

BRIDGE BATTLE TOURNAMENT RULES 2021

- The Official Rules of Ringette Alberta (RAB) apply FIRST.
- The Official Rules of Ringette Canada will apply.
- All bench staff must be certified as per Ringette Alberta guidelines.
- All players must be registered with Ringette Alberta, or their respective provincial association.
- All equipment must be used in accordance with Ringette Canada Rule Book.
- All teams, major and minor officials and fans will show good sportsmanship throughout the tournament.
- Game sheets are to be picked up from the Rink Manager. Sheets are to be completed and signed by the coach(s) at least fifteen (15) minutes before game time and returned to the Rink Manager.
- Teams designated as the HOME team will provide a trained shot clock operator, timekeeper, and penalty box worker. The away team will provide a scorekeeper and penalty box worker.
- In case of a conflict in color, where both teams have 2 sets of jerseys, the visiting team must change their uniform.
- All Teams (except U10) must declare on game sheets all Goaltenders (G), Captains (C), and Alternate Captains (AC). A delay of game penalty may be assessed for noncompliance with this rule. Team Staff signatures on the game sheet confirms that the team's roster is accurately reflected on the game sheet.
- Teams **MUST** declare affiliated players on game sheets by indicating (AP or AG) on the game sheet. It is the responsibility of the team to ensure that Bridge Battle Tournament **PLAYER AFFILIATION RULES** are followed.
- Game scores will be displayed on the time clock, posted on website, and recorded for tie breaking procedures, with a **MAXIMUM SEVEN GOAL** difference.
- Teams in U 10 Step 1,2,3, U 12, U 14, U 16, U 19 and Open will play 3 games in a round robin format. There will be no finals for U 10 Step 1 & 2 as it is a fun tournament with awards for all participants at this level. All teams in U 10 Step 3, U12-Open will advance to the medal games.
- All teams must be ready to go on the ice ten (10) minutes before game time. The referee will blow the whistle at scheduled game start time, teams not iced within two (2) minutes of the referee's whistle being blown will forfeit the game and score will be recorded as 7-0 on the game sheet. However, the game will still be played as an exhibition.
- There will be a two (2) minute warmup and two (2) minute break between the halves for all divisions.
- Two (2) periods of stop time play per game. 18 minutes for U10 Step 3, U12, & U14 divisions, and 20 minutes for U16, U19 and all Open divisions.
- U10 Step 1 and 2 will play half ice. Games will be 3 vs 3 plus goalie. There will be 2–24-minute periods (run time) a 90 sec buzzer will be used for player changes. There will be no

scores displayed on the scoreboard. For U 10 Step 1, If desired, a maximum of one (1) coach from each team will be allowed on the ice, staying near the boards and out of the area of play. The coach MUST be wearing skates and a CSA approved helmet and cannot have a stick while on the ice during the game.

- No U 10 Player will be credited with more than three (3) goals in any one tournament game. Goals scored in excess of this by any player shall not be recorded on the game sheet, shall not be posted on the score clock and shall not be counted in the final score at the end of the game.
- Run / Drop Time - For all divisions, run time may be used at the discretion of the referee as required due to time constraints. If only five (5) minutes remain in an assigned time slot the time clock will be dropped to two (2) minutes stop time. There will be a flood between all games. Depending on time/schedule, games may be shortened as required upon discretion of the referee.
- Game scores will be displayed on the time clock, posted on website, and recorded for tie breaking procedures, with a **MAXIMUM SEVEN GOAL** difference.
- Player of the Game – time permitting, after the game, players are to line up on their blue line. Coaching staff will pick one player from the opposing team as the player of the game. The voucher will be presented to this player by **THEIR** coach. Heart & Hustle Awards are to be presented of ice to own team.
- Game sheets are to be returned to the rink manager table within 15 minutes of end of game.
- In the playoff and medal round games, the higher place team shall be HOME.
- Medals to be presented on ice for gold and silver. Coaches will present their team medals. Bronze medals will be presented by team to their players off ice.
- Any TEAM accumulating MORE THAN 30 penalty minutes in any ONE GAME shall see the head coach or acting coach from that game suspended for their next tournament game. (No grievances will be accepted).
- Unacceptable behavior (such as profanity or verbal abuse of officials) will result in an unsportsmanlike penalty. A second offense in the same game by the same player will result in a misconduct.
- **ABUSE DIRECTED AT AN OFFICIAL IS UNACCEPTABLE IN ANY SITUATION.** Unruly or abusive fans may be removed from the stands. The referee will notify the team coaches that the fan must be removed. The coaches will determine which team the fan belongs to and have them removed from the arena area. The play will NOT continue until the fan is removed. If the fan refuses to leave, the coach from the team involved will be advised that they are to forfeit the game.
- A MATCH penalty will automatically result in suspension from all subsequent tournament games.
- A MISCONDUCT penalty for any player, coach or team official will result in sitting out the subsequent game, and potentially for the rest of the tournament at the discretion of the Grievance Committee. A second misconduct penalty will result in automatic ejection from the tournament.
- Any team wishing to file a protest may do so by submitting their request in writing, along with \$200 in cash, to the Tournament Committee.

