-4B	Quarterfinal 2
game 20	2A-3B	Quarterfinal 3
game 21	2B-3A	Quarterfinal 4
game 22	W18-W20	Semi-final 1
game 23	W19-W21	Semi-final 2
game 24	L18-L20	Placement Game 1
game 25	L19-L21	Placement Game 2
game 26	L24-L25	7th-8th place Game
game 27	W24-W25	5th-6th place Game
game 28	L22-L23	Bronze Medal Game
game 29	W22-W23	Gold Medal Game

6. TIE BREAKING RULES - COMPETITION

All games will be played until a winner is declared. If the score of a game is tied at the end of regulation time, there will be one (1) overtime period (stop time) which will result in sudden victory (i.e. the first team to score in overtime will be declared the winner).

If neither team scores during the first overtime period, there will be successive sudden victory overtime periods until a goal is scored to break the tie.

Possession on the free pass to start the first overtime period will be decided by the tossing of a coin by the referee. The team winning the toss will get the free pass; the other team will get the choice of ends. This coin toss shall occur immediately following regulation time.

If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams. The teams will also alternate ends. Overtime periods will be the same length as regulation periods.

When two (2) or more teams in the same division have an equal number of points after the completion of the preliminary round games, the highest of the tied teams will be determined in the following order and considering the "Official Score" of the games:

- i. The winner of more game(s) during the preliminary round will be declared the highest position.
- ii. The winner of more game(s) in regulation time during the preliminary round will be declared the highest position.
- iii. The winner of the head to head game between tied teams during the preliminary round will be declared the highest position.
- iv. If still tied, the team having the greatest positive difference between goals for and against using head to head games between the tied teams in the preliminary round will be declared the highest position.
- v. If still tied, the team having the least total goals against using games between the tied teams during the preliminary round will be declared the highest position.
- vi. If still tied, the following formula will be used to determine the highest position: for the games between the tied teams in the preliminary round, divide the total goals for plus the total goals against, by the goals against.
(i.e., Goals For + Goals Against) / Goals Against
The team with the HIGHEST resulting number will be declared the highest position.
- vii. If still tied, the team having the greatest positive difference between goals for and against in all games during the preliminary round will be declared the highest position.

- viii. If still tied, the tied team with the least total goals against in all games during the preliminary round will be declared the highest position.
- ix. If still tied, the same formula as in (v) will be applied to all games during the preliminary round. The team with the HIGHEST resulting number will be declared the highest position.
- x. If still tied, the team with the fewest penalty minutes in all preliminary round games will be declared the highest position.
- xi. If still tied, a coin flip will determine the highest position.

Important Notes:

- 1. These shall be followed in sequence until the tie is broken (i.e., one team is eliminated from the tie). Once one (1) team is eliminated from the tie, the procedure reverts back to (i).
- 2. This procedure, in most cases, will declare the team in the HIGHEST position. However, in some cases, the procedure will declare the LOWEST position between tied teams, and that team shall be dropped from the tie breaking procedure (i.e., the top two teams remain tied). In these cases, the procedure shall also revert back to (i) in order to break the tie between those teams which remain tied.

7. REGISTRATION & EVENT ENTRIES

7.1. Canada Games Council Registration Deadline

All participants (athletes, coaches, managers and additional team staff) must be registered in the Canada Games electronic registration system no later than 30 days prior to the Opening Ceremony (January 28, 2027).

7.2. Ringette Canada Registration Deadline

All participants (athletes, coaches, managers and additional team staff) must be registered in the Ringette Canada electronic registration system no later than 30 days prior to the Opening Ceremony (January 28, 2027).

8. SPORT SCORING POINTS

Sport scoring points are a tool used to determine the performance of a P/T Team across all events within a sport. At the conclusion of an event, sport scoring points will be awarded using the following criteria:

8.1. Team Events

- Teams will be ranked from first through last place
- If a team is disqualified, the team will not receive sport scoring points
- Sport scoring points will be awarded based on the chart below

Placing	Points	Placing	Points	Placing	Points
1st	10	6th	5	11th	1.5
2nd	9	7th	4	12th	1
3rd	8	8th	3	13th	0.5
4th	7	9th	2.5		
5th	6	10th	2		

9. FLAG POINTS

Games to Games performance by a P/T Team at the Canada Games is measured by accumulated Flag Points. Every P/T Team is awarded Flag Points for its ranked performance in each sport in which it competes.

