

BRIDGE BATTLE TOURNAMENT RULES 2025

Bridge Battle Tournament Rules

- 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 association.
- In case of a conflict in color, where both teams have 2 sets of jerseys, the visiting team must change their uniform.
- Teams must declare goaltender(s), captains, and alternate captains in RAMP Game sheets.
- Fair Play will be stressed throughout the tournament. **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.**
- For U 14 and up, if a TEAM accumulates MORE THAN 30 penalty minutes in any ONE GAME, the head coach or acting coach from that game suspended for their next tournament game. In U 10 and U 12, if a team accumulates more than 24 minutes in penalties in any one game, the head coach or acting coach from that game suspended for their next tournament game. No grievances will be accepted.
- Any match or misconduct by a player or misconduct by team staff will result in their immediate ejection from the game and any further games in the tournament. Information will be sent to CRL for mandatory disciplinary action hearings.
- For Step 3 and up, game scores will be displayed on the time clock, posted online, and recorded for tie breaking procedures, with a **MAXIMUM FIVE GOAL** difference. A three-goal per player max will be enforced for U10 Divisions.

PLAYER AFFILIATION RULES

- For ALL Teams:
 - Teams must indicate players who are not participating in a game in the RAMP game sheets app.
 - When using an affiliate, the player and their jersey number must be indicated in RAMP game sheets app.
 - Teams **MUST** declare affiliated players on electronic game sheets by indicating (AP or AG) on the game sheet. Affiliate players must be on your
 - team registration form.
- 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 affiliate goalie as a backup to the regular goalie. Both goaltenders must be dressed for the 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
- Out of province teams using an affiliated player must provide a copy of the affiliated player(s) regular team provincial registration for in advance.
- It is the responsibility of the team to ensure that Bridge Battle Tournament **PLAYER AFFILIATION RULES** are followed.

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
- Out-Of-Province Teams with four (4) or more over age players must contact the Bridge Battle Tournament Director prior to applying

Tournament Rules and Format

- o All teams must be able to play their first game at 10:00am Friday November 14th, 2025
- o Roster labels will not be required. Managers must check in their team using RAMP game sheets app and head coaches sign off in the app at least fifteen minutes before game time.
- o Teams must supply off ice minor officials. The home team shall provide scorekeeper, timekeeper and penalty box. Away teams shall provide shot clock and penalty box.
- o Scorekeepers will use the RAMP Game sheets app. A scratch sheet will be available at the rink manager's desk.
- o All teams should be ready to go on the ice five (5) 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 risk forfeiting the game. If the game is forfeited, the score will be recorded as 7-0 on the game sheet. However, the game will still be played as an exhibition.
- o U 10 to U 14 will begin with a three-minute warm up; U 16 and up will have a 2 minute warm up; All divisions will have a one-minute break between all periods (regardless of number of periods).
- o Game Duration
 - i. U 10 Step 1 & 2 – two 21-minute periods run time.
 - ii. U 10 Step 3, U 12 and U 14 – two 18-minute stop time periods
 - iii. U 16, U 19 and Open – four 10-minute quarter stop time periods.
- o For U10 Step 1 & 2 games will be run on half ice, 3 vs 3, with 90 sec buzzers for player changes (play continues upon buzzers – no stoppage). There will be a 1-minute break between periods. Also, if desired, a maximum 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. First stripes /Referee will officiate game to ensure safe and continuous play.
- o For all divisions, running time or drop time may be used at the discretion of the referee as required due to time constraints. The game clock will be dropped to two minutes when there is five minutes of ice time remaining. There will be a flood between all games.
- o Time Outs- Each team is entitled to one 30 second timeout per regulation game. Each team is entitled to one additional 30 second timeout in overtime.
- o 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- tournaments@lethbridgeringette.ca . Notification of a protest must be received within thirty (30) minutes of the incident occurring to enable enough 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.**

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 a medal 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 tied teams 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. Greatest positive difference will be 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 Difference 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. Once the team has been ranked, the procedure reverts back to number 1 for the remaining team.