- Notification of a protest must be received within thirty (30) minutes of the incident occurring to enable sufficient time to deal with the protest.
- A grievance committee will meet to deal with any protests received. (If the protest is upheld the \$200 will be refunded.)
- No game protest involving referee judgment will be accepted. **THE REFEREE'S DECISION WILL BE FINAL.**

PLAYER AFFILIATION RULES

- For ALL Teams:
 - Teams are required to strike the names of players who are not participating in a game from the game sheet to ensure proper verification.
 - When using an affiliate(s) the name(s) of the player(s) and their jersey number must be written on the game sheet followed by (AP or AG).
 - Players 'dressed' and listed on the game sheet shall be:
 - A minimum of seven (7) players
 - A maximum of five (5) affiliate players
 - A maximum of twelve (12) players if the only affiliate player(s) participating in that game are skater(s)
 - A maximum of thirteen (13) players if a combination of affiliate skater(s) and an affiliate goaltender is participating in that game
 - A maximum of eighteen (18) players if the only affiliate player 'dressed' is a goaltender
 - A maximum of eighteen (18) players when using no affiliates
- For ALBERTA Teams:
 - Player affiliation as per Ringette Alberta 'Player Affiliation Policy'.
 - Affiliate players must be registered on your team registration form (TRF).
- For OUT-OF-PROVINCE Teams:
 - A team may have affiliated with it, a player(s) in a lower level of the same age group and/or player(s) of the same level in a lower age group from within the same community or boundary. (For example, a U16A team may have affiliated with it, U16B player(s) or U14A player(s). However, a U16B team may NOT have a U14A player(s) affiliated with it.)
 - The team using the affiliated player(s) must have written permission from the coach of that player's regular team (without this permission the affiliated player will be deemed ineligible). We must also have a copy of the affiliate players' regular team provincial registration.

OVERAGE PLAYERS

- Overage players will only be allowed if they are registered on your team registration form (TRF).
- No more than three (3) over age players on the same team roster.
- Alberta Teams with four (4) or more over age players must provide the Bridge Battle Tournament Director the Ringette Alberta permission document that was provided to start the season.
- Out-Of-Province Teams with four (4) or more over age players must contact the Bridge Battle Tournament Director prior to applying.
- Overage players do not need to be identified on the game sheet.

TOURNAMENT GAME TIE BREAKING PROCEDURE

- In a ROUND ROBIN game, teams receive (2) points for a win, (1) point for a tie and (0) points for a loss. At the completion of round robin play, teams will be ranked according to the total points in all games played.
- If a medal game is tied at the end of regulation play, a 5-minute stop time sudden-death overtime period will be played. Possession of the ring will be decided by a coin toss called by the home team.
- If game is still tied after the additional 5-minute stop period, there will be a shootout. Three players from each team will be chosen by the coach. They will all shoot once. If still tied, the remainder of the team will participate in a sudden-death shootout until a winner is determined. The first 3 players may not participate in the sudden-death shootout until all other players have gone (NOT INCLUDING GOALIES).

NOTE: Penalties assessed in regulation play shall carry-over to overtime play.
Each team is entitled to ONE additional 30-second timeout in overtime.

TEAM STANDINGS TIE BREAKING PROCEDURE

NOTE: Regardless of game score, only a SEVEN GOAL DIFFERENCE will be credited in applying these rules.

When two or more teams have an equal number of points after round robin play, the teams will be ranked according to the following rules:

1. The winner of more game(s) between tied teams during the round robin will be declared the highest position.
2. If still tied, teams shall be ranked according to the difference between goals for and against in games between the tied teams in round robin play. Greatest positive difference will be ranked highest.
3. If still tied, teams shall be ranked according to the least goals against in games between the tied teams in round robin play. Least goals against being ranked highest.
4. If still tied, teams shall be ranked according to the difference between goals for and against in all games played in the round robin. Highest Positive Difference being ranked highest.

5. If still tied, teams shall be ranked according to the least goals against in all games played in the round robin. Least goals against being ranked highest.
6. If still tied, teams shall be ranked according to the least total penalty minutes for all games played in the round robin. Team with the least penalty minutes shall be ranked highest.
7. If still tied, teams shall be ranked by a coin toss.

NOTE: Each step of the tie breaking rules shall apply to all teams involved in the tie. Once the team has been ranked, the procedure reverts back to number 1 for the remaining team.

COVID RULES

- All arenas of play have adopted the REP program. All Attendees over the age of 18, and no participants between the ages of 12 – 18 have either proof of vaccination, negative test (within last 72 hours) or medical exemption. There will be staff on site checking documentation. All entry and exit will be through main doors in each rink. Please be respectful to all staff and volunteers. Abuse will not be tolerated.
- Coaches must have proof of vaccination as per Ringette Alberta Standards. Coaches are to wear masks while on the bench.
- Participants are to complete screening before attending event as per the Alberta daily health checklist.
- Participants who test positive for Covid 19 are not permitted to attend games or facilities.
- All spectators and minor officials must wear masks and socially distance where possible. Players must wear masks in dressing rooms up until they put their helmets on.
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