After ranking the P/T Teams from first to last, Flag Points will be awarded as follows:

Placing	Points	Placing	Points	Placing	Points
1st	10	6th	5	11th	1.5
2nd	9	7th	4	12th	1
3rd	8	8th	3	13th	0.5
4th	7	9th	2.5		

5th	6	10th	2		
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10. TIE BREAKING RULES - FLAG POINTS

As all final positions are played out, there will be no ties within the final Provincial/Territorial rankings.

11. MEDALS

The Canada Games will award medals to athletes only. Gold, silver and bronze medals will be presented for each event.

Gold: 18 Silver: 18 Bronze: 18

12. COMPETITION UNIFORM

Provincial/Territorial team colours must be worn. Each team must provide one dark set and one white set uniform combination. Additional information on each Provincial/Territorial team's colours can be found in Appendix C of the CGC's [P/T Team Uniform and Sponsorship Policy](#). In the event that team uniform colours are similar and may cause confusion, the designated "Visiting" team must be prepared to change into an alternate set of uniforms.

13. EQUIPMENT

All players are to follow the guidelines set out in [Section 5 – Equipment](#) of the Ringette Canada [Official Rules and Case Book](#).

14. PROTEST & APPEALS

14.1. [Canada Games Council Protest Policy & Appeal Policy](#)

Appeals relating to a decision made based on this Technical Package or any decisions made by the CGC will be made in accordance with the CGC's [Appeal Policy](#).

Protests relating to disputes between and among Provincial/Territorial Teams as it relates to CGC Policies, Procedures and Principles that Govern Technical Packages will be made in accordance with the CGC's [Protest Policy](#).

14.2. Competition Protests

Please refer to Appendix 3.

15. **ANTI-DOPING**

The CGC adopts the Canadian Anti-Doping Program (CADP) Covenant as a fundamental commitment to engage in a cooperative and collaborative effort to eliminate doping in sport and to support harmonized, coordinated and effective anti-doping measures in Canada. Any Canada Games participant (athlete, coach, manager, technical support, or other person) found to have committed an anti-doping rule violation at the Canada Games (as determined pursuant to the CADP) will be subject to all of the penalties and consequences, as outlined in the [Canadian Anti-Doping Program](#).

16. **APPENDICES**

Please review the attached appendices as they form an integral part of this technical package.

- APPENDIX 1 - Coach Certification Requirements
- APPENDIX 2 - Performance Guidelines
- APPENDIX 3 - Discipline, Protest & Grievance Committee
- APPENDIX 4 - Discipline and Suspension Guidelines

APPENDIX 1 - COACH CERTIFICATION REQUIREMENTS

For more information on Ringette Canada's coaching certification pathway please visit [here](#).



APPENDIX 2 - PERFORMANCE GUIDELINES

The following Performance Guidelines have been established by the respective NSO, at the request of the CGC and the Federal-Provincial/Territorial Sport Committee (FPTSC), to reflect the expected training and/or performance parameters of a typical Canada Games athlete. These Performance Guidelines have been developed as a tool for P/T teams to use at their discretion in the training and selection of their Canada Games teams. These Guidelines are not required selection criteria.

Ringette Canada recognizes regional differences on how athletes are selected for the Canada Games. Below are some guidelines for provinces to follow as to the type of athletes accessing the Canada Games.

1. Provincial Teams at Canada Games should include the best athletes within the chosen stage of development or age group. In the case of Ringette, athletes entering the Learn to Win stage of development would be identified as the ideal stage of development for the Canada Games.
2. Selected pool of athletes should all have the opportunity to try out for the provincial Canada Games team. No club team is entering the Canada Games.
3. Potential athletes should be athletes involved in the NRL or in the Pursuit of Excellence (POE) at the u19 AA or u16 AA program level.
4. Potential athletes should be training on an annual basis as part of a POE or AA program, NRL or school based program or any other high performance environment.
5. Potential athletes should be engaged in a more serious environment with the technical, tactical, physical and mental aspects of the game being considered on an annual basis and with an off season training protocol.
6. A typical team usually includes 2-3 goalkeepers with 15 to 16 position players considering some athletes could be dual position players.

Additional information from Ringette Canada's Athlete Development Matrix to be considered for team selection and program preparation:

