



Tournament Rules

1. **SANCTIONING:** The tournament is sanctioned by the Ontario Lacrosse Association (OLA) and will follow all OLA Rules and Regulations. Before the first game for each team, Tournament Officials will verify OLA Player and Coach cards. **No player or bench staff will be permitted to participate without a valid OLA card.**
2. **GAME DURATION:**
 - All games will consist of three 12-minute periods.
 - All games will use **running time**, except for the last 2 minutes of the third period, which will be **stop time** if the goal differential is **5 or fewer goals**.
 - There will be a **3-minute warm-up** before all games and a **3-minute break** between periods.
3. **TIME-OUTS:** Each team is allowed **one 30-second time-out per game**.
4. **START TIME:** Teams must be ready **15 minutes prior** to their scheduled game time.
5. **GAME POINTS AWARDED:**
 - Win = **2 points**
 - Tie = **1 point**
 - Loss = **0 points**
 - There will be **no overtime** in the round-robin portion of the tournament.

6. TOURNAMENT FORMAT:

- After round-robin play, teams in each pool will be ranked by points.
- Semi-finals: **1st place Pool A vs. 2nd place Pool B, 1st place Pool B vs. 2nd place Pool A**
- Consolation games: **3rd place Pool A vs. 3rd place Pool B, 4th place Pool A vs. 4th place Pool B**
- Semi-final winners will advance to the **gold medal final**. Semi-final losers will advance to the **bronze medal final**.

7. TIE-BREAKING RULES:

- In the event of a **tie in points between two teams** at the end of pool play, 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.
 2. If a tie still exists, the **Goal Average Formula** will be used to break the tie. All goals scored in games during the competition shall be used when determining the Goal Average. The Goal Average formula is calculated as “Goals For” divided by the sum of “Goals For” plus “Goals Against”. The team with the Goal Average that is closest to 1.0 shall be declared the winner.
 3. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner.
 4. If a tie still exists, then a coin toss will decide the winner.
- In the event of a **tie in points between three or more teams** at the end of pool play, 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.
 2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in games played, during the competition, between the teams tied, shall be used in the goal average computation. (See Goal Average Formula above).

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4. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner.
5. If a tie still exists, then a coin toss will decide the winner.

8. SEMI-FINALS & FINALS:

- **Sudden victory overtime** periods of **5 minutes** will be played until a winner is declared.
- Overtime begins **immediately** after the third period with **no rest period**.

9. **JERSEY RULE:** In case of a color conflict, the **HOME** team shall choose their jersey colour and the away team will select an appropriate colour based on the home team decision. The referee will determine if a change is necessary.

10. FIGHTING & MAJOR PENALTIES:

- Any player or bench staff receiving a **major penalty for fighting** will be **ejected from the game** and **suspended for the remainder of the tournament. No exceptions.**