

Ringette BC

2026 Club

Provincial Championships

TECHNICAL PACKAGE



RINGETTE BC TECHNICAL PACKAGE

The purpose of this Technical Package is to govern play at the BC Provincial Ringette Championships for the U14, U16 and U19 divisions at the 2026 Club Provincial Championships. The Technical Package applies only to the 2025/2026 event.

The Ringette BC Provincial Championships are a True Sport event and all teams, coaches, spectators, volunteers, and any other personnel are expected to demonstrate the True Sport Principles throughout the event and adhere to the applicable Ringette BC Codes of Conduct.

The Ringette BC Provincial Championships run in accordance with rules and regulations as set out by Ringette Canada and all applicable Ringette BC Policies, unless otherwise noted in this Technical Package. This package provides details to assist teams interested in and competing in the Ringette BC Provincial Championships. The package summarizes sections of Ringette BC Policy and, while every effort has been made to ensure that the information in this package is up to date in all aspects, the current version of the [Ringette BC Policy Manual](#) takes precedent over what is in this package.

1. TEAM COMMITMENTS

- 1.1. The official start of each Provincial Championships is when the Coaches meeting is called to order. The tournament ends after the last medals are awarded after the last scheduled game.
- 1.2. Registration fees:
 - a. The Registration fee for Provincial Championships for all divisions U14 – 18+ is \$1,250.
 - a. All entry fees, Commitment to Attend forms and Team Registration will be submitted to the Ringette BC office pursuant to Ringette BC Policy. Ringette BC is responsible for providing the Host with the entry fees collected as per the Memorandum of Understanding
- 1.3. Accommodations
 - a. The Host Committee will arrange for a Host Hotel and additional hotels as needed. It is strongly recommended that teams stay in Host Hotels as a means of supporting businesses that support Ringette. However, teams will not be required to stay in the hotels that the host has reserved.

2. DIVISIONS AND LEVELS OF PLAY

- 2.1. All registered players, coaches, and volunteers who are in Good Standing with their Club Association, League, and Ringette BC, and have registered prior to the roster deadline, are eligible to participate in the Ringette BC Provincial Championships.
- 2.2. Where possible, all divisions will be open in format for the Provincial Ringette Championships. Any teams that commit to attend the Provincial Championships will be given the opportunity to participate.
 - a. Ringette BC reserves the right to determine the number of teams in a division or caliber if needed due to ice availability or other logistical constraints.
- 2.3. Number of teams required to host a division:
 - a. Provincial Championships require a minimum of three (3) teams in a single division to submit commitments to attend to host that division.
 - b. If there are less than three (3) teams the division will not be hosted, except when only two (2) teams in a division commit to attend the Ringette BC Provincial Championships, and the teams have also committed to attend the Western Canadian Championships, those two teams will compete in a best of three series to determine the top seed for WCRC's.
 - c. If the division is comprised of more than five (5) teams, Ringette BC will conduct a random draw for seeding.

3. LENGTH OF PERIODS IN THE GAMES

- 3.1. All U14 division games shall have two 18-minute stop-time periods
 - a. round robin games allocated one hour of ice
 - b. championship games have been allocated 1.25 hours of ice
- 3.2. U16, U19 and 18+ games shall have two 20-minute stop-time periods
 - a. round robin games allocated 1.25 hours of ice
 - b. championship games have been allocated 1.5 hours of ice
- 3.3. Ties will stand in round robin play.
- 3.4. All semi-final games and final games must have a declared winner. See Section 5 – Overtime.

4. GAME PLAY

- 4.1. Games will start no earlier than 7:00 AM and no later than 9:00 PM.
- 4.2. No team will play more than three full length games in one day.
- 4.3. To start a game, teams must have no less than seven (7) and no more than 18 players on the bench. Teams must have four (4) players available to play during the game, or the game will be forfeited.
- 4.4. Pre-game warm-up shall be three (3) minutes long, starting from the start time of the game as determined by the schedule or the Officials assigned to the game. The time clock will not start until the on-ice officials have entered the field of play.
- 4.5. Breaks between periods and the overtime period shall be one (1) minute long. Breaks between each game on the schedule shall be a minimum of 15 minutes. Breaks between each game (end of one game to the start of the next) for any given team will be a minimum

of 120 minutes.