Learn to Win/Train to Win

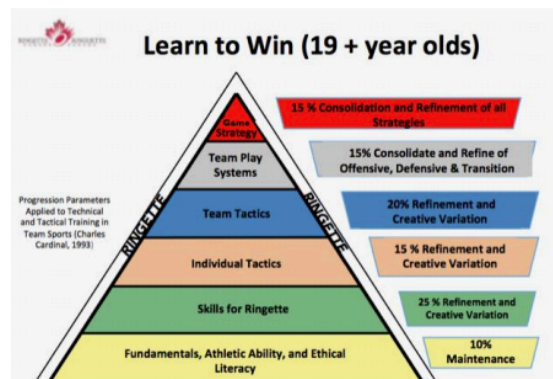
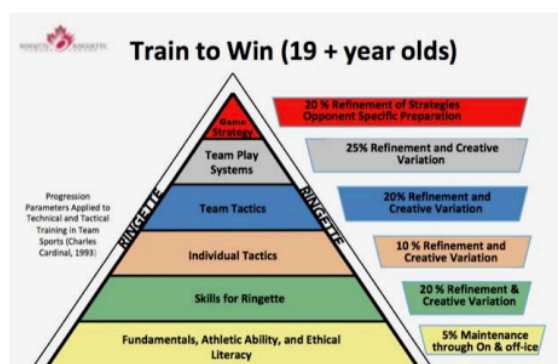
Entry: Train to Compete

Activity Time: Main sport: 100%

Training: 30% Competition: 70%

Stage Focus: Podium performance at the highest levels in ringette.

Learn and Train to Win - Appropriate Training Ratios and Ranges for adapted from Balyi and Cardinal	L2W/T2W (18+)
Length of plan (weeks)	45-50 weeks
Length of Prep Period	9 to 14 weeks
Length of Competition Period	8 to 30 weeks
Length of Transition Period	3 to 6 weeks
Number of Competition Days	16 to 20 days
Number of Practice Days	225 to 300 days
Average length of Prep Practice (mins)	75 to 120 minutes
Average training days/wk, Prep Period	5 to 6 days/week
Average length of Comp Practice (mins)	75 to 120 minutes
Average training days/wk, Comp	5 to 6 days/week
% days devoted to Competition	70 - 75% ratio
% days devoted to Practice or Training	25 - 30% ratio



Essential skills for athletes in the Learn to Win and Train to Win stages from Ringette Canada's *Essentials* document:

http://ltrd.ringette.ca/wp-content/uploads/2017/03/Stage6_I_am_Champion_Ringette_Essential_guide-6.pdf

APPENDIX 3 - DISCIPLINE, PROTEST & GRIEVANCE COMMITTEE

1. The Discipline, Protest & Grievance Committee (DPG Committee) for the Canada Winter Games shall consist of the Director of Officials or designate (Committee Chair), the Sport Rep or designate, the Sport Information Officer or designate and the Technical Representative (non-voting).
2. The DPG Committee shall consider all appeals, protests, grievances and disciplinary matters related to any “field of play” aspect of the Canada Winter Games. The Committee shall not consider protests or grievances based upon a referee’s judgment call. Teams may protest the outcome of a game based on the following grounds:
 - a. Ringette Canada Official Rule improperly applied during the game under protest, that is not deemed to be or related to an official’s routine judgment call or decision, resulting in an impact on the final outcome of the game;
 - b. Equipment or facility malfunction having an impact on the final outcome of the game under protest.

NOTE: Athlete eligibility falls under the jurisdiction of the Canada Games Council (CGC) and at Games-time must be dealt with through the CGC’s [Protest Policy](#).

3. Any protest or grievance must be made in writing and must be submitted to any member of the DPG Committee no later than thirty (30) minutes following the game which the protest/grievance concerns.
4. All submissions must be accompanied by a \$500 deposit. This entire deposit is refunded only if the protest is upheld. The entire fee is forfeited to Ringette Canada if the protest is denied.
5. The DPG Committee shall review the protest as presented by the protesting team and determine if it falls within the jurisdiction of the DPG Committee and within the required grounds for protest described in point 2 above. If the protest is determined to fall outside the jurisdiction of the DPG Committee or does not fall within the grounds of point 2, the protest will be dismissed. If the protest is determined to fall within the jurisdiction of the DPG Committee and does meet the grounds described in point 2, the protest will be heard.
6. A final decision must be rendered within six (6) hours of submitting the protest or before the next scheduled game of the involved teams, whichever is earlier.
7. Should the protest have grounds to move forward, the DPG Committee shall use the process outlined in point 8 to render one of the following decisions:
 - a. The situation presented did not impact the final outcome of the game, therefore the game result stands;

- b. The situation presented had an impact on the final outcome of the game, therefore:
 - i. The game must be replayed from the point of the incident in question;
 - ii. The game shall be replayed in its entirety.
- 8. The process used by the DPG Committee to come to a decision will be the following:
 - a. The DPG Committee shall meet individually with each of the following prior to rendering a decision:
 - i. One representative from the protesting team, as determined by the team;
 - ii. All Major Officials involved in the game in question;
 - iii. One representative from the affected team.
 - b. The DPG Committee may request to meet individually with other individuals they feel would benefit the gathering of additional facts of the case;
 - c. The DPG Committee, at its sole discretion, may review video of the game if they feel this would be beneficial to the facts of the case.
 - i. The official webcast stream for the event shall be the primary video source used;
 - ii. The DPG Committee may determine that an alternate source of video be deemed appropriate at their sole discretion.
- 9. All decisions made by the DPG Committee are final and cannot be appealed.

