

WHAT CONSTITUTES BODY CONTACT IN RINGETTE?

In ringette, the purpose of the Body Contact penalty is to penalize an illegal act which places an opponent at a disadvantage.

BODY CONTACT PRINCIPLES

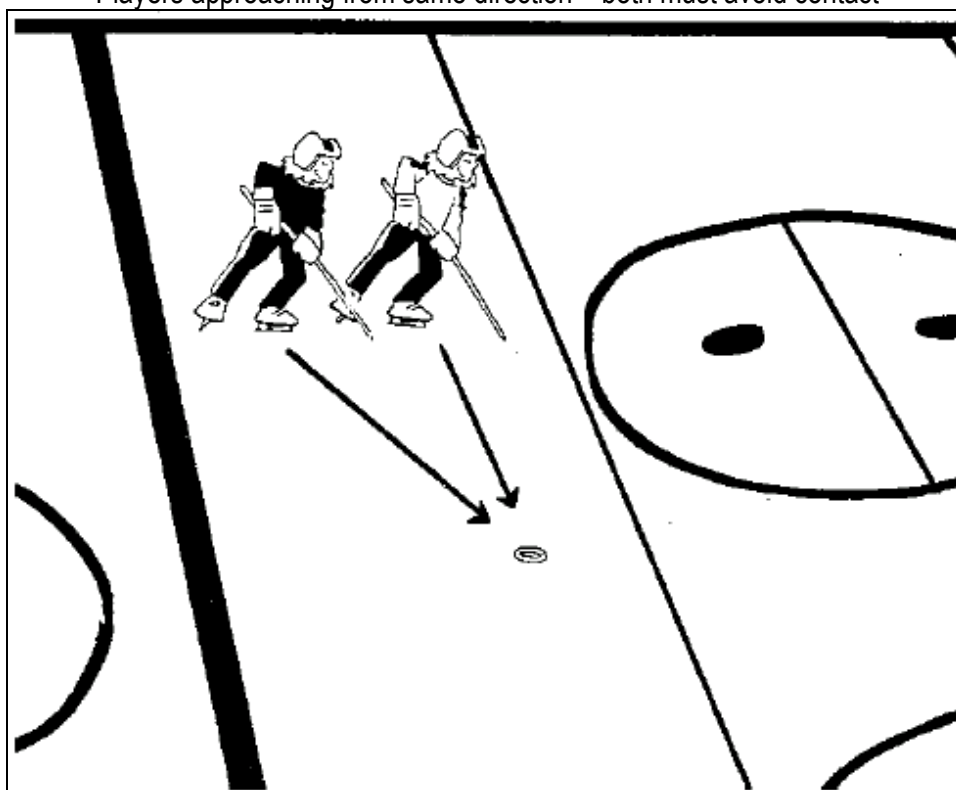
1. Every player has a responsibility to avoid body contact.
2. Every player is entitled to occupy any vacant space on the ice in areas in which that player is eligible to play.
3. A player may move to vacant ice provided that player does not initiate contact with an opponent, and moving opponents are given the opportunity to avoid contact.
4. A moving player who recognizes a situation where contact might occur must attempt to take action to avoid it.

SITUATIONS

1. Contesting a free ring (from the same, opposite and converging directions)
2. Checking the ring carrier
3. Ring carrier going by a defender
4. Teammates of the ring carrier (moving and stationary)
5. (Attacking) Screens and Picks (position and distance)
6. Screening the Goalkeeper

