

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 provincial association.
- Fair Play will be stressed throughout the tournament. All **Divisions - 3 goal max per player per game.**
- 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.
- In case of a conflict in color, 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.
- Active Start games will be run half ice, 3 vs 3.
- U 10 Step 1 games will be run on half ice, 3 vs 3.
- For Active Start, & U10 Step 1, there will be 2–21-minute periods of half ice play (running time) with a 90 sec buzzer for player changes (play continues upon buzzers – no stoppage). There will be a 1-minute break between periods. If a game is running overtime, games may be shortened to stay within scheduled time. Also, if desired for active start only, 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.
- U 10 Step 2 & 3 - there will be Two (2) 18-minute periods (stop time) with a one (1) minute break between periods.
- 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.
- For Step 2 & 3, game scores will be displayed on the time clock, posted online, 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 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.**

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 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.