

FUN 2 JAMBOREE RULES 2026

Team Assignments

- *Home team will provide a volunteer timekeeper. Please have your volunteer arrive 10 minutes early to become familiar with the time clock functionality.*
- *Little nets and bumpers will be provided for FUN games.*
- *Home and Visting team will need volunteers to move the little nets and bumpers.*
- *Ice cleats are in the Zamboni area and available for use.*

Safety

- *First Aid: Each team is responsible for their own first aid.*
- *Band-Aids and a few ice packs will be available at the Jamboree HQ.*
- *Call 911 in the event of an emergency and advise the volunteers at the Jamboree HQ.*
- *AED units are available in the lobby near the concession stand.*

MUSTER STATIONS ARE DIRECTLY OUTSIDE THE ENTRANCE DOORS ACROSS THE PARKING LOT

MAKE NOTE OF THESE LOCATIONS IN THE EVENT OF AN EVACUATION.

FACILITY ADDRESS – Port Coquitlam Recreation Center: 2150 Wilson Avenue, Port Coquitlam

Bench Staff Duties

- *Coaches or Managers must check in at a minimum of 30 mins prior to game time.*
- *On the first day, collect your tournament box.*
- *On the Game Sheet:*
 - ♣ *Confirm rosters, player numbers, bench staff, dressing room number, jersey color.*
 - ♣ *We will still have game sheets for the Fun1 and Fun2 games for confirmation of rosters and bench staff.*
- *In the event of a jersey color conflict, the visiting team changes.*

Dressing Rooms

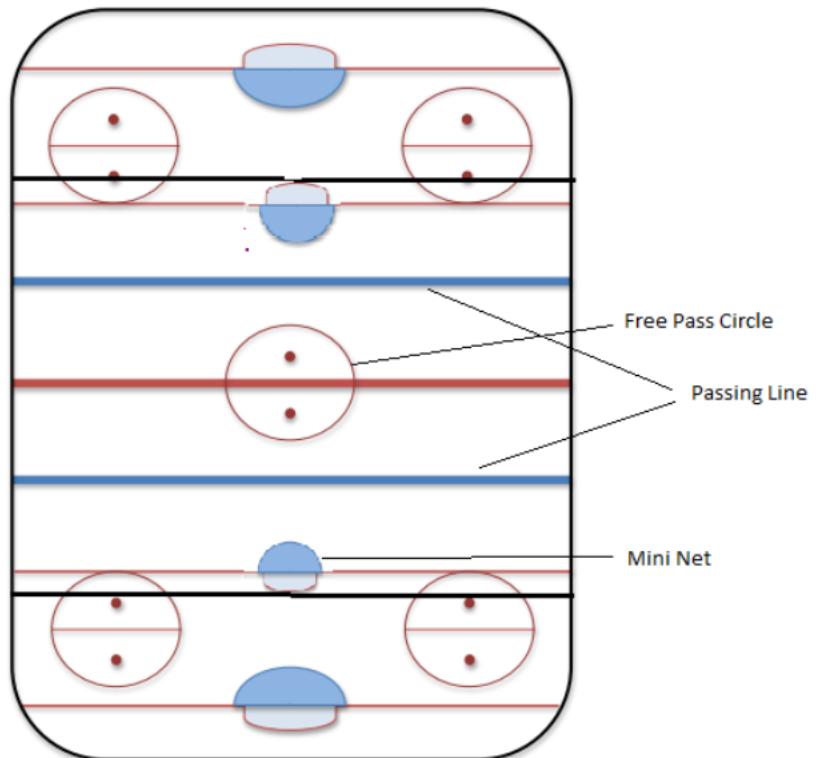
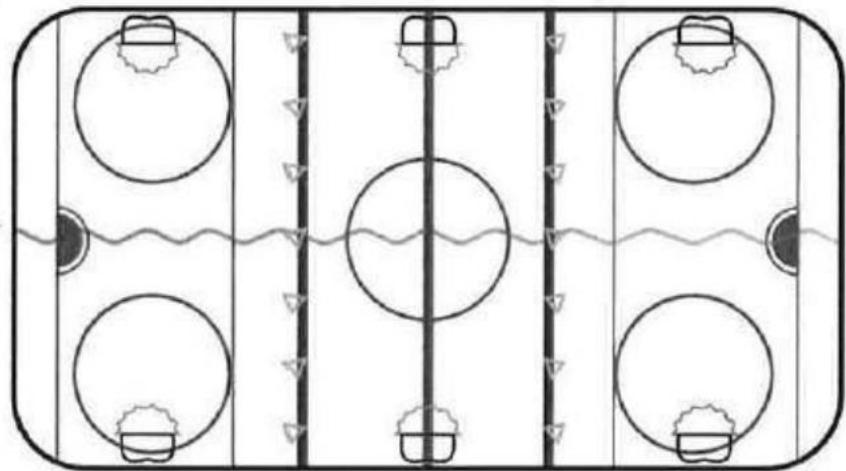
- *Only use the assigned dressing room & ensure you bring your own lock.*
- *Please vacate the Dressing rooms promptly to allow for the next group to arrive and prepare.*
- *As always, please ensure to leave a tidy dressing room.*

