



## - Tournament Rules - **Burlington Bayfront Showcase**

### **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 15-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 five (5) goals or fewer.
  - There will be a three (3)-minute warm-up before all games and a three (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 before their scheduled game time.
- 

### **5. GAME POINTS AWARDED**

- Win = 2 points
  - Tie = 1 point
  - Loss = 0 points
  - No overtime will be played during round-robin games.
- 

### **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

#### **Medal Games**

- Semi-final winners will advance to the gold medal final.
- Semi-final losers will advance to the bronze medal final.

---

## 7. TIE-BREAKING PROCEDURES

### If two teams are tied in points:

1. **Head-to-Head Results** -The team with more points in games played between the tied teams ranks higher.

2. **Goal Average Formula** - Using all games played

$$\text{Goal Average} = \text{Goals For} \div \text{Goals For} + \text{Goals Against}$$

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. **Fewest Penalty Minutes** - If a tie still exists, the team with the least amount of penalties (in minutes) in all Round Robin games played shall be declared the winner.

4. **Coin Toss** - If a tie still exists, then a coin toss will decide the winner.

If three (3) or more teams are tied in points:

1. **Head-to-Head Points** - Points earned in games played among tied teams.

2. **Goal Average Formula (Head-to-Head Only)** - Using only games played among the tied teams

3. **Goal Average Formula (All Games)** - Using all round-robin games.

4. **Fewest Penalty Minutes** - Across all round-robin games.

5. **Coin Toss** - If still tied.

---

## **8. SEMI-FINALS & FINALS**

- Games tied after regulation will proceed directly into 5- minute Sudden-victory overtime periods, repeated as needed until a winner is determined.
  - Overtime begins immediately after the third period with no rest period.
- 

## **9. JERSEY RULE**

- In the event of a colour conflict, the Home team selects their jersey colour first.
  - The Away team must adjust accordingly.
  - The referee had final authority to require a jersey change if needed.
- 

## **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.