f 

2026 BNWR Icebreaker Tournament Rules (Revised 2026)

1. DIVISIONS AND LEVELS OF PLAY

1.1. All registered players, coaches, and volunteers who are in Good Standing with their Club Association and League, and have registered prior to the roster deadline, are eligible to participate in the BNWR Icebreaker Tournament

1.2. Number of teams required to host a division:

a. This tournament requires a minimum of three (3) teams in a single division and category to submit commitments to attend to host that division.

b. Where a division is comprised of more than five (5) teams, the tournament will conduct a random draw for seeding.

2. LENGTH OF PERIODS IN THE GAMES

2.1. All divisions shall play two 18-minute stop-time periods.

2.2. Ice times for all divisions will be 1.0 hours in length

2.3. Finals for U14, U16, U19, 18+ A, B and C/D divisions will be 1.5 hours in length

2.4. All games must be completed within their allotted time; If time is running long, the referees and tournament directors hold the right to cut the clock. In round-robin games the game time shall be reduced to 2 minutes of stop-time when there is 5 minutes of ice time remaining. Minor officials should note on the bottom of the score sheet the game time when the clock was reduced.

3. GAME PLAY

3.1. Games will start no earlier than 7:00 AM and no later than 9:00 PM.

3.2. No team shall play more than three full length games in one day.

3.3. There must be a minimum of 2.5 hours between the scheduled competition time and scheduled start time of any team's games in a single day.

3.4. To start a game, teams must have no less than 7 and no more than 18 players on the bench. Teams must have 5 players available to play during the game or will forfeit the game.

3.5. 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.

3.6. Between period breaks and overtime periods shall be one (1) minute long. Breaks between each game on the schedule shall be a minimum of 15 minutes.

3.7. Teams must be ready to start round robin games ten (10) minutes prior to the scheduled start time and be ready to start playing within 5 minutes of the game start time. Officials or tournament staff will notify both teams should the game start early within 30 minutes of scheduled start time of the adjusted early start time. Semi-final and final games will not start early. In the event of unforeseen circumstances that affect a team's ability to start their game within 5 minutes of the scheduled start or adjusted starting time, tournament officials shall declare a default. The Tournament Directors will make a decision to reschedule or not based only on exceptional circumstances as outlined in Section 2.5 (a) of the BCRA Policy Manual.

3.8. Mercy Rule: When a team is winning by 10 goals, the remainder of the game is run time. The losing team has the option to continue the game with stop time. The team leading by 10 goals is not permitted to pull its goalie in the last two minutes of the game, except for a delayed calling of a penalty. During run time, minor penalties will be 3 minutes and major penalties will be 5 minutes. Once run time has commenced, stop time will not be reinstated, regardless of the goal difference.

3.9. If a team runs up the score by more than a 10 goal difference in any ONE GAME, they shall see the head coach or acting coach for that game suspended for their next tournament game. If the losing team scores on themselves (ie Goalie throws ring in net) that goal is not counted in the 10 goal tally. This occurrence should be noted on the score sheet.

3.10. Tournament formats, for all divisions, will be determined depending on team commitments and ice availability.

3.11. If a team forfeits a game the opposing team will be awarded two points and the forfeiting team will lose the game 0-7.

3.12. Every division except for FUN 3 (Novice) and Masters will play with a shot clock.

3.13. In the spirit of fair play, the 3 goal per player rule will be in effect for FUN3/U10 and U12B divisions.

3.14. For all Round Robin Games and Consolation games: Home team shall supply a Shot Clock and Scorekeeper. Visiting team shall supply a Time Clock Operator. Scorekeeper is responsible for picking up the game sheet 10 minutes before the game and returning the completed sheet from/to the tournament table.

3.15. Ties will stand in round robin play. Wins will be awarded two points, ties will be awarded one point and losses will be awarded no points. All points will be calculated for final standings in which the first place and second place teams in points in the round robin will play a final game for medals. The team with the most points will be home while the 2nd will be the visitor.

3.16. In U14, U16, U19, +18 and Masters divisions no more than a 7 goal spread shall be posted on the scoreboards or used in tie breaking calculations.

3.17. In FUN 3 and U12 divisions, no more than a 5 goal spread shall be posted on the scoreboards or score displays.

3.18. In all formats, ties in standings will be determined using the tie-breaking rules (see section 14)

4. OVERTIME AND SHOOT-OUT

4.1. All semi-final and final games must have a declared winner. If a game is tied at the end of regulation time, a five minute, sudden victory overtime period will commence, followed by a shoot-out if no winner is declared during the overtime period.