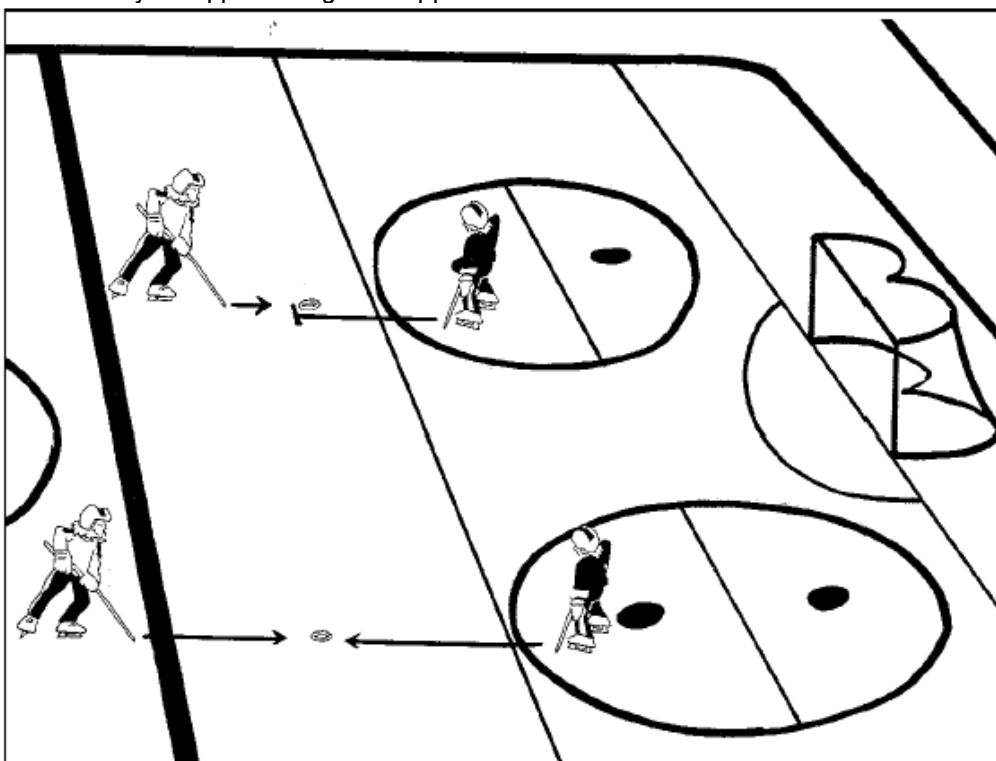
BODY CONTACT

Players approaching from same direction – both must avoid contact



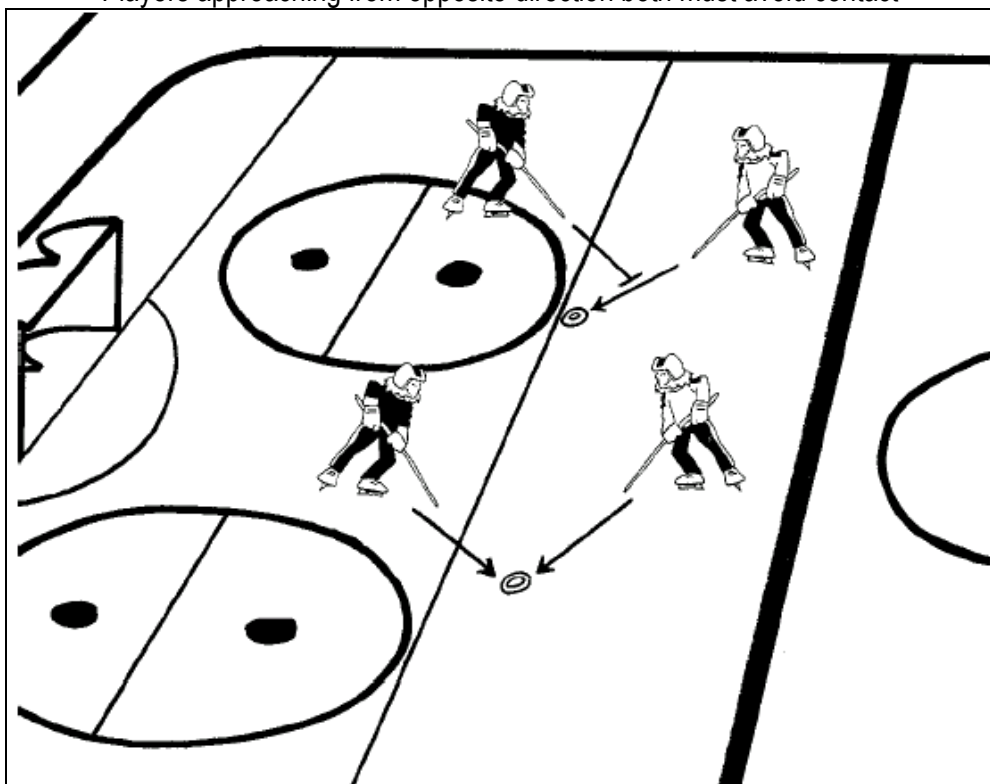
BODY CONTACT

Players approaching from opposite direction – both must avoid contact



