



Wallaceburg Minor Lacrosse Association

WalLAXburg Girls Lacrosse Tournament July 5 - 7, 2024 Wallaceburg, Ontario Rules

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Note: These rules and format are subject to change without notice dependent upon final number of teams per division registered.

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General:

1. All teams are guaranteed three games.
2. The tournament is sanctioned by the Ontario Lacrosse Association (OLA) and as such is subject to OