



Coach/Manager Package

Welcome to the 2020 Bridge Battle Ringette Tournament. We are very excited to have your team in Lethbridge this year.

Included in this package is:

- **Tournament Schedule** – there will be a copy at the arena that will be updated throughout the tournament. For each game time, teams are listed home vs away.
- **Tournament Rules** – included in this package.
- **Volunteers** – Teams will be responsible for minor officials for all games.
 - **Designated Home team** – 2 volunteers are required per game
 - one for the score keeping
 - one for penalty box (not required for Step 1)
 - **Away team** – 2 volunteers are required per game
 - one for time keeping
 - one for the penalty box (not required for Step 1)
- The Rink Manager will provide you with the game sheet to be reviewed before the game. Please ensure that the players' names and jersey numbers' are correct for that game. This will be the responsibility of the coach/manager before the game starts. Also, please don't forget to sign the score sheet(s).
- Attached to the game sheet will be one Booster Juice voucher for each team. The **opposing** teams' coaching staff determines the recipient. We have made every effort to ensure there is time so please have teams line up on ice and presentation will be made at that time. A big thank you to **Booster Juice** for sponsoring our game awards!
- Heart and Hustle Awards will also be available from the rink manager. Teams will chose the player from their own team, and will present awards in their dressing rooms. A big thank you to Kernels Popcorn for sponsoring our Heart and Hustle Awards!
- Game results will be posted upstairs outside of the tournament room. This is where you will be able to see when you will be playing on Sunday.
- Programs will be provided to all participants and there will be some additional programs available at rink manager table. We may also be posting the program to the website

- o Trophies and Medals will be presented on ice following play off games for U 10 divisions and after the second Active Start game
- o We have tried to ensure there is enough time for games including on ice player of the game presentations. If time does become an issue, running time may be utilized where needed to accommodate the schedule.
- o Teams are NOT permitted to eat in the Curling Club or Curling Club lounge areas. Outside food is also not permitted at ATB arena (snacks in dressing room are acceptable).
- o The Tournament Committee asks that all teams, coaches, managers, families (especially young siblings) be respectful of the rules of the arena. **There is an elevator present at this facility and it is not to be ridden by children without the supervision of an adult.** Any repairs that may arise to due misuse could be the responsibility of the Tournament and as such your cooperation is greatly appreciated.
- o This tournament is intended to be a fun event for our U 10 and active start players, therefore we ask that you keep your parents in check. We will follow a zero tolerance policy for any abusive language or actions directed towards players, officials and tournament staff.

Thank you for supporting the 2020 Bridge Battle Tournament. We hope you and your teams will have an amazing weekend! Have a safe and fun tournament.

Kelly Dinsmore, Tournament Director
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- The Official Rules of Ringette Alberta (RAB) apply FIRST.
- The Official Rules of Ringette Canada (2017-2019) 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.
- Fair Play will be stressed throughout the tournament. All **Divisions - 3 goal max per player per game.**
- 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.**
- All 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 and score will be recorded as 7-0 on the game sheet. However, the game will still be played as an exhibition.
- In case of a conflict in colour, where both teams have 2 sets of jerseys, the visiting team must change their uniform.
- **Coaches are responsible for their players parents and/or guests. This is intended to be a fun tournament for the players. Any abuse of officials, inappropriate comments from stands or derogatory comments about officials or players will not be tolerated during games or throughout the tournament. Failure to comply will result in ejection from the facility and potentially the tournament.**
- 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.
- For all divisions, running 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 reset to five (5) minutes running time. There will be a flood between all games. Depending on time/schedule, games may be shortened as required upon discretion of the referee.
- U 10 Step 2, there will be Two (2) 18 minute periods (stop time) with a one (1) minute break between periods.
- For U10 Step 1, there will be 2-27-minute periods (running time) with a one (1) minute break between periods.
- For Active Start games, there will be 2 – 27-minute periods, with buzzers at 3 minutes for line changes. Games will be run on shortened ice. A maximum of two (2) coaches from each team will be allowed on the ice. The coach **MUST** be wearing skates and a CSA approved helmet and cannot have a stick while on the ice during the game.
- 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).
- 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.
- Game scores will be displayed on the time clock, posted on website, and recorded for tie breaking procedures, with a **MAXIMUM FIVE GOAL** difference.
- 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).

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.

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 game is tied at the end of a QUARTER-FINAL, SEMI-FINAL OR FINAL GAME, 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 running 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 or overtime play shall carry-over to the next period.

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:

- The winner of more game(s) between each other during the round robin will be declared the highest position.
- 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. Highest number being ranked highest.
- 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.
- 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 being ranked highest.
- 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.
- 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.
- 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. If there are more than two teams tied, revert back to 1 only if teams are still tied after the application of subsequent rules.