BODY CONTACT

Players approaching from opposite direction both must avoid contact

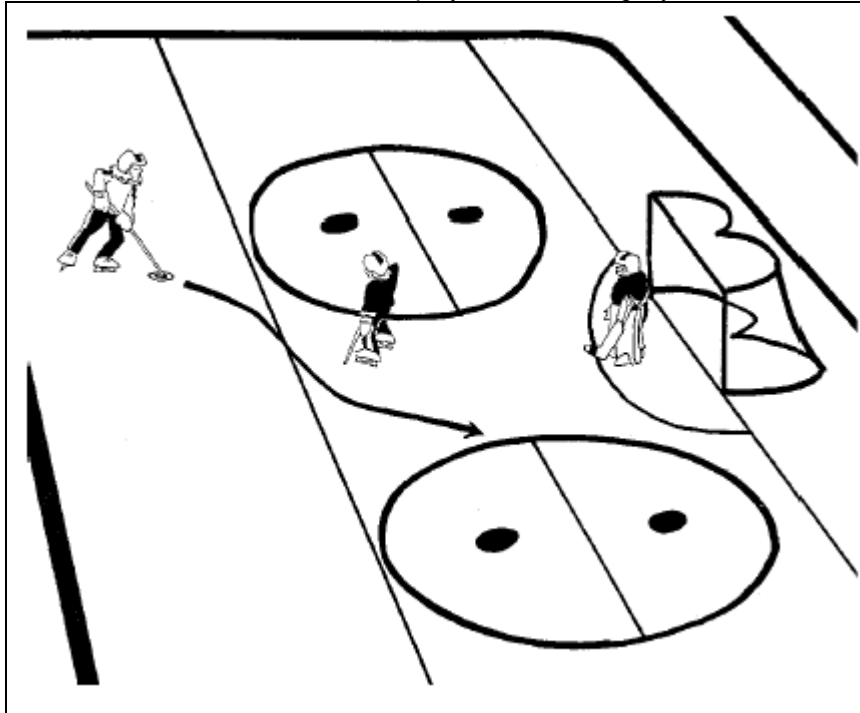


BODY CONTACT

Ring carrier going by a Defender

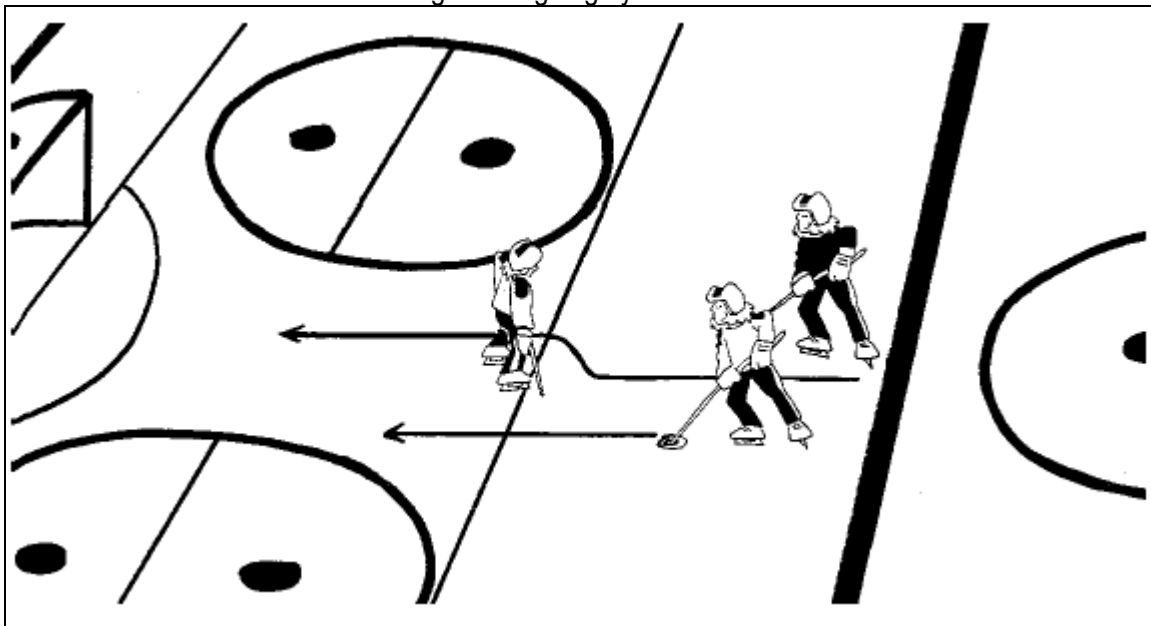
The defensive player may move to any defensive position providing that the ring carrier is given time and space to take action to avoid collision. The resultant penalty would be Body contact.

The ring carrier must not run into a defensive player who has legally taken a defensive position.



