

## **Black Gold League U12 & U10 Step 3 Championship Overview**

### **Goal/Expectations:**

The goal of the U12 / U10S3 Northern Alberta Championships is to provide athletes with a wonderful and exciting finale to their ringette season.

At a minimum, a hosting association(s) must provide enough ice for the minimum number of games required to be played based on the size the division. Beyond that, the event can be as simple as just running the games or as big as the volunteers are willing to make it.

It is BGL's hope that associations will treat the championships similar to that of a tournament. We strongly encourage support and engagement from the association, rather than relying on a specific team to be responsible for the entire event. This event may be used to fundraise for the association, similar to a tournament. Championship apparel is encouraged (not required) with the host committee design/logo. The BGL logo may be used or if there are creative types on the committee a new logo can be designed; the limits are only set by the imagination of the host committee.

### **Commitment to Host:**

- The number of teams participating in the Championship weekend will be determined by the size of the division. The intent is that each pool within each level is provided a separate Championship. This assumes hosts can be found.
- Deadline for Associations to submit applications to host U10S3 and U12 Championships is December 15<sup>th</sup> 2023. Applications / interest can be submitted by emailing the BGL Scheduler.
- Associations must be able to provide adequate ice to host the required games. The number of game/ice slots will be determined by the size of the division.
- An association may host 1 or more levels (i.e. U12A) or neighbouring associations can work together to host a division (i.e. U10S3).
- The Host will be selected by the BGL Executive by Dec 31<sup>st</sup> at the latest. The sooner a host association is approved the more time that host will have to plan their event.
- Championship dates will be posted in the Critical Dates document on the BGL website.

### **Commitment to Attend:**

- Only Teams that participate in the league during the season may participate in the League Championship. All teams must be registered with Ringette Alberta by December 1<sup>st</sup> of the current playing season. All players must be registered with Ringette Alberta.
- All teams participating in the league will be assumed to be committed to attend the League Championships. The Deadline for registered teams to withdraw their commitment to attend League Championships is December 31<sup>st</sup>.

### **Host grant:**

BGL will provide each Host Association a grant to cover the cost of the ice, which is the greater of \$180/hour and the actual cost. 50% of this will be sent prior to the event once team fees are collected with the remaining 50% to be sent once the Post Event Summary is provided. Payments can be arranged with the BGL Treasurer.

### **Fees:**

The team fee to participate in League Championships will be \$850 per team and must be received by the BGL Treasurer by February 28<sup>th</sup> of the current year.

### **Medals/Banners:**

BGL will provide and cover the cost of all championship medals and banners. When possible BGL will have a representative at the medal games to hand out medals and championship banners. In the event a representative is not available, it is requested that a member of the Association executive board or Host Committee member present the medals on behalf of BGL. Medals are only to be presented to players.

### **Scheduling:**

- The format of each event (round robin, pools, # of games, playoffs) will be determined by the BGL Executive based on the number of teams and ice availability.
- Games will be scheduled by the BGL Scheduler.
- If required, teams in a Championship will be placed into pools following the Ringette Alberta Pools guidelines found on their website in the Provincial Championships Technical Regulations manual.
- Associations must submit specific ice slots for the event by January 26<sup>th</sup>.
- All games will use electronic game sheets. Game Sheet codes will be generated and supplied by the BGL Statistician.
- Medal games must be played on a 75-minute ice slot, at a minimum.

### **Officials:**

- **On Ice Officials:** Associations that host league championships are also responsible for booking the officials and MUST follow Section M of the Technical Manual to secure these officials, including having all officials pre-approved by Ringette Alberta. BGL will be responsible for the payment of the officials to ensure consistency for all championships
- **Minor Officials:** Minor Officials (game sheet, score clock, shot clock, and penalty box) are the responsibility of the participating teams for round robin games. It is recommended that the Host Committee provide volunteers for the medal games, although not necessary.

### **Post Event Summary:**

At the conclusion of the event, it is mandatory for the host association to complete the Post Event Summary. The details of this are found on the BGL website under the Bylaws – Operations manuals tab. If you have any questions, please contact the BGL Scheduler at Scheduler@blackgoldleague.com.

# **Black Gold League U12 & U10 Step 3 Championship Technical Manual**

## **League Championship Rules:**

All League Championship games will be played according to the Ringette Canada Official Rules and Case Book, current to that season.

All applicable Ringette Alberta policies are in full effect. Teams should be sure to review the following policies, which are of particular importance:

- a) Registration Policy
- b) Player Affiliation Policy
- c) Team Staff Policy
- d) Suspension Policy (Subsequent Discipline)

## **On-Ice Procedures:**

Period Length - For all divisions, periods will be eighteen (18) minutes in length for round robin games and fifteen (15) minutes for semi-final and medal games.

There will be a three (3) minute warm-up and a one (1) minute break between periods.

The first game on each ice surface of each day will start on time. Subsequent games may start up to ten (10) minutes early, at the discretion of the host supervisor. Teams must be ready to go on the ice ten (10) minutes before game time. Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. The game will be played as exhibition.

Alternate goalkeepers may be warmed up between periods in the end their team will defend for the second period. They may use one (1) skater and two (2) rings for the purposes of warm-up. There will be no time outs permitted to warm up an alternate goaltender except in the case of an injury to the starting goaltender in which case the Official Rules of Ringette will be followed.

If a misconduct or match penalty is assessed during a game, that person will be ejected from the game. Suspensions resulting from this ejection will be handled by the Protest and Grievance Committee. Players or Team Staff that are ejected may not participate in any other games until their suspension has been fully served.

If any team accumulates more than 24 minutes in penalties in any one game during the League Championship, the head coach or acting coach from that game shall be suspended for that team's next game.

Game Score:

- a) In all cases, the maximum difference (spread), between goals for and against in each game is seven (7). This is the 'Official Score' and is the most that will be displayed on the score board.

- b) If a team defaults a game, the team is disqualified from competition with the right of appeal to the Protest and Grievance Committee. The 'Official Score', credited to the team which has been given the win, will be recorded as 7-0.
- c) For any forfeited game, the 'Official Score' will be recorded as a 0-7 loss for the penalized team.

There will be NO Overtime periods for Round Robin games.

**Points:**

Points for the games played in the round robin series will be awarded as follows:

- a) 2 points for a win
- b) 0 points for a loss
- c) 1 point for each team if tied

In semi-final or final games, home will be the team:

- a) With the most points, or, if not decisive
- b) The team that ranked the highest as per the tie breaking procedures, or, if not decisive,
- c) From Pool A

**Tie Breakers:**

BGL Championships will follow the Tiebreaker process below.

These steps shall be followed in sequence until the tied teams have been ranked in order in the standings. Once one team has been ranked, the procedure reverts back to (a). The top team shall be ranked first. If all tied teams have not played an equal number of games amongst the tied teams, the tie breaker procedure will start at step d. "Round Robin" games include any crossover games, as applicable.

- a) Among the tied teams, the winner of more game(s) between the tied teams during the round robin will be declared the highest position.
- b) 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.
- c) If still tied, the team having the fewest total goals against in games between the tied teams during the round robin will be declared the highest position.
- d) If still tied, the team having the greatest positive difference between goals for and against in all games during the round robin, including cross-over games, will be declared the highest position.
- e) If still tied, the tied team with the fewest total goals against in all games during the round robin, including cross-over, will be declared the highest position.
- f) If still tied, the team having the fewest penalty minutes in games between tied teams will be declared the highest position.
- g) If still tied, the team with the fewest of penalty minutes in all round robin games, including cross-over games.
- h) If still tied, a randomly drawn team.

### **Medal Games, Overtime & Shootout Procedure:**

Medal games must be played on a 75-minute ice slot, at a minimum, to account for potential overtime and medal presentations.

In the event that a semi-final or final game is tied at the end of regulation time:

- a) A maximum of one (1), five (5) minute sudden victory overtime periods will be played.
- b) There will be a one (1) minute break between regulation time and overtime.
- c) The possession of the ring for the opening free pass for the overtime period will be decided by the referee's toss of a coin. The Home team will call the coin toss.
- d) The team winning the toss will get possession of the ring for the free pass.

If still tied after the overtime period, the game will be decided by a shoot-out. The procedure for the shootout is as follows:

- a) The selection of shooters will occur at the start of the shoot-out within the two (2) minute time limit at the end of the overtime period.
- b) Coaches will select five (5) shooters from all players for their team listed on the game sheet for that game. Ejected or suspended players are not eligible to participate in the shoot-out.
- c) Players serving a penalty at the end of the overtime period will be eligible for the shootout.
- d) Home team will shoot first.
- e) The five (5) players from each team will alternate shots until each shooter has shot.
- f) If the teams are still tied after this shootout, then a sudden victory shoot out will occur. The same five (5) players will again alternate shots and when one team scores and the other does not, the game will be deemed over.

Should the game ice allocation not be sufficient to host an overtime period the game shall go directly to a shootout at the conclusion of regulation time, at the discretion of the on-ice officials.

### **Protest, Appeals and Grievances:**

- a) BGL will handle Protest and Grievances for each of the League Championships.
- b) BGL will handle any suspensions resulting from misconduct or match penalties assessed during League Championships.
- c) Protests and appeals based upon a referee's judgment call will not be considered.
- d) Protests will only be entertained from a registered team staff member.
- e) All protests must be submitted in writing to any member of the BGL Vice President and BGL President within thirty (30) minutes of completion of round robin and semi-final games or forty-five (45) minutes of completion of medal round game leading to the protest.