



RULES - #NKT2019 - 2019 KNIGHTS TOURNAMENT

TOURNAMENT SCORES AND STANDINGS CAN BE FOUND BY VISITING

<http://bit.ly/capitalshowdown>

General

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 Rules and Regulations.
3. **Before the first game tournament Officials will verify OLA Players and Coaches cards at the registration desk. If a player or coach's card is not presented, the player/coach will NOT be allowed to participate until the proper card is presented. All CLA approved goalie exemption forms MUST be handed in upon signing in for first game.**
4. **All players must wear approved OLA equipment. Properly fitted mouth guards are mandatory.**
5. **Any players entering the playing surface between scheduled games shall wear CSA approved helmets and facemask.**

Penalties & Hearings

- **Any fighting penalties will result in the expulsion of the player for the balance of the tournament.**
- Hearings with the Tournament Discipline Committee will be held at the tournament office at the Manotick Community Centre, unless a more convenient place is necessary.
- Rules for hearings will follow OLA guidelines.

Dressing Rooms

- 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.

Spectators

- In addition to the referees, the Tournament organizers reserve the right to remove a spectator(s) from the arena for inappropriate behavior.



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Game Durations

Teams must be ready to play 15 minutes prior to scheduled game time. In the event the tournament is running ahead of schedule, the tournament organizers reserve the right to start the game up to 15 minutes early.

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

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 - three (3) minute rest at end of period	
Second Period	Run time - three (3) minute rest at end of period	
Third Period	<p>Tyke / Novice - Last 2 (two) minutes stop time. When more than 5 goal spread, no stop time.</p> <p>Peewee / Bantam / Midget - Last 5 (five) minutes stop time. When more than 5 goal spread, no stop time.</p>	
Time Outs	No time outs	One (1) 30 second time out. The game clock will stop when a team calls a timeout. The 30 second shot clock does not reset.
Overtime	No Overtime	It tied after regulation time, 10 minute sudden victory until there is a winner

Scoring

Preliminary Round game point awards:

- Win= 2 points, Tie= 1 point, Loss= 0 points
- Ties at the end of round robin will be broken using the OLA Tie Break formulas
- Scores and standings will be posted to the tournament webpage promptly after game completion and can be accessed by visiting: <http://bit.ly/capitalshowdown>



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OLA Tie Break Formulation:

MR7.08(b)

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

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 points in games played, during the competition, between the teams tied shall be declared the winner of the higher position. **(HEAD TO HEAD)**
2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games during the competition shall be used in the goal average computation. (See Goal Average 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.

The Goal Average Formula is defined as follows:

$$\frac{\text{GF}}{\text{GF} + \text{GA}} = \text{GOAL AVERAGE}$$

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

Three Way Tie Break:

If teams tied have not played each other (all of the teams tied) then tie break #1 and #2 do not apply, Go to #3 to break the tie between teams.

TIE BREAKER FOR THREE OR MORE TEAMS

1. The team(s) that won the greater number of points in games played, during the competition, between the team(s) tied shall be declared the winner of the higher position. **(HEAD TO HEAD TO HEAD)**
2. If tie still exists, the Goal Average Formula will be used to break the tie. Only goals scored in games between the tied teams during the competition shall be used in the goal average computation. (See Goal Average Formula)
3. If tie still 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 Goal Average Formula Below)
4. If a tie still exists, the team with the 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.
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