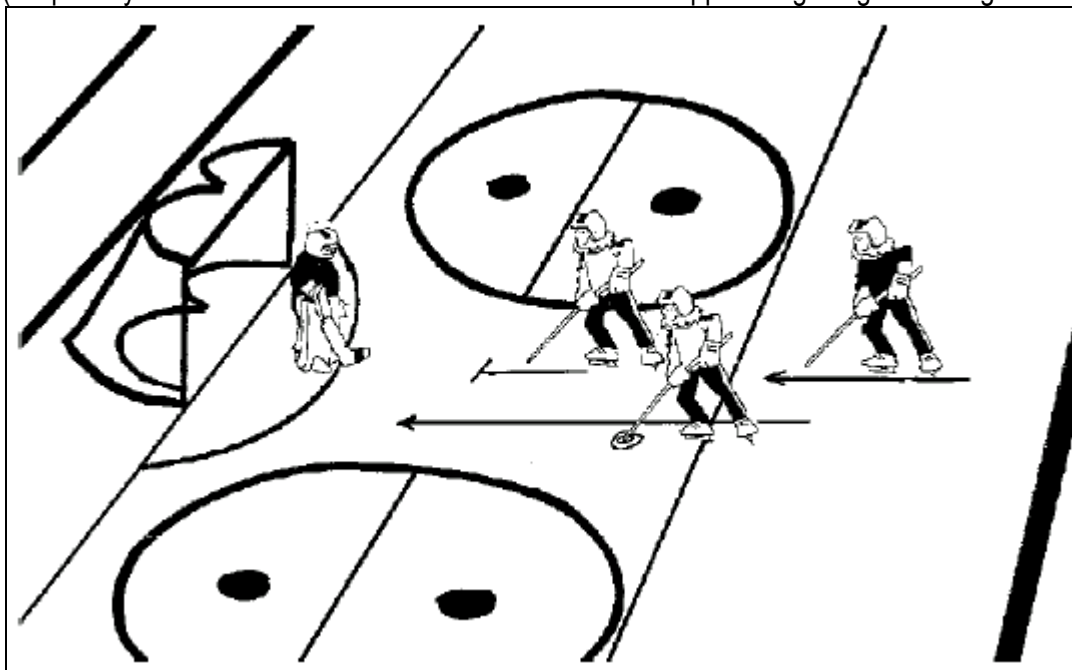
BODY CONTACT

Ring carrier going by a Defender



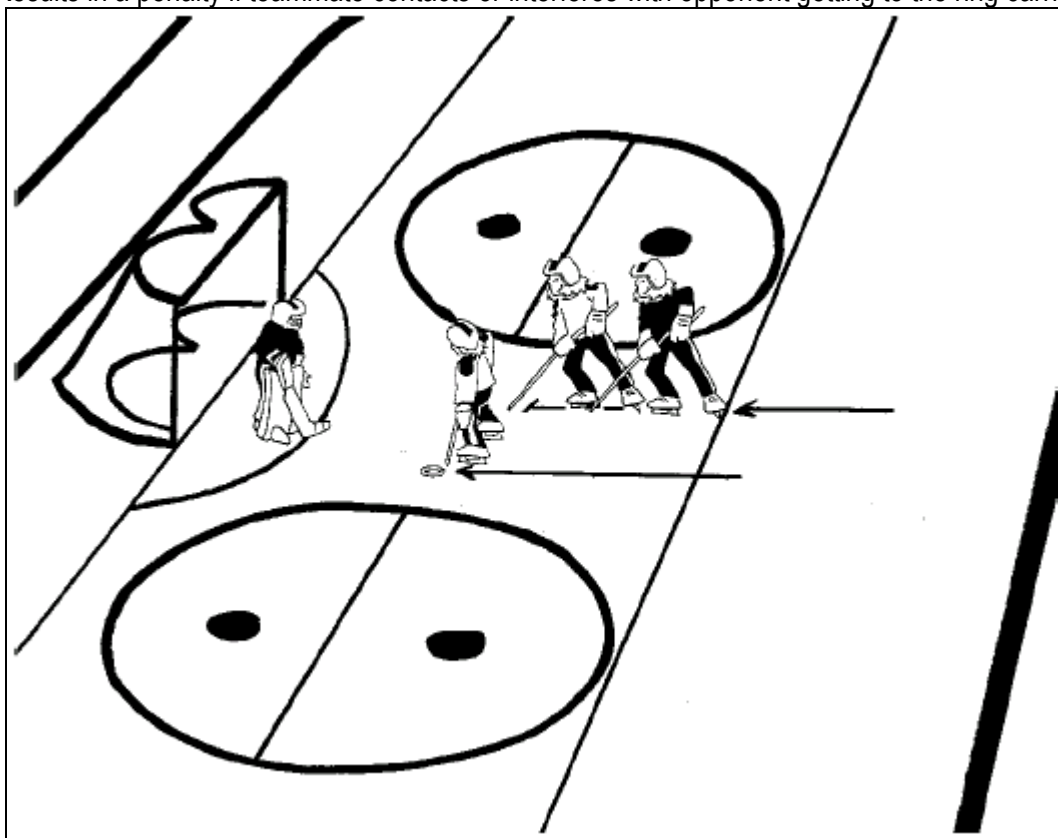
BODY CONTACT

Teammate of ring carrier moving in the same direction – slow or stops – leaving lots of room for an opponent
(No penalty if teammate does not contact or interfere with opponent getting to the ring carrier)



