

JULY 10, 2016



Nepean Knights 20th Annual Lacrosse
Tournament Rules
2016



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Note: These rules and format are subject to change without notice dependent upon final number of teams per division registered.



General Rules

1. All teams are guaranteed four games.
2. The tournament is sanctioned by the Ontario Lacrosse Association (OLA) and as such is subject to OLA Invitational rules and regulations.
3. All players / coaches / trainers must be carded as per OLA guidelines. Before the first tournament game officials will verify OLA Player & Coaches cards at the registration desk. For out of province teams, ID containing age and name of players will be accepted in lieu of OLA cards and will be validated against the official team roster. **If a card or relevant ID is not presented, the player/coach will NOT be allowed to participate until the proper card or relevant ID is presented.**

Sweaters and Equipment:

4. In the event of a color conflict between 2 teams, the designated HOME team shall be responsible for changing sweaters. The referees decision on a potential "conflict" will determine if a change is required.
5. All players must wear approved OLA equipment as outlined in the rule book. Properly fitted mouth guards are mandatory.
6. **All CLA approved goalie exemption forms MUST be handed in at sign in for each game and attached to the game sheet. It is the responsibility of the team manager to bring enough copies of any exemption paperwork for their team, there are no photocopiers available.**

Dressing Rooms:

7. All teams will be asked to please leave the dressing room within 30 mins of their game being completed as we have a limited number of rooms that need to be assigned to teams as soon as they are cleared.

Sportsmanship:

8. Teams will shake hands at the beginning of the game. Unless directed otherwise, the designated visiting team leaves the floor first with their coaches.

Spectators:

9. In addition to the referees, the Tournament organizers reserve the right to remove any spectator(s) from the arena floor and facility for inappropriate behavior. Failure to comply by the spectator(s) will result in a defaulted game to the corresponding team.

Game Play

Starting Time:

10. Teams must be willing and ready to start their games 15 minutes prior to the scheduled start time. A representative from the team must report to the registration table 45 minutes prior to sign in the team. Approved bench staff is asked to sign in no later than 15 minutes prior to game start.



Game Format

11. In all divisions, teams will play a Round Robin format (four games each). In divisions with four teams, first will play fourth and second will play third in the semifinals, with the winners advancing in the finals. For all other divisions 1st place will play 2nd place in Finals.

Points per game:

- Win= Two (2) points, Tie = one (1) point, Loss= 0 points

GAME FORMAT		
	Round Robin	Semi Finals / Finals
Warm Up	Three (3) minute on floor	
Period Length	Three (3) x fifteen (15) minute periods	
First Period	Run time – no rest after first period	
Second Period	Run time – three (3) minute rest at end of period	
Third Period	Last three (3) minutes stop time. When more than three (3) goal spread, not stop time.	Last five (5) minutes stop time. When more than five (5) goal spread, not stop time.
Time Outs	No time outs	One (1) 30 second time out. The game time clock will stop when a team calls a timeout. The thirty-second clock does not reset.
Overtime	No overtime	If tied after regulation time, 10 minute - Sudden Victory until there is a winner

Tie Breaker Formulas – OLA Rule MR7.08

12. TIE BREAKER FOR TWO TEAMS

In the event of a tie in points between two teams the final standings shall be determined as follows:

1. The team that won the greater number of "Goals For" in games played, during the competition, **between the two teams** tied shall be declared the winner of the higher position. (HEAD TO HEAD)
2. If tie exists, the Goal Average Formula will be used to break the tie. All goals scored in **ALL games during the competition**, shall be used in the goal average computation (see formula below)
3. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner
4. If a tie still exists then a coin toss will decide the winner.



13. TIE BREAKER FOR THREE OR MORE TEAMS

1. The team(s) that won the greater number of “Goal’s For” in games played, during the competition, **between the team(s) tied** shall be declared the winner of the higher position. (This eliminates the team(s) from the group that was tied) (HEAD TO HEAD TO HEAD)
2. If tie exists, the Goal Average Formula will be used to break the tie. All goals scored **in ALL games during the competition**, shall be used in the goal average computation (see formula below)
3. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner
4. If a tie still exists then a coin toss will decide the winner.

GOAL AVERAGE FORMULA = GF/GF+GA

The team with goal average closest to 1.0 shall be declared the winner

Penalties:

14. Any fighting penalties will result in the expulsion of the player for the balance of the tournament. If, upon review by the Tournament Discipline Committee, there was an instigator of the fight (whether or not there is an instigator penalty assessed) the non-instigator will not be expelled for the tournament. The game misconduct penalty assessed will be applied as per the OLA rules for suspensions and fines.

Hearings for suspensions will be held at the tournament office at the Minto Recreation Centre - 3500 Cambrian Rd, Nepean, ON K2J 0V1.

A reminder – this tournament, like most others, wouldn’t be possible without the help of our volunteers. Please help us grow the game by respecting the volunteers, referees, time keepers and arena staff and most importantly the young athletes throughout the tournament.