APPENDIX 4 - DISCIPLINE AND SUSPENSION GUIDELINES

All Match penalty assessments based on actions as outlined below (as per Section 25-28 of the [Ringette Canada Competitions Policy](#)) must be made known to a member of the DPG Committee, by the on-ice officials involved via the Director of Officials (or Designate), within 30 minutes of the completion of that game. Details surrounding the Match penalty assessment must also be clearly outlined in writing by the on-ice officials on the Official Game Report.

The DPG Committee shall meet to determine the game suspension of the individual(s) involved. This meeting shall take place as soon as possible upon receipt of notice of the Match penalty assessment and, if at all possible, prior to the next game of the team(s) involved.

In their deliberations, the DPG Committee may interview any or all of the following: the on-ice officials; the player(s)/team staff involved; the Officiating Supervisor at that game (if applicable); and, any others whose input the DPG Committee feels would be of value.

The final decision of the DPG Committee regarding game suspensions shall be immediately communicated to a member of the team staff of the team(s) involved by the DPG Committee Chair.

Suspensions

The following guidelines apply to all play directly under the jurisdiction of Ringette Canada.

Based on the circumstances surrounding the Match penalty assessment, the DPG Committee may choose to impose a game suspension, without appeal, up to a maximum number of games stated for the specific infraction(s). Additional suspensions may be imposed should the circumstances warrant the same. Should an individual commit more than one of these infractions in the same game, the suspension penalties imposed shall be additive.

Participation by suspended players/team staff having incurred said suspension during the 2027 Canada Winter Games or at a previous event will be as outlined below:

1. Any team staff member or player entering the 2027 Canada Winter Games under suspension by their Provincial/Territorial sport governing body or Ringette Canada, or suspended during the course of the event, will not be permitted to direct any member team during any game, carry out any official duty on behalf of any member team, be in or about the dressing room or bench area before, during or after any game played by any member team, or situated anywhere in the arena in a position to direct any member team for the duration of the suspension.

2. Any team staff member or player who violates the terms of their suspension as outlined above will be reported both to the President of their respective Provincial/Territorial sport governing body and the President of Ringette Canada for further discipline.

Responsibility for supervision of the serving of game suspensions not being served during the event in which said suspensions were invoked will be that of the home province of the individual(s) involved. Suspensions must be served during regularly scheduled games, and a copy of each applicable Official Game Report must be forwarded to the Ringette Canada office within seven (7) days of the completion of each game suspension. The name of the suspended individual must appear on the Official Game Report as a "scratch" with the term "susp" (for "suspended") appearing after it.

Note: these are minimum suspensions. Additional suspensions may be imposed wherever conditions and circumstance warrant.

The following guidelines apply to all play directly under the jurisdiction of Ringette Canada. The suspensions specified (in number of games), are over and above those specified and outlined in Section 20.3.e Match Penalty (Consequences of Penalties) of the Official Rules of Ringette, for Match penalty infractions.		
Athlete/Team Official Assessed a MATCH penalty for:		
Action:	Suspension (# in games)	2nd occurrence of any combination
Contact penalty from behind 18.1.f	1 - 4	Indefinite
Slew Footing	3	
Hair Pulling	3	
Face Masking	3	
Head Butting	3	
Spearing, Butt Ending or Kicking	4	
Stick Swinging	4	
Deliberate Attempt to Injure (for example deliberate hits to the head, rough play, kneeing, cross checking, boarding)	4	
Fighting:		
Instigating	4	Indefinite
Participating (including those in addition to the original two participants)	2	
Athlete/Team Official Assessed a MISCONDUCT or MATCH penalty for:		
Abuse of an Official		
Excessive Verbal Abuse before, during or after a Game - Misconduct Penalty	2	Indefinite
Excessive Verbal Abuse Post Game on ice Misconduct plus Match Penalty	3	
Physical:		
Minimal (ex. Touch/brush)	3	Indefinite
Moderate (ex. Push)	5	
Excessive (ex. Punch/attempt to punch/push causing fall) on or off-ice	7	
Code of Conduct Violations during a game		
Individuals who are deemed to be in violation of the Ringette Canada Code of Conduct are subject to suspension and/or other action as deemed appropriate.	Indefinite DPG meeting	