

# 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 (18 + 2) players if two (2) goalies are dressed. No more than 18 players and two (2) goalies may be dressed per game.
- 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. One trainer/per team/per game.
- MR7.13 (1) Any team who, scheduled to play an 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 (5) Any team who defaults (withdraws from or shows up with less than six players to a game at any point in the tournament may default the remainder of their scheduled games.
- All teams are to be registered 1 hour prior to their first game.
- Prior to their first game, teams must present all players and bench personnel registration cards (paper card) to the tournament convenor. **NO DIGITAL COPIES WILL NOT BE ACCEPTED.** Players/bench without proper registration cards will be removed from the roster. If a change to a team's roster needs to be made, the team must present the original registration card to the tournament convenor.
- Any player/bench staff found to be illegal shall be immediately removed from the tournament and points (goals and assists) removed and the team shall forfeit each game in which the illegal player/bench staff participated. All players/bench staff deemed illegal, are immediately suspended pending an OLA hearing.
- 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. If the home team does not have an alternate sweater set, the guest team will be asked to change.
- **Fighting** – any player that is assessed a major penalty for fighting will be immediately ejected from the tournament and assessed further penalties as per OLA'S Automatic Discipline Policy.

## 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 IN U9, U11, U13, U17

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:

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

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:

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

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

#### **Semi Finals in U9, U11, U13, U15, U17**

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 & U17 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

- **ABUSIVE BEHAVIOUR FROM PLAYERS, BENCH, SPECTATORS AND PARENTS WILL NOT BE TOLERATED.**

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. If the behaviour is from a spectator/parents and persists, the offending individual may be expelled from the tournament.

- 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 players, coaches or participants will be in effect and enforced. MR7.12,(a), MR8.04(d), MR8.04(e), MR8.08.