- 4.6. Teams must be ready to start round robin games ten (10) minutes prior to the scheduled start time. Officials, or tournament staff will notify both teams should the game start early. The semi-final and final games will not start early.
- 4.7. Mercy Rule: When a team is winning by ten (10) goals, the remainder of the game shall be run time. The losing team has the option to continue the game with stop time. The team leading by ten (10) goals is not permitted to pull its goalie in the last two minutes of the game, except for a delayed penalty call. During run time, minor penalties will be three (3) minutes, and major penalties will be five (5) minutes. Once run time has commenced, stop time will **not** be reinstated, regardless of the goal difference.
- 4.8. Tournament formats, for all divisions, will be determined for each season depending on team commitments and ice availability.
- 4.9. All teams will play a minimum of four games unless tournament format does not permit a four-game minimum, i.e., best of three series.
- 4.10. In all formats, ties in standings will be determined using the tie-breaking rules.

5. OVERTIME AND SHOOT-OUT

- 5.1. All semi-final and final games must have a declared winner. If a game is tied at the end of regulation time, the following will take place:
- 5.2. U14, U16 & U19 Club
 - a. One five-minute, sudden victory overtime period will commence,
- 5.3. Rules for overtime period
 - a. A coin toss will determine which team is awarded possession of the ring, and which end each team will defend to begin the overtime period.
 - b. The home team will call the coin toss. The winner of the coin toss will be awarded possession of the ring; the other team will indicate which end they choose to defend.
 - c. There will be a one (1) minute break between the end of regulation time and the beginning of the overtime period.
 - d. The game will end when a goal is scored.
 - e. Overtime timeout
 - Teams will not be awarded an additional time-out in the overtime period.
 - If a team does not use their time-out in regulation time, that time-out carries forward into overtime.
 - f. Any penalties still running at the end of regulation time will carry over to overtime.
 - g. For the purposes of participant ejection penalties, games entering overtime are a continuation of the same game. The participant remains ejected.
 - h. If the overtime period concludes and no winner has been declared, a 5-player shootout will determine the winner.
- 5.4. Rules for Shoot Out
 - a. There will be a two (2) minute break between the end of the overtime period and the beginning of the shoot-out.
 - b. Coaches will select five shooters from all players listed on their game sheet. Coaches will record these five shooters on the form provided by the official. Ejected or suspended players are not eligible to participate in the shootout.

Players serving a penalty at the end of the overtime period will be eligible for the shootout.

- c. The home team will shoot first.
- d. The goaltenders will remain at the same ends in which they played overtime period.
- e. The five players from each team will alternate shots until each shooter has shot, with the winner declared as the best of five shooters. At any time that it is determined that one team can no longer statistically win the shootout, the shoot-out ends.
- f. If the teams remain tied after all five shooters have shot, a sudden victory shootout will occur where any eligible player may be chosen to shoot, and teams will alternate shooters until a winner is declared. Both teams shoot once in each round of the sudden victory shootout. If the shooter from both teams scores in a single sudden victory round, another round begins. If one team scores and another does not, the team who scored is declared the winner.
- g. After the first round (in which there must be five different shooters), a player may take multiple shots in the sudden-victory round(s).

6. ELIGIBILITY OF TEAMS

- 6.1. The Ringette BC Provincial Championships will host the following divisions, and levels (as of December 31 of the current playing season)
 - a. U14 (Zone, Club)
 - b. U16 (Zone, Club)
 - c. U19 (Zone, Club)
 - d. 18+ (A, B)
- 6.2. One Bench staff must sign the Official Game Report for each game, beside their printed name, at least 30 minutes prior to the start of each game. Compliance is monitored by the Tournament Designates

7. ELIGIBILITY OF COMPETITORS

7.1. Players' Eligibility:

- a. All players must be registered in accordance with the Ringette BC policy.
- b. Underage and overage designated players as well as Released players must have been approved by Ringette BC prior to the roster deadline.
- c. Athletes may only participate on one team at the Provincial Championships.

7.2. Process:

- a. Allegations of ineligible player(s) are to be made in the form of grievance. If the player is found to be ineligible, the Protest, Grievance and Discipline Committee will inform the team's Head Coach, the player and the team's Club Association President that the player is ineligible. If the determination of ineligibility is made during the play of a game that includes the ineligible player, that player is not removed from play and may play the rest of the active game. The player is ineligible to play in any subsequent games in the tournament.
- b. Consequence: Any team in the Provincial Championships that knowingly or unknowingly competes with an ineligible player or ineligible Team Bench Staff will

- lose all points accumulated for games where ineligible persons' name appears on the Official Game Report and/or games in which the ineligible person participated.
- c. Teams that continue to compete with an ineligible person after that determination has been made known are subject to sanctions, including fines, determined by the Ringette BC Discipline Committee.

