



2026 MANITOBA WINTER GAMES

Ringette Technical Package

Technical Packages are a critical element of the Manitoba Games. They guide the selection of teams by detailing age and eligibility requirements, govern competition by outlining tournament formats and scoring procedures, and identify the minimum/maximum number of participants permitted by region.

Technical Packages are developed 12-18 months prior to the Games by the relevant Provincial Sport Organization (PSO) following the standards set in place by Sport Manitoba.

After publication, any changes to the Technical Packages must be approved by Sport Manitoba – requests should first be sent to the PSO for consideration. Adjustments to age groups, eligibility requirements, team sizes, or competition formats will not be considered within six months of the start of Games.

1. SPORT: RINGETTE

2. PARTICIPANTS

2.1. Athletes

Up to 17 female athletes (with a minimum of 10) per regional team.

2.2. Coaches and Managers

Up to 3 coaches (1 head coach, 2 assistant coaches) and 1 manager per regional team.

At least one of the team staff must be female.

2.3. Regional Teams

Region	Number of Teams
North	0
East	1
South	1
West	0
Winnipeg Blue	1
Winnipeg Gold	1
Total	4

3. CLASSIFICATION

U14: Open to athletes born in the years 2012–2013.

4. ELIGIBILITY

4.1. Athletes

All athletes must meet the eligibility requirements identified in the Manitoba Games [Eligibility Policy](#).

All athletes must be registered with Ringette Manitoba by January 15, 2026.

U14 AA athletes are ineligible to participate.

Athletes under suspension are ineligible to participate.

4.2. Coaches and Managers

4.2.1. Sport Manitoba Requirements

All coaches and managers participating in the Games must have completed:

- Criminal Record Check
- [Respect in Sport](#)
- [Understanding the Rule of Two eLearning Module](#)

4.2.2. Sport-Specific Requirements

All coaches and managers must be at least 18 years of age as of March 1, 2026.

All coaches must be NCCP Competition-Introduction Coach Trained by December 15, 2025.

Managers must have completed the Ringette Canada Managers Certification Program by December 15, 2025.

5. COMPETITION

5.1. Competition Format

The Manitoba Winter Games will be a tournament consisting of a four-team round robin.

Games will be two 18-minute stop time halves.

Each team plays every other team.

At the end of round robin, teams will be ranked from first to last. The first place team will play the fourth and second place team will play the third.

- Loser of the 1v4 and 2v3 will play for bronze and winner of 1v4 and 2v3 will play for gold.

The first place team at the end of the round robin is the team with the highest number of points, the second place team is the team having the second highest number of points, etc.

- Win – 2 points will be awarded
- Tie – 1 point will be awarded
- Loss – 0 points will be awarded

Round robin:

- All round robin games shall be played until the end of regulation.
- Tied games shall remain tied.

Playoffs:

- All playoff games shall be played until a winner is declared (sudden victory overtime)

Sudden victory overtime:

- In games where overtime is played, there will be one 18-minute stop time period which will be 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.
 - All overtime periods will be the same length as regulation periods.
- 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 coin toss will get the free pass.
 - The other team will get the choice of ends.
 - This coin toss to occur immediately after regulation time.
- If additional overtime periods are required, possession of the ring for the opening free pass will alternate between teams, as well as alternating ends.

5.2. Competition Rules

Ringette Canada's Official Rules of Ringette will be in effect for this event unless otherwise stated in this technical package.

A two-person on-ice official system will be used.

Goal Spread Rule

When a team is winning by seven or more goals with less than five minutes to play:

- The remaining time shall be played as running time.
- Running time shall continue regardless of the number of additional goals scored.
- Stoppage in time will only occur for time-outs and in the case of an injury.

5.3. Tie-Breaking Procedure

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

1. The winner of more games between each other during the round robin will be declared the highest position.
2. If still tied, the team having the greatest positive difference between goals for and against in games between the tied teams in the round robin will be declared the highest position.

3. If still tied, the team having the least goals against in games between the tied teams during the round robin will be declared the highest position.
4. If still tied, the following formula will be used to determine the highest position:
 - a. For the games between the tied teams in the round robin, divide the total goals for plus the total goals against by the goals against.
 - i. I.e. $(\text{Goals For} + \text{Goals Against}) / \text{Goals Against}$
 - ii. The team with the highest resulting number will be declared the highest position.
5. If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin will be declared the highest position.
6. If still tied, the tied team with the least total goals against in all games during the round robin will be declared the highest position.
7. If still tied, the same formula as (4) will be applied to all games during the round robin.
 - a. The team with the highest resulting number will be declared the highest position.

Important notes on tie-breaker rules:

- These shall be followed in sequence until the tie is broken (i.e. one team is eliminated from the tie). Once one team is eliminated from the tie, the procedure reverts back to (1).
- 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 the tied teams, and that team shall be dropped from the tie-breaking procedure (e.g. the top two teams remain tied). In these cases, the procedure shall also revert back to (1) in order to break the tie between those teams which remain tied.
- In all cases the maximum score different (spread) between goals for and against in each game is seven goals. This is the “Official Score”.

6. MEDALS

Gold, silver, and bronze medals will be awarded to the athletes on the first, second, and third-place teams respectively.

7. EQUIPMENT AND UNIFORMS

7.1. Regional Team Uniforms

Competitive uniforms will be supplied by the Provincial Sport Organization in the following colours as per the Manitoba Games Competitive Uniform Policy.

Region	Primary Colour	Secondary Colour
North	Black	Orange
East	Grey	Purple
South	Red	Maroon
West	Dark Green	Light Green
Winnipeg Blue	Light Blue	Dark Blue
Winnipeg Gold	Yellow	Gold

7.2. Athlete / Regional Team Provided Equipment

Athletes are responsible for bringing their own playing equipment (e.g. sticks, skates).

Regional teams are responsible for bringing their own rings for practice/warm-up.

8. PROTESTS AND APPEALS

8.1. Guiding Rules

8.1.1. Appeals will only be considered for sport-specific, technical issues affecting the field of play and competition structure, and no protests related to an on-ice official's decision will be accepted.

8.1.2. Appeals are only considered when submitted by a regional team's coaching staff.

8.1.3. All appeals must be made in writing within a half-hour of the end of competition or the time of the initial decision being rendered. Extensions may be considered due to logistical challenges.

8.1.4. Sport Appeal Committees will be led/chaired by the PSO Technical Representative (Tech Rep) and include the Sport Committee Chair(s), Head Official of the game/competition in question (if applicable), and a representative of Sport Manitoba.

8.1.5. Decisions of the Sport Appeal Committee will be final.

8.2. Procedure

- Participants protesting the result of a competition decision must request an appeal form from the Sport Committee Chair(s).
 - Upon completion, the form must be submitted to the Sport Committee Chair(s) along with a \$100 bond.
 - The Sport Committee Chair(s) will contact the PSO Tech Rep and request they convene a Sport Appeal Committee.
 - The Sport Appeal Committee will review the submission, request additional information and/or meetings if desired, and make their decision within an hour of the time the protest was submitted.
 - Relevant parties will be notified of the Sport Appeal Committee's decision.
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9. ATHLETE FILL POLICY

9.1. Sport Manitoba Requirements

Regional teams may utilize athletes from outside of their region's boundaries to fill out rosters in accordance with the Manitoba Games Regional Team Policy.

9.2. Sport-Specific Requirements

Fill athletes must be fully eligible and have participated in a regional competition or camp(s).

Regional team selection process using fill athletes will be by a draft.