

BGL 2021-22
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. ***The deadline for registered teams to declare, to the individual leagues, their commitment to attend League Championships, is December 15th of each season. 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 December 16, 2021. 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 on a first come basis 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 2021-22 season the U12 League Championships will take place on one of the following weekends:

March 11-13, 2022

March 18-20, 2022

Teams must submit a Commitment to Attend by December 15, 2021

The team fee to participate in this year's U12 League Championships will be \$800 per team and must be received by the BGL Treasurer by December 15, 2021

U10 Windup

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

February 25-27, 2022

March 4-6, 2022

Teams must submit a Commitment to Attend by December 15, 2021