



BRIDGE BATTLE SPRING TOURNAMENT 2023

Players, Coaches and Families:

The Lethbridge Ringette Association wants to take this opportunity to welcome you to our Bridge Battle Fall Tournament and thank you for choosing it.

We are excited to welcome 54 teams to the BBF Tournament. Each team will play four games over the course of the weekend. Games will be hosted at Henderson, Labour and the Cavendish Farm Centre (formerly ATB).

Over the course of the weekend, please make sure to watch for our 50/50 sales. In addition, we will have a raffle room for players, families, and coaches to enter to win some great prizes. Be sure to check it out at the tournament headquarters at Cavendish! There will also be a Food Bank box set up at the Cavendish farm center.

This tournament could not happen without the amazing support of our Association, sponsors, parent volunteers, coaches, referees and families. We are excited for a weekend of fun, connection, and some great ringette. If you have questions, please don't hesitate to reach out.

You can find the schedule of the tournament on our website. Thank you for your support and we look forward to seeing you around the BBF Tournament in a couple of weeks.

Sincerely,

Daelynn Takasaki
Tournament Coordinator
tournaments@lethbridgeringette.ca

TOURNAMENT INFORMATION

Updated information, tournament results and playoff times can be found on our website:
<https://www.lethbridgeringgettournaments.com/>

On the website you will find:

- o **Bridge Battle Tournament Schedule** – there will be a copy at the arena and on the tournament website. If any discrepancies are found, the online version will be adhered to.
- o **Tournament Rules** are available on the website under Rules & Docs. We have also attached them below. A print copy will be provided at the rink if needed.
- o Due to the number of games in the schedule, it is important that the tournament be kept on schedule. As such, running time may be utilized to accommodate the schedule. Please note games when half ice boards need to be taken up and down, any help from teams is greatly appreciated to keep timing on schedule.
- o **Volunteers** – Teams will be responsible for minor officials for games on Friday, Saturday, and Sunday.
 - **Designated Home team** – 3 volunteers are required per game
 - one for the score keeping
 - one for penalty box and
 - one for time keeping
 - **Away team** – 2 volunteers are required per game
 - one for penalty box
 - one for the shot clock
- o **Game Sheets** – As per league play, please ensure your electronic game sheets are up to date and signed on the RAMP app 30 min prior to the start of the game. Please pick up a scratch sheet when you check in with the Rink Manager, return this copy after your game. The Rink Manager will have a copy of the codes for each 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. Please live sync your game as soon as possible.
- o **Tournament Raffle** -will be located at the Cavendish Farm Centre (formally ATB) on **Friday and Saturday. The Raffle prizes will be drawn Saturday evening.** Daily 50/50 will be sold at the rink and online (check website) draws will be done Fri/Sat evening at 6:30pm.
- o **Dressing Rooms** – Please reference the screen/whiteboard at the rink for the location of your change room and watch for signs on the door with your team name.
- o **Player of the Game & Heart & Hustle** - Attached to the game sheet will be one Booster Juice voucher for each team. The **opposing** teams' coaching staff determines the recipient. There will also be a **Heart & Hustle Award** sponsored by Kernels. This recipient will be chosen by players **own team**. The vouchers will be presented in the dressing rooms following the game. *If time permits, presentations may be made on ice..* A big thank you to **Booster Juice** and **Kernels** for sponsoring our game awards!
- o **Awards** - All participants will receive prizes in an on-ice presentation after their final game. There should be sufficient time for team pictures.

o **Food Options** - Pre-order team meals at the Cavendish Farm Centre (formerly ATB) are available and the food is very good. Teams are NOT permitted to eat in the Curling Club or Curling Club lounge areas. Outside food is not permitted at this 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 Cavendish Farm Centre (formerly ATB). **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.

BRIDGE BATTLE TOURNAMENT RULES 2023

- 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 **U10 Steps (step 1,2 and 3) - 3 goal max per player per game.**
- Scratch sheets are to be picked up from the Rink Manager. Sheets are to be used as back up to electronic game sheets and are required to be returned to the Rink Manager.
- All teams must be ready to go on the ice ten (10) 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 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.
- In the playoff and medal round games, the higher place team shall be HOME.
- All Teams (except U10) must declare on game sheets all Goaltenders (G), Captains (C), and Alternate Captains (AC). A delay of game penalty may be assessed for noncompliance with this rule. Team Staff signatures on the game sheet confirms that the team's roster is accurately reflected on the game sheet.
- Teams **MUST** declare affiliated players on game sheets by indicating (AP or AG) on the electronic game sheet. It is the responsibility of the team to ensure that Chinook Tournament **PLAYER AFFILIATION RULES** are followed.
- Two (2) periods of stop time play per game: 18 minutes for U10 Step 3, U12, & U14 divisions, and 20 minutes for U16, U19 and all Open divisions with a one (1) minute break between periods. For all divisions, stop 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 two (2) minutes stop time. There will be a flood between all games. Depending on time/schedule, games may be shortened as required upon discretion of the referee.
- For U10 Step /Step 2 (half ice play), there will be 2-24 minute periods (run time). Buzzer will sound every 90s for shift change. If a game is running overtime, game will be shortened to stay within scheduled time. Also, if desired, 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. We will be following the Ringette Alberta Guidelines (2019) for play. Refs will be provided to facilitate safe and continuous play.

- 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 SEVEN 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 electronic game sheet to ensure proper verification.
 - When using an affiliate(s) the name(s) of the player(s) and their jersey number must be indicated in RAMP(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).
- For OUT-OF-PROVINCE Teams:
 - A team may have affiliated with it, a player(s) in a lower level of the same age group and/or player(s) of the same level in a lower age group from within the same community or

boundary. (For example, a U16A team may have affiliated with it, U16B player(s) or U14A player(s). However, a U16B team may NOT have a U14A player(s) affiliated with it.)

- The team using the affiliated player(s) must have written permission from the coach of that player's regular team (without this permission the affiliated player will be deemed ineligible). We must also have a copy of the affiliate players' regular team provincial registration.

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.
- Overage players do not need to be identified on the game sheet.

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 game is still tied after the additional 5-minute stop 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 play shall carry-over to overtime play. 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:

1. The winner of more game(s) between tied teams during the round robin will be declared the highest position.
2. 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.
3. 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.
4. 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.
5. 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.
6. 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.
7. 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.