



Tournament Rules

1. A team will consist of a maximum of 19 players (18 + 1) if only 1 goaltender is dressed or 20 players (18 + 2) if 2 goaltenders are dressed.
2. No more than 2 goaltenders may be dressed per team at any one time.
3. In order to be eligible to play, all players and bench personnel must present their white OLA Registration Certificate (cards) with all three stamps (club, zone & OLA) to the tournament director or arena convener before the start of their first game.
4. A team may have only one (1) trainer present on the bench at any one time.
5. The number of personnel allowed on the bench for any tournament game is limited to five (5).
6. A goaltender or one extra bench personnel may sit in the penalty box during the game, but not both.
7. Although it is understood that errors may be made during the course of any lacrosse game, all decisions rendered by the referees are final and cannot be protested.
8. It is the responsibility of the coaching staff to note any errors in the reporting of the score and to make the referee aware of these errors as soon as possible so they can be rectified before the conclusion of the game. Changes cannot be made to a game sheet after it has been signed by the referees.
9. Any game misconduct, gross misconduct, match penalty, etc. is subject to a fine levied by the OLA. A team representative will be asked to sign a fine sheet at the conclusion of the game in which the penalty was assessed. The fines are not payable at the tournament. Instead, the OLA will invoice the organizations for fines owed.
10. A hearing will be held for all match penalties or game misconducts involving 5 minute major "intent to injure" penalties (i.e., spearing, kneeing, butt-ending, stomping, etc).
11. Fighting will not be tolerated. Fighting will result in a 5 minute major penalty, an immediate game misconduct and ejection from the tournament.
12. TIE BREAKING FORMAT

In case of a tie, the following will be used as a tie breaker:

- head to head winner (the winner of the game played between the two tied teams);
- goals for/against ratio (goals for divided by goals for + goals against);
- greatest number of goals for;
- fewest number of goals against;
- fewest number of total penalty minutes in the tournament.

13. GAME TIMES:

U9 thru U17 - 3 periods x 15 minutes (running time)

Three minutes rest between periods. No enforcement of 30 second rule for U9.

U9 and U11 stop time in the last 2 minutes of the game (unless there is a goal differential of 5 or more).

U13 through U17 stop time in the last 5 minutes of the game (unless there is a goal differential of 5 or more).

14. PLAYOFF GAMES:

If teams are tied at the end of regulation time, there will be three (3) minute rest, change of ends, followed by ten (10) minute periods of stop time with victory being declared upon the scoring of the first goal. **(Sudden victory)**

15. CHAMPIONSHIP GAMES:

If teams are tied at the end of regulation time, there will be three (3) minute rest, change of ends, followed by a full ten (10) minute period of stop time. If score remains tied at the end of the first overtime period, teams will have a three (3) minute rest, change ends, followed by ten (10) minute periods of stop time with victory being declared upon the scoring of the first goal. **(Sudden victory)**

16. TIMEOUTS:

Each team is permitted 1 time out per game.