FUNDamentals 2

- *The FUN 2 game format is designed to maximize the ice time for the athletes. Mini Ringette (50 %) of ice surface per game.*
- *Two mini games played simultaneously or 1 mini game using the center of the ice to mimic a close representation of a regular ice surface.*
- *Teams are encouraged to use the second option using the center of the ice as it mimic a closer representation of a ringette game.*
- *To help keep the tournament schedule on track, teams should be ready to play 10 minutes before their scheduled game time and exit to the dressing room promptly after each game.*
- *Note: Please ensure you do not leave any valuable belongings in the dressing room; dressing room doors will not be locked for you.*

Line Markings

- *The two end zones can be used to play two games simultaneously or 1 mini game at center ice.*
- *Bumper pads will be provided to divide the ice and should be placed behind the nets to show game boundaries.*
- *Goalie Crease: hand drawn in front of net. Use standard goal crease if using the net on goal line.*
- *Free Play Line: is not used at FUNDamentals 2*
- *Passing Line (Blue Line): If two mini games are being played one passing line will be hand drawn for each game. Line is drawn halfway between the two nets. If the halfway point falls on the Free Play Line hand draw a blue line over the free play line.*
- *Free Pass circle: Hand drawn in the centre of the Free Play Line with two dots to indicate where the ring is placed.*
- *Passing Line (Blue Line): If 1 mini game at center ice is being played use both blue lines as the blue lines.*
- *Free Pass circle: If 1 mini game is being played at center ice use the center ice circle.*



Game Play

- A timekeeper is required to keep track and buzz every 2 minutes for shift change.
- All games will have a 5-minute warm up prior to the start of a game and a 2-minute break in between periods.
- Games will consist of two 16 minute running time periods with a buzzer every 2 minutes for line changes. The time clock stops for line changes or an on ice injury.

- Coach discretion to lengthen or shorten the second period to ensure game play continues for the entire 60min ice time. Coach discretion to shorten formal game play and move to informal fun activities depending on age/skill/attention level of players.
- The score will not be kept and a Ringette BC game sheet is not required.
- Player substitutions will occur on a buzzer every two minutes. Coaches will rotate their waiting skaters during ringette game play as needed. The waiting skaters will use the player bench closest to their game. Two teams playing each other will use the same bench but use separate ends/gates to enter/exit the ice surface.
- Each game will have two on ice coaches (one coach per team) or additional at coach discretion.
- Game is 4 vs. 4 with a goalie in net (5 players per team) or 5 v 5 with a goalie in net (6 players per team).
- Goalie uses a goalie stick only and rotates players on the buzzer.
- Teams change ends at the end of the period.

Starting Play

- Free passes are used at the beginning of periods and shifts, and after infractions.
- 1 meter clearance, the participant must make a pass without skating.
- The ring is playable after their teammate receives the ring.
- Infractions cause a change in possession, and a free pass is given to the closest participant on the other team.
- When a goalie makes a save, the goalie will throw the ring back into play. No five count, coaches can support with pass making decisions. The coach can help the goalie pick up the ring if needed, and can throw the ring in if necessary.

Rules Governing Play

- No Referees. Coaches from each team will participate to maintain game flow and ensure athlete safety.
- Penalties: Play is stopped for dangerous or rough play. Reason for stoppage must be explained to the player and the player loses possession.
- Out of Bound Rings: Players should be taught to stay inside the boundaries. If a player or the ring goes out of bounds, play is immediately stopped. A coach will retrieve the ring and toss it back into play.
- Goal allowance per participant: Coaches will encourage players to make 2 passes before shooting if they have scored 3 goals.

- *Crease violations: Play is stopped for crease violations if a player does not make an effort to stay out of the crease while they have the ring or while they are defending. Play continues if there is intent to avoid entering the crease.*
- *When play is stopped for a crease violation, the ring is given to the Goalie for a goalie ring.*
- *All other game play rules will follow the Ringette BC FUN 2 Ringette Manual: [Childrens-Ringette-Jamboree-Guidelines-and-Technical-Package-v1.2-11.6.2018.pdf](#) (click link to access 7 page manual)*