

# MILTON'S JIM LEWORTHY TOURNAMENT

## FORMAT AND RULES

### RULES FOR PLAY

- All Ontario Lacrosse Association (O.L.A.) rules are applicable.

### TEAM INFORMATION

- A team will consist of a minimum of six (6) players and a maximum of nineteen (18+1) players if only one (1) goalie is dressed, or twenty (20) players if two (2) goalies are dressed. No more than two (2) goalies may be dressed per team at any one time.
- A maximum of five (5) certified bench personnel will be permitted on the bench at any one time. One certified bench personnel must be a certified trainer with maximum 4 coaches.
- MR7.13 (1) Any team who, scheduled to play in invitational tournament, appears with less than six (6) players, or fails to put in an appearance, shall lose its bond, and the club shall be further assessed a fine of \$250 by the OLA.
- MR7.13 (3) When any team appears with fewer than twelve (12) (and more than five (5)), its club will be assessed ten (\$10) by the OLA for each player less than twelve (12).
- MR7.13 (4) Any team who defaults (withdraws from or show up with less than six players to) a game at any point in the tournament must default the remainder of their scheduled games.
- All teams are to be registered 30 minutes prior to their first game.
- Any changes to your roster must be submitted and approved from game to game.
- All players must be carded and provide the printed cards (no digital copies) must be presented to the Tournament staff when registering.
- Any player found to be illegal shall be immediately removed from the tournament and points (goals and assists) removed. Furthermore, the team shall forfeit each game in which the illegal player participated.
- Players moving up in play in the next higher age category must be indicated on the game report by a division to denote their registered category, (i.e. U9, U11)
- Teams should have an extra set of sweaters available, in case of colour conflict.
- The designated home team is responsible for sweater changes should conflict arise due to sweater similarities. The opposing team will not be allowed on the floor during a sweater change. If the home team does not have an alternate sweater set, the guest team will change.
- **Fighting** – any player that is assessed a major penalty for fighting will be ejected from the tournament and assessed further penalties as per OLA regulations.

### GAME STRUCTURE

- No team or player will be allowed to play more than three (3) games in any one day.
- Warm-up time on the floor will be permitted prior to the actual scheduled game time. In instances where there may be a late start, warm-up may or may not take place at the discretion of the game officials.

· To prevent any intentional delay of game, at the official's discretion, a two (2) minute bench penalty shall be assessed. The team that incurs the penalty will start the game in a man down situation.

## ROUND ROBIN GAMES

- All teams will play a minimum of three (3) games.
- The scoring system will be as follows:
  - Two (2) points shall be awarded for a win
  - One (1) point shall be awarded for a tie
  - No points are awarded for a loss
- Round robin games will consist of three (3) fifteen (15) minute periods, all running time.
  - There will be no stop time during round robin play.
  - There will be a three (3) minute rest break between periods.
  - There will be no time-outs during round robin play

## PLAYOFF & CHAMPIONSHIP ROUNDS

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:

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

The team with goal average closest to 1.0 shall be declared the winner 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.
5. If a tie still exists then a coin toss will decide the winner. The Goal Average Formula is defined as follows:

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

The team with goal average closest to 1.0 shall be declared the winner **TIE BREAKER RULES**  
(advancing from regular game play)

### **U9 to U15**

- The first (1st) and second (2nd) place teams in each group will play a crossover semi-final game.
- The winners of the cross-pool games will play in the championship game.

### **U17**

- Teams finishing third (3rd) in their groups will play against each other for standings.
- The first (1st) and second (2nd) place teams in each group will play a crossover semi-final game.
- The winners of the cross-pool games will play in the championship game.

## **GAME FORMAT OF PLAYOFFS/CHAMPIONSHIP**

Will consist of three (3) fifteen (15) minute periods, all running time except for:

- U9 & U11 stop time will be the last two (2) minutes of the third (3rd) period
- U13 & U15 stop time will be the last five (5) minutes of the third (3rd) period unless there is a goal differential greater than five (5), and then there will be no stop time.
- There will be a three (3) minute rest break between periods.
- Each team will be permitted two (2) thirty (30) second time-outs per game in the Playoff/Championship Rounds.

- In the event of a tie at the end of regulation play, there will be a three (3) minute rest break, change of ends, followed by a “sudden victory” ten (10) minute overtime period of stop time, with victory being declared upon scoring the first goal. (Sudden victory)
  - If the score remains tied at the end of the first overtime period, teams will have a three (3) minute rest break, change ends, followed by a “sudden victory” ten (10) minute overtime period of stop time, with victory being declared upon scoring the first goal. (Sudden victory).
- This format will continue until there is a goal and a team declared the winner.
- There will be no shoot-outs.

## RESPECT AMONGST COMPETITORS AND SPECTATORS

- Team management will not permit any of their players to enter the playing surface while any players from the previous game remain on the floor.
- Any players entering the playing surface between scheduled games shall wear CSA approved helmets and facemask.
- All teams are to be dressed and ready for play 10 minutes prior to their scheduled game time.
- The MMLA does not tolerate disrespect within the environment. OLA rules and regulations with respect to player, coaches or participants will be in effect and enforced.
- Spectators whose conduct is disrespectful, harassing, belligerent or detrimental to the game, will be asked to leave the tournament location immediately. MMLA tournament reps will contact the Manager of the offending team to communicate this message to their spectators.