

## 1.3 PLAYER & TEAM REGISTRATION POLICY

### A. INDIVIDUAL PLAYER REGISTRATION:

- i. All players must be registered in the Ringette BC registration database.
- ii. Players must be registered in the Club Association within whose boundaries their permanent residential address is located.
- iii. Players may only be registered with one (1) association at a time.
- iv. New players must supply a copy of their birth certificate when registering. Birth certificates and individual registration forms are to be stored with the local Club Association. They are to be made available to Ringette BC upon request.
- v. There is no roster deadline for the 30+ (Masters), U10 and Fundamentals divisions. Players may register at any time subject to their respective Club Association registration deadline.
- vi. The roster deadline is November 1<sup>st</sup> for the U12to 18+ age divisions. New players registering after this date are welcome to join and play with the team in unsanctioned and sanctioned events but are not eligible to participate in the Ringette BC Provincial Championships or U12 Year End Event.
- vii. All players and teams registered by the roster deadline of the playing season from U12 and up will be eligible to participate in the Ringette BC Provincial Championships or U12 Year End Event. It is required that all players and teams have participated in a minimum of four (4) counter games<sup>1</sup> with their own Club association.
- viii. Players moving to BC from out of province during the ringette season must have a written release form from the Provincial Sports Organization from which they are moving and must verify their date of residence in BC. Such players will be eligible to participate in the Provincial Championships provided they have participated in a minimum of four (4) counter games with their new Club association.

<sup>1</sup> "Counter Games" are games scheduled by a League or a tournament. To be considered a "counter game" the game in question must be scheduled by a League administrator, posted and counted towards a league game calendar. Tournament games can be considered counter games as the games are posted and scheduled by an administrative body. Exhibition games organized outside of the league calendar are not classified as counter games.

- ix. Teams participating in Ringette BC sanctioned tournaments prior to November 1<sup>st</sup> must submit Team Roster forms to Ringette BC three weeks prior to the event.

**B. TEAM REGISTRATION:**

- i. Community Division teams (U10 to U19) must consist of a minimum of nine (9) players with a maximum of 18 players and a maximum of five (5) Team Bench Staff.
- ii. Zone teams from U14 to U19 must have a minimum of nine (9) players. Refer to the Ringette BC Zone Guidelines for maximum roster sizes..
- iii. All teams in the 18+ and 30+ (Masters) divisions may have a roster of 22 players but are limited to 18 players dressed at any one time.
- iv. Club Associations decide on the number and size of teams per division to maximize meaningful competition at the local level. However, any deviation from (i) and (iii) above is at the discretion of Ringette BC and requires written permission.
- v. Club Associations and Leagues must ensure that all players and Team Bench Staff are properly assigned to Team Rosters in the Ringette BC registration database before the player registration roster deadline.
- vi. Subject to the Ringette BC Player Pick-Up Policy, only unaltered team registration forms from the Ringette BC database will be accepted for registration in Ringette BC sanctioned tournaments, Ringette BC Provincial Championships and Western Canadian Ringette Championships.
- vii. Players may not be added or deleted from a U12, U14, U16, U19, or 18+ roster once that roster has been filed with Ringette BC and the roster deadline has passed. Exceptions will be at the discretion of Ringette BC for a season-ending injury, relocation, or other specific, extenuating circumstances.