4.2. 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. Each team is entitled to one additional time-out in the overtime period.
f. If a team does not use their time-out in regulation time, that time-out carries forward into overtime.
g. No more than one time-out shall be permitted during the same stoppage in play.
h. Any penalties still running at the end of regulation time will carry over to overtime.
i. For the purposes of participant ejection penalties, games entering overtime are a continuation of the same game. The participant remains ejected.
j. If the overtime period concludes and no winner has been declared, a shootout will determine the winner

4.3. Rules for shoot out

a. There will be a two (2) minute break between the ending of the overtime period and the beginning of the shoot out
b. Coaches will select three shooters from all players listed on their game sheet.. 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. Goalies will stay in the net where they ended overtime.
d. Home team will shoot first.
e. The three players from each team will alternate shots until each shooter has shot, with the winner declared as the best of three shooters. At any time that it is

determined that one team can no longer statistically win the shootout, the shootout ends.

f. If the teams remain tied after all three 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.
g. After the first round (in which there must be three different shooters), a player may take multiple shots in the sudden-victory round(s).

5. ELIGIBILITY OF TEAMS

5.1. Teams from British Columbia must be formed following the Ringette BC Player and Team Registration Policy.

a. Tournaments may only accept the official rosters as noted by Ringette BC
b. It is the responsibility of the tournament to review rosters
c. Any changes to rosters, whether staff or players, must be completed using the Team Adjustment, or Team Staff Adjustment Form

5.2. Teams from outside British Columbia must follow their respective PSO's team registration policies

a. Out of Province teams must provide their official rosters
b. Tournaments should notify Ringette BC of any out of province teams, and Ringette BC will confirm that each team is registered accordingly with their PSOs prior to acceptance

5.3. 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 Rink Marshall.

5.4. For U14-Masters: Captains, Assistants and Goalies must be marked on your game sheets prior to the game. For U12 and FUN3 (U10) goalies must be marked but captains are optional.

6. ELIGIBILITY OF COMPETITORS

6.1. Players' Eligibility:

a. All players must be registered in accordance with Ringette BC policy, or policy in accordance with their home province.
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 any given tournament.

6.2. Process:

a. Ringette BC will provide any approved Team Adjustments to the tournament
b. Tournament committee members will review all team rosters. Teams found to have ineligible players are notified.
c. Allegations of ineligible player(s) are to be made to the Host Committee Chairperson in the form of a grievance. The Host Chairperson will follow the grievance procedure.

If the player is found to be ineligible, the Host Committee Chairperson (or delegate) 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 to play the rest of the active game. The player is ineligible to play in any subsequent games in the tournament.

d. Consequence - Any team that knowingly or unknowingly competes with an ineligible player or 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.
e. Teams that continue to compete with an ineligible person after that determination has been made known are subject to sanctions determined by Ringette BC under their Discipline and Complaints Policy.

7. ROSTERS

7.1. All teams are to submit their rosters by the deadline set by the tournament committee.

7.2. 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.

7.3. Team Adjustment requests must be submitted using the Team Adjustment Form at least fourteen (14) days in advance of the official start date of the tournament

7.4. 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, or the applicable policy in their home province.

7.5. Team Rosters, including Team Bench Staff, may be checked for eligibility by Ringette BC.

7.6. No changes may be made to a roster, after the Ringette BC roster deadline, without approval.

7.7. 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.

7.8. Any amendments to the Team Rosters will be sent in writing to the Host Committee by Ringette BC.

7.9. Out of province teams must follow the roster deadline and registration policies of their Provincial Sport Organization.

7.10. Some teams have been granted permission to exceed the 18 player rule per team and as such may have as many as 22 people on their roster registered to play at the tournament. Regardless of the number of players on a team, no more than 18 players

can be dressed for each game and listed on the roster for each game. Once the roster has been submitted at the beginning of the game, it cannot be changed over the course of the game.

8. TEAM STAFF

8.1. All team staff must be recorded on the official roster and on the game sheet

8.2. No changes to team staff may be made without a Team Staff Adjustment Form

8.3. All team staff are required to meet the certification requirements outlined in the Team Leadership Qualifications Policy.

a. Out of province teams to follow their Provincial Sport Organization certification requirements.

8.4. For information on who is permitted to be on the bench, and what the requirements are for each position, please refer to the current Ringette BC TEam Leadership Qualifications Policy at https://ringettebc.ca/

9. PLAYER PICKUP:

9.1. Player pick-up for tournaments follows Ringette BC's Player Pick Up Policy for the relevant category and competition stream.

9.2. Teams wishing to replace athletes must submit a Team Adjustment Form to the Ringette BC office fourteen (14) days prior to the start of competition.

a. Injured athletes may be replaced up to 48 hours prior to the start of competition with a medical note.

b. All Team Adjustments MUST be approved by Ringette BC.

