



NIAGARA ON THE LAKE THUNDERHAWKS MINOR LACROSSE

TOURNAMENT 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 a the tournament must default the remainder of their scheduled games.
- All teams are to register 30 minutes prior to your first game. Any changes to your roster must be approved from game to game.
- All players must be carded, and the cards (white signed copies) must be presented to the Tournament Committee Executive upon request. 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 letter to denote their registered category, (i.e. Tyke 'T', Novice - 'N')
- 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.



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COURTESY BETWEEN COMPETITORS

- *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 player entering the playing surface between scheduled games shall wear CSA approved helmets and facemasks.*

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.*
- *In order to prevent any intentional delay of game, at the official's discretion, a two (2) minute bench penalty shall be assessed. (This will be enforced to maintain a punctual schedule for all teams.)*

ALL GAMES MUST START & FINISH ON SCHEDULE!

ROUND-ROBIN GAMES:

- *All teams will play three (3) games of the Round-Robin format.*
- **Round-Robin Format.** *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.*



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CHAMPIONSHIP ROUNDS

- **ALL DIVISIONS – Tyke B/C, Novice B/C, Pee wee B/C, and Bantam B/C Divisions (2 Groups of 4 Teams):** The two teams with the most points from each Group will move on to the Championship Rounds. The team with the most points from Group 1 will play the team with the second most points from Group 2. The team with the most points from Group 2 will play the team with the second most points from Group 1. The winners of these games will play in the Championship Game.
- **TIE-BREAKER(S):** If a tie exists after the Round-Robin games have been completed, the tie will be broken in the following manner:
 1. If 2 teams are tied with the same number of points, the winner of the game played between the two tied teams will advance.
 2. If the 2 teams (referred to in #1 above) played to a draw in their Round-Robin game – OR – if there are more than 2 teams tied with the same total points after the Round-Robin play, then the team with the higher number of (goals for) divided by (goals for + goals against) **based on all 3 Round-Robin games** will advance.
 3. If there is still a tie, then the team with the least total penalty minutes during Round-Robin play (total penalty minutes for 3 games) will advance.
 4. If there is still a tie, then a coin toss will determine the winner.
- Championship Round Games will consist of three (3) - fifteen (15) minute periods, all running time **except** for:
 - Tyke & Novice stop time will be the last two (2) minutes of the third (3rd) period
 - Pee wee & Bantam stop time will be the last five (5) minutes of the third (3rd) periodunless 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 one time-out (2 minutes) per game in the Championship Round.
- 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**)
- There will be no shoot-outs.

DISCIPLINE PROCEDURES

- ALL DISCIPLINE WILL BE HANDLED BY THE TOURNAMENT DISCIPLINE COMMITTEE, except for match penalty- abuse of an official. The O.L.A. rule for ejecting players involved in a fight from the tournament will be enforced. Game suspensions will be enforced. All decisions made by the Disciplinary Committee will be final.