

1.3 PLAYER & TEAM REGISTRATION POLICY

Policy Section	Change	Date Approved
A. vi.	18+ registration – spare list	July 26, 2026
A. x.	Add roster submission deadline for early season tournaments	July 26, 2026
B. iv.	Option for 18+ team registration	July 26, 2026

A. INDIVIDUAL PLAYER REGISTRATION:

- i. All players must be registered in the Ringette BC registration database.
- ii. Players (FUNdamentals – U19) 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 18+ D, U10 and Fundamentals divisions. Players may register at any time subject to their respective Club Association registration deadline.
- vi. 18+ players may be rostered full-time to a specific team, or register as a Spare Athlete who can be available for pick-up as per the Ringette BC Player Pick Up Policy
 - Spare Players will be required to indicate whether they are an A/B or C/D spare.
 - Players cannot be rostered to a team and register as a spare
- vii. The roster deadline is November 1st for the U12 to 18+ (A, B & C) age divisions. New players registering after this date are welcome to join and play with the team in sanctioned events but are not eligible to participate in the Ringette BC Provincial Championships or U12 Year End Event
- viii. All players registered by the roster deadline of the playing season from U12 and up will be eligible to participate in the applicable Ringette BC year end Provincial Competition provided they have participated in a minimum of four (4) counter games¹ with their rostered team.
- ix. 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 player will be eligible to participate in the Provincial Championships provided they have participated in a minimum of four (4) counter games with their new rostered team.

- x. Teams participating in Ringette BC sanctioned tournaments prior to November 1¹ must ensure their RAMP roster is correct at least two weeks prior to the start of the competition.

B. TEAM REGISTRATION:

- i. Community Division teams (U10 to 18+) 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 eleven (11) players. Refer to the Ringette BC Zone Guidelines for maximum roster sizes
- iii. All teams in the 18+ divisions may have a roster of 22 players but are limited to 18 players dressed at any one time.
- iv. Club Associations may choose to allow team registration in the 18+ divisions.
- v. 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.
- vi. 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.
- vii. 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.
- viii. Players may not be added or deleted from a U12 – 18+ (A, B & C) roster once 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.

¹ "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.