8. ROSTERS

- 8.1. The Commitment to Attend Form must be accompanied by the Registration fee and the official roster, and any relevant fees and deposits. The Commitment to Attend deadline is December 1st of the current playing season.
- 8.2. Team Bench Staff adjustment requests must be submitted on the Team Staff Adjustment Form at least seven (7) days in advance of the official start of the tournament
 - a. All Team Staff, including additions or changes, must adhere to the [Team Leadership Qualifications Policy](#).
- 8.3. No changes may be made to a roster, after the Ringette BC roster deadline, without written approval.
- 8.4. Team Roster must document these specialized positions with this designation:
 - a. Goalies designated with a "G" and jersey number.
 - b. Captains designated with a "C" or "AC" and jersey number to a maximum of three.
 - c. Injured players that are still rostered are to have "INJ" noted beside their name.
- 8.5. Any amendments to the Team Rosters will be sent in writing to the Host Committee by the Ringette BC Office.
- 8.6. No changes can be made to the official roster without submitting a Team Adjustment Form or Team Staff Adjustment Form. Submitting this form does not guarantee approval. Teams will be notified whether their request has been approved or denied. See section 11 for more information on Player Pick-ups.

9. TEAM STAFF

- 9.1. All Team Staff must be recorded on the official roster and on the game sheet.
- 9.2. No changes to Team Staff may be made without a Team Staff Adjustment Form
- 9.3. All Team Staff are required to meet the certification requirements outlined in the [Team Leadership Qualifications Policy](#).
- 9.4. For information on who is permitted on the bench, and what the requirements are for each position, please refer to the [Team Leadership Qualifications Policy](#).

10. PLAYER PICKUP:

- 10.1. All player pick-ups must adhere to the [Ringette BC Player Pickup Policy](#)
 - a. Teams will not be permitted to make changes to the game sheet. All team changes on the scoresheet will be made by Ringette BC Staff or tournament designate.

11. UNIFORMS

- 11.1. Teams must wear their Ringette BC designated colour.

- 11.2. All uniforms must coincide with those on the Team Roster Form. Uniform numbers may be adjusted on the Official Game report if the officials deem a color conflict that results in a mandatory jersey change for the team.
- 11.3. Should game Officials determine the jersey colors worn by the two teams are too similar to allow for expedient conduct of the game, the Officials may require a jersey change.
- 11.4. If a colour change is required, the team designated as Visitor shall change jerseys.
- 11.5. Ringette BC will provide alternate jerseys to be utilized if the teams do not have alternates available.

12. SUSPENSIONS AND PENALTIES

- 12.1. When a Match Penalty has been assessed:
 - a. The On-Ice Officials will inform the designated Officials Supervisor after the game that a Match Penalty has been assessed.
 - b. The On-Ice Officials will immediately, after the end of the game and prior to starting any subsequent game, complete the “Match, Major, Ejection Form” and note on the back of the Official Game Report to see “attached form”. On the Match form, a detailed synopsis of the circumstances of the Match Penalty will be provided and the report will be given to the Officials Supervisor.
 - c. The Officials Supervisor shall give the Official Game Report (with synopsis) to a member of the Provincial Championship Host Committee.
 - d. As soon as possible upon receipt of the Official Game Report, and at least one hour prior to the next game scheduled to be played by the player involved in the Match Penalty, the Protest, Grievance and Discipline Committee shall meet to determine the full extent of the sanction to be applied to the Match Penalty assessed.
 - e. In their deliberations, the Protest, Grievance and Discipline Committee may interview any or all of the following: the On-Ice Official(s); the Player(s)/Team Bench Staff involved; the Officiating Supervisor at that game (if applicable); and any others whose input the Protest, Grievance and Discipline Committee feels would be of value. The Committee will ask the player to self-disclose their prior suspensions.
 - f. The Protest, Grievance and Discipline Committee’s decision will be immediately communicated to the Head Coach by the Officials Supervisor.
 - g. If a member of the Protest, Grievance and Discipline Committee is the player assessed against the match penalty, then that individual will be removed from the decision-making process of the Committee regarding the Match Penalty.
 - h. Members of the Protest, Grievance and Discipline Committee are not permitted to be involved in the decision-making process of their home Club Association.

