



Ringette DICE Game

Can't play on the ice? Play with some dice!



SET UP:

- Two players (or more players split into 2 teams) agree on the number of goals to be scored to win (ie. first team to score 10 goals is the winner)
- Need two dice (one per "team"), draw an "ice surface" on some paper (or use a coach white board), and use a coin or some small object to move around the board as the "ring".
- Roll one dice to determine who gets to start the game. Player with the highest roll gets to start the game with the ring at the centre Free Pass circle.

HOW TO PLAY:

- Team with possession of the ring rolls the dice to try to complete passes and score a goal. They continue rolling until they shoot or lose possession.
- Team with possession of the ring must be in their offensive zone before they can take a shot.
- "Shot Clock" Rule: Team with possession of the ring has up to a maximum of 3 passes in a row to take a shot on net.
 - A fourth pass in a row will be a shot clock violation and a loss of possession.
 - A successful "Battle for the Ring" will "reset" their shot clock.
 - If the team loses possession due to a shot clock violation, the other team gets possession in the Free Pass Circle in that zone.
- "Take a Shot" Rule: If the team with possession is in their offensive zone and rolls a "SHOT", both teams roll their dice to determine the result. Highest roll "wins" the result:
 - If the defence rolls the highest number, they make the save and gain possession in the Free Pass circle in that zone.
 - If the shooter rolls the highest number, they score a goal and the other team gets possession at the centre Free Pass circle.
- "Penalty Shot" Rule: If a player rolls the same number 3 times in a row during their possession, a penalty is called and the other team is awarded a penalty shot! Follow the "Take a Shot" rule.

ROLLING THE DICE:

- Team with possession of the ring (Offense) rolls the dice and plays the ring as follows:
 - 1: Battle For The Ring (Highest roll wins possession)
 - 2: Pass or SHOT IF IN THE ZONE
 - 3: Pass or SHOT IF IN THE ZONE
 - 4: Pass
 - 5: Pass
 - 6: Turnover (Change possession)