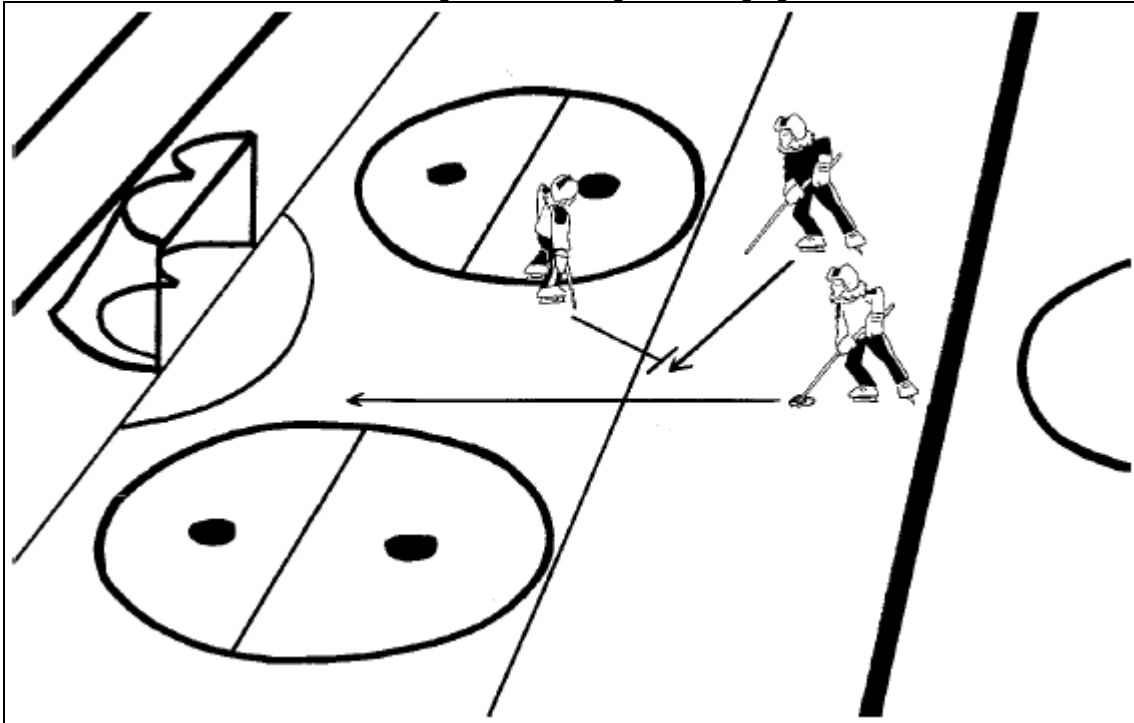
BODY CONTACT

Teammate of ring carrier moving in the same direction – slow or stops – leaving no room for an opponent
(Results in a penalty if teammate contacts or interferes with opponent getting to the ring carrier)



