



2025 Don Swindells West Durham Tournament Rules

Thank you in advance for attending the 2025 Don Swindells West Durham Tournament! We're happy to have you here, and, want to make it a great tournament for everyone involved.

Please refer to and follow the Ontario Lacrosse Association (OLA) Maintenance of Order acknowledgment signed in advance of the tournament. The tournament has a ZERO TOLERANCE POLICY for abuse of tournament officials including Referees, Timekeepers, Tournament Volunteers, Arena staff, etc.

The Tournament is sanctioned by the OLA and as such is subject to OLA Rules and Regulations.

1. In order to be eligible to play, **all players and bench personnel must present their OLA Registration Certificate** (cards), paper copies, at the Tournament check in/registration before the start of games. **DIGITAL COPIES ARE NOT ACCEPTABLE.** Cards should be available at all times if additional verification is required and must have all approvals (club, zone & OLA).
2. Managers/Team Staff - plan to check in/register at Tournament Registration (with your team's OLA Registration Certificates) **at least 1 hour** before the start of your first game. At check in/registration the OLA Registration Certificates will be validated, and you'll also receive further information about the tournament, player of the game certificates, etc.
3. At each game, Coaches and Bench Staff are required to validate and **sign GameSheet in person, at Tournament Registration starting 1 hour prior to each game.** iPads will not leave the registration area for coach/bench staff signing. **The GameSheet will be locked 20 minutes prior to the game start time** and if unsigned by a team bench, the team can be assessed a delay of game penalty.
4. The number of personnel allowed on the bench for any tournament game is limited to **five (5)**. And a team may have only **one (1) trainer** present on the bench at any one time.
5. All players and goalies must have helmets while on the bench during game play.

6. 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. No more than 2 goaltenders may be dressed per team at any one time. A goaltender or one extra bench personnel may sit in the penalty box during the game, but not both.
7. Although it's understood that errors may be made during the course of any game, all on-floor decisions rendered by the referees are final and cannot be protested.
8. It's 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 gross misconducts as per the 2025 OLA Disciple Policy. These hearings will be conducted on-site at the tournament locations.
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. A reminder that the head coach of any team who accumulates 26 penalty minutes in U11 or below, or 36 penalty minutes in U13 or above, will receive an automatic game misconduct in accordance with the OLA's Total Penalty Minutes Policy.

GAME TIMES

U9 thru U17 : three (3) periods x 15 minutes (running time). 3 minutes rest between periods.

No 30 second shot rule (shot clock) 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).

No overtime in round robin play. For round robin games: Win=2 points, Tie=1 point, Loss=0 points.

No timeouts in round robin play. During playoff games (semis and finals), each team will be permitted one (1) timeout.

In order to stay to schedule, **on-floor warm ups and pre-game handshakes will be canceled if the game start time is running more than 5 minutes behind.**

No handshakes following round robin games, please leave the floor & bench areas quickly so the next game can start on time.

Teams should be ready to play at least 10 minutes prior to scheduled start time.

TIE BREAKING FORMAT

Following the round robin games, in case of a tie in the standings, 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.

PLAYOFF GAMES

If teams are tied at the end of regulation time, there will be three (3) minute rest, a 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)

CHAMPIONSHIP GAMES

If teams are tied at the end of regulation time, there will be three (3) minute rest, a 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)

We would greatly appreciate if all Coaches could remind players and parents that ball throwing is not permitted inside the arenas, etc.

HAVE FUN – GOOD LUCK TO ALL PARTICIPATING TEAMS!!