9.3. Out of Province teams are to follow their Provincial Sport Organization Player Pick up Policies

10. UNIFORMS

10.1. Teams must mark their designated colour on the game sheet no less than 30 minutes prior to the start of each game.

10.2. 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.

10.3. Should the game Officials determine the jersey colors worn by the two teams are too similar to allow for expedient conduct of the game, the Officials will require a jersey change.

10.4. If a colour change is required, the team designated as visitor shall change jerseys.

10.5. Ringette BC will provide alternate jerseys to be utilized if the teams do not have alternates available.

11. PENALTIES

11.1. Excess Penalty Minutes

a. The On-Ice Officials will inform the designated Officials Supervisor, at the end of 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 Tournament 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 a member of the Team Bench Staff by the Director of Officials for the tournament.
g. If a member of the Protest, Grievance and Discipline Committee is the player assessed the match penalty, then that individual will be removed from the decision-making process of the Committee regarding the Match Penalty.

12. SUSPENSIONS

12.1. Players 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)**
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 is withdrawn 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 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 in the tournament.
d. Any team that accumulates more than 30 minutes in penalties in a single game during the event will have their Head Coach or Player Coach (18+ Division Only) suspended for the next game.
e. Players 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

12.2. Suspended Players or Team Staff

a. Any Team Bench Staff member participating in this event who is under suspension by their Club Association, League, Ringette BC or Ringette Canada, or is suspended during the tournament, 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 this event who is under suspension by their Club Association, League, Ringette BC, Ringette Canada or during the tournament shall not be permitted in the field of play for the games during the suspensions (bench or ice surface). Players 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 by Ringette BC.
d. Should the suspended individual be participating in more than one (1) role in the Pacific Challenge Cup (e.g. as a player and a team staff member), the suspension applies to all roles held by the individual during the event 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 for more information regarding administration of suspensions.

13. GRIEVANCES

13.1. At a sanctioned event, a Ringette BC member can grieve any action that is not covered in the protest section.

13.2. The interpretation of a grievance is that it is of such a serious nature that a cash deposit, payable to the hosting body, will be required and is non-refundable if the grievance is not sustained. Please see Ringette BC Policies; Fines and Fees, for more information

a. The Grievance fee is $200

13.3. No grievance will be allowed against the judgement and application of the playing rules on the ice.

13.4. All upheld grievances shall automatically go to the Grievance Committee for potential further disciplinary action.

13.5. The Grievance Committee will be made up of five people: Ringette BC Representative, Tournament Committee member, Officials Supervisor and two Ringette BC members at large.

13.6. The Ringette BC office will be copied on all minutes of a Protest and Grievance Committee meeting. Minutes must be taken.

13.7. Procedures for Protests and/or Grievances

a. The Coach will, at the end of the game before leaving the field of play, inform the on-ice Officials of their intention of protesting a violation of the event rules or initiating a grievance. The Officials will record the intended protest on the front of the score sheet.

b. The Coach will submit a written protest or grievance to a member of the tournament committee on duty within 30 minutes of the end of the game. The end of game time is as indicated on the official score sheet. The cash deposit must accompany the submission.

c. The tournament committee member shall contact a member of the Protest and Grievance Committee immediately.

d. The Protest and Grievance Committee shall meet within two (2) hours of notification of a protest or grievance and will inform both Coaches of the teams involved within one (1) hour of the end of their meeting as to whether the violation is sustained or otherwise.

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

14. BREAKING TIES IN THE STANDING

14.1. 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. 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.

14.2. 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 (ie. 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 back to Step i) in order to break the tie between teams, within ranking positions.

14.3. 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 back 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:

  Goals For + Goals Against / 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.

15. CONDUCT

The IceBreaker Tournament welcomes player participants (athletes, coaches, officials,

spectators and administrators) of every race, gender and ability. All coaches, players and spectators are expected to display good sportsmanship at all times as outlined in the code of conducts included in your tournament package and displayed at the tournament sign-in tables. Team staff are responsible for communicating the code of conduct rules to their spectators. Unsportsmanlike comments and actions will not be tolerated and may result in expulsion from the arena or tournament. This applies to all participants anytime they are at a tournament venue. Tournament and on-ice officials have the authority to ask any participant including spectators to leave the premises under the occupiers act of BC and facility contracts. Unsportsmanlike incidents will be reported to RBC for follow up. Police reports will be made in the event of: Any Kind of Violence or threat of violence and hate language related to those rights protected by the Canadian Charter of Rights and Freedoms.