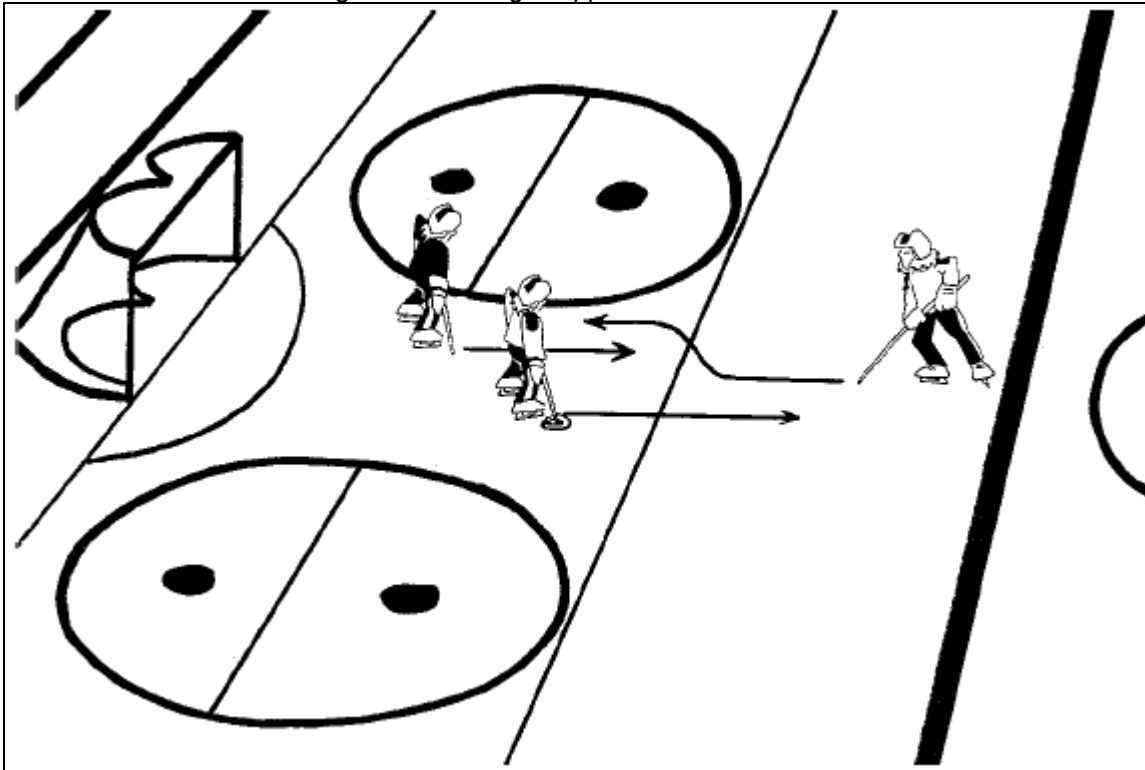
BODY CONTACT

Teammate of ring carrier moving in converging direction

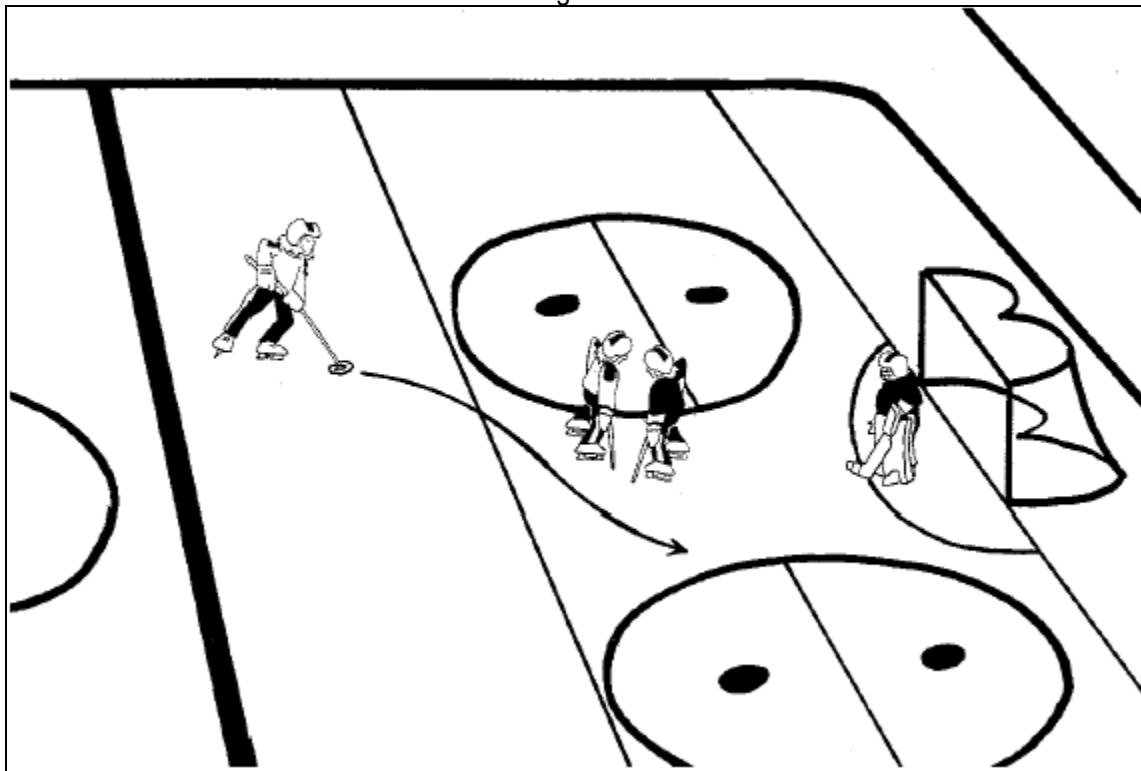


BODY CONTACT

Teammate of ring carrier moving in opposite direction – must avoid contact

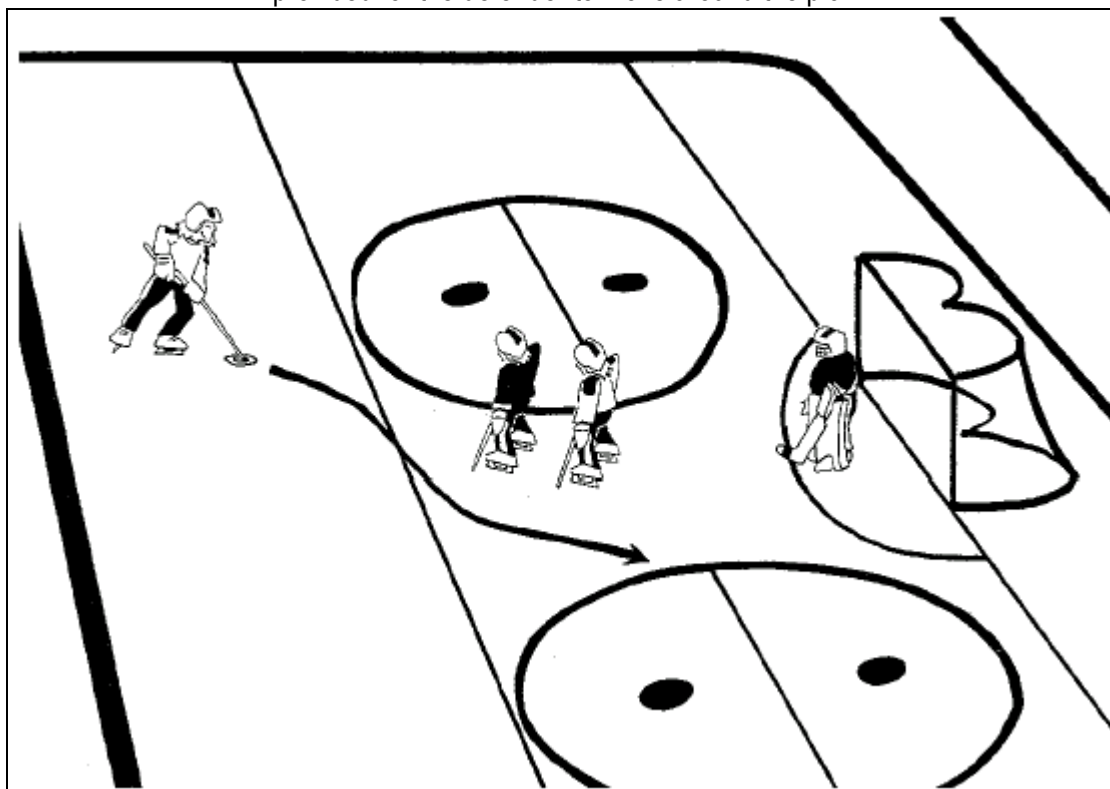


BODY CONTACT
Screening a defender



BODY CONTACT
Legal Pick

Note spacing between the ring carrier's team mate and the defender. Space (generally a body width) must be provided for the defender to move around the pick



BODY CONTACT

Illegal Pick

Note the lack of space between the ring carrier's team mate and the defender. If the space is not properly provided and the defender turn and contacts the teammate of the ring carrier then a body contact or interference would be the result.