13. SUSPENSIONS

- 13.1. Participants assessed penalties for the following may be subject to the minimum suspension listed below. The Protest, Grievance and Discipline Committee may impose further sanctions upon review of the report from the game Officials.
 - a. Player/Team Bench Staff assessed a Match Penalty for:

Action:	Suspension (# of games)
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Hair Pulling, Face Masking, Head Butting	3
Spearing, Butt Ending, Stick swinging, or Kicking or attempt to injure	4
Fighting (instigating)	4
Fighting (participating)	2
Abuse of an official (verbal)	2
Physical - minimal – 3, moderate – 5, excessive – 7	

- b. Refusal to start play or if a team withdraws from a game in progress, in accordance with Ringette Canada Rule 7.5., the team forfeits that game. In addition, Ringette BC may apply an additional mandatory suspension of remaining games for that team in the Championship Tournament served by the Coach or Player Coach (18+ Divisions only).
- c. Coaches serving suspensions are prohibited from all coaching activities including their coach duties with any other team at the Provincial Championship.
- d. Any team that accumulates more than 30 minutes in penalties in a single game during the Provincial Championships will have their Head Coach or Player Coach (18+ Division Only) suspended for the next game.

13.2. Suspended Players or Team Staff

- a. Any Team Bench Staff participating in Provincial Championship who is under suspension by their Club Association, League, Ringette BC, or Ringette Canada, or is suspended during the Provincial Championships, shall not be permitted to:
 - Direct any member of the team during any game;
 - Carry out official duties on behalf of the team;
 - Be in the dressing room or bench area before, during or after any game;
 - Be situated anywhere in the arena in a position to direct any member of the team for the duration of the suspension.
- b. Any player in the Provincial Championship who is under suspension by their Club Association, League, Ringette BC, Ringette Canada or during the Provincial Championship shall not be permitted in the field of play for the games during the suspensions (bench or ice surface). Player will be noted on the game sheet with the suspension game number.
- c. Any Team Bench Staff or player who violates the terms of his/her suspension, as outlined, will be subject to further sanctions.
- d. Should the suspended individual be participating in more than one (1) role in the Provincial Championship (e.g. as a player and a team staff member), the suspension applies to all roles held by the individual during the Provincial Championship until the completion of the suspension. Only games played or coached in the role where the suspension was received will count toward the suspension.
- e. Refer to Ringette BC policy, [Misconducts, Match Penalties and Suspensions](#) for more information.

14. REPORT A CONCERN

- 14.1. In the event of violations of applicable Codes of Conduct or policies, a registered team staff member may notify Ringette BC staff or tournament designate.

- 14.2. The team staff member may be asked to provide a written account of the incident or may be directed to file a formal complaint.
- 14.3. Ringette BC reserves the right to apply temporary discipline to disruptive situations and apply sanctions if necessary.
- 14.4. Sanctions may include removal from the facility, suspension from participation or other provisional measures.
- 14.5. Ringette BC may refer issues back to Team Staff to be discussed and handled during or after the event.

15. PROTESTS & GRIEVANCES

- 15.1. For the purposes of this Technical Package
 - a. A protest, or grievance, can be filed when an unexpected situation affected the outcome of the game, or a team failed to comply with the rules, regulations, and policies that guide participation in this event. A protest may not be based upon the judgment call of a referee.
- 15.2. The Protest and Grievance Committee will be made up of three (3) people: Ringette BC Representative, Officials Supervisor and one Ringette BC member at large
- 15.3. The Ringette BC office will be copied on all minutes of a Protest and Grievance Committee meeting. Minutes must be taken.
- 15.4. To submit a Protest or Grievance
 - a. Protests and Grievances will only be entertained from a registered team staff member regarding their own game.
 - b. All Protests and Grievances must be submitted using the online link provided within thirty minutes of completion of the game in question. Individuals should also notify the tournament registration desk that they have submitted a Protest.
 - c. All protests and Grievances must be accompanied by the Protest fee of \$200, provided to the tournament registration desk, within the submission deadline. This amount is non-refundable. Please refer to the Fines and Fees Policy for more details.
 - d. No protest or grievance will be allowed against the judgement and application of the playing rules on the ice by an official.
 - e. Protest and Grievance Committee's decision is final. No further protests or appeals will be entertained.

