**BGL 2022-23**

**U10 Windup and U12 League Championships**

**U12 League Championships**

As per Section B of the Black Gold and 123 Leagues U12 League Championships Technical Manual:

1. ***Only teams that participate in the league during the season may participate in League Championship Tournaments. All teams must be registered with Ringette Alberta by December 1st of the current playing season. ALL PLAYERS MUST BE REGISTERED WITH RINGETTE ALBERTA.***
2. ***For the 2022-23 season, the deadline for registered teams to declare, to the individual leagues, their commitment to attend League Championships, is December 31. Only teams who complete their commitment to attend on time, pay their fees and have approved Team Roster Forms (TRFs) by January 31 will be eligible to participate in the Championships***.

The final pool size for each championship will be posted on the BGL website on January 3, 2023. Associations wishing to apply to host a championship must use the posted list to determine the amount of ice required (see Technical Manual guidelines). Associations will be awarded championships once the appropriate amount of ice is confirmed.

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

For the 2022-23 season the U12 League Championships will take place on one of the following weekends:

March 10-12, 2023

March 17-19, 2023

**Teams must submit a Commitment to Attend by December 31, 2022**

The team fee to participate in this year’s U12 League Championships will be $850 per team and must be received by the BGL Treasurer by December 31, 2022.

**U10 Windup**

This year the windups will take place on one of the following weekends:

March 3-5, 2023

March 10-12, 2023

**Teams must submit a Commitment to Attend by December 31, 2022**