****NOTE:** A member of the Protest and Grievance Committee may not participate in a protest or grievance involving their Home Club, or Zone Association.

16. BREAKING TIES IN THE STANDINGS

- 16.1. Number of goals that count in the standings.
 - a. The Maximum difference (spread) between goals for and goals against that will be counted per game is seven (7) goals. Applies to all tie breaking steps below.
 - b. The maximum goals for that will be counted per game is seven (7) more than the goals against.
 - c. If a team forfeits a game, that team(s) shall be given the lowest position(s) amongst the tied teams. The score of a forfeited game shall be 7-0.
- 16.2. The procedures will be followed in sequence until the tie is broken, and the teams are

ranked in sequence. The procedures, in most cases, will declare the team(s) in individual rankings. However, in some cases teams may be tied within the rankings (i.e. in a four-way tie for first in a round robin; the procedures could place a team clearly in first, two teams tied for second/third and one team in fourth). In these cases, the procedures shall revert to Step 1 to break the tie between teams, within ranking positions.

16.3. Procedure

- a. When two (2) or more teams have an equal number of points after the completion of round robin games, the ranking of the tied teams will be determined in the following order:
 - Step 1: The teams will be ranked in order of the winner(s) of more games between each other during round robin play. The tied teams MUST have played each other, or the procedure starts with Step 5 unless one of the tied teams have beaten all other tied teams in which case that team is ranked highest, and the procedure reverts in order to break the tie within the remaining ranking positions.
 - Step 2: If still tied, the teams will be ranked in order of the largest (positive) net difference between Goals FOR minus Goals AGAINST in the games between the tied teams.
 - Step 3: If still tied, the team(s) will be ranked in order of the most Goals FOR in games between the tied teams.
 - Step 4: If still tied, the teams will be ranked using the following formula in games between the tied teams:
$$\text{Goals For} + \text{Goals Against} / \text{Goals Against}$$
 - Step 5: If still tied, the teams will be ranked in order of the largest (positive) net difference between Goals FOR minus Goals AGAINST in games against all teams.
 - Step 6: If still tied, the tied teams will be ranked in order of the least total Goals AGAINST in games against all teams.
 - Step 7: If still tied, the teams will be ranked in order by applying the formula in Step 4 to all games.
 - Step 8: If still tied, the team having the fewest penalty minutes in games between the tied teams will be declared the highest position.
 - Step 9: If still tied, the team having the fewest penalty minutes in all round robin games, will be declared the highest position.
 - Step 10: If still tied, a coin toss or random draw will be used to break the tie.

17. ADDITIONAL EVENTS: OPENING AND CLOSING CEREMONIES AND SKILLS COMPETITION

- 17.1. Any additional events held as part of the Ringette BC Provincial Championships, including but not exclusive to Opening Ceremonies and Closing Ceremonies or Skills Competitions, are the decision of the Host Committee. Should the Host choose to have Opening Ceremonies as part of their Championship, they can do so.

18. TRUE SPORT FAIR PLAY AWARD

- 18.1. One vote per team, to be voted on by the players after each game.
 - a. Teams are not eligible to win the True Sport Fair Play Award unless they have submitted their own votes for each game.
 - b. Guidelines for Fair Play: Teams and coaches that demonstrate True Sport Principles throughout the event.
 - i. Go For It! – Rise to the challenge – always strive for excellence. Discover how good you are.
 - ii. Play Fair. Play honestly – obey both the letter and spirit of the rules. Winning is only meaningful when competition is fair.
 - iii. Respect Others. Show respect for everyone involved in creating your sporting experience both on and off ice. Win with dignity and lose with grace.
 - iv. Keep it Fun. Find the joy of sport. Keep a positive attitude both on and off the ice.
 - v. Stay Healthy. Place physical and mental health above all other considerations – avoid unsafe activities. Respect your body and keep in shape.
 - vi. Include Everyone. Share sport with others. Ensure everybody has a
 - c. Teams will submit a Fair Play ballot after the completion of each game. A QR code will be posted in each dressing room with the link to the True Sport Fair Play Ballot.
 - i. Not have received more than 30 minutes in penalties
 - ii. Have not had their coach ejected
 - iii. Have not had a player receive a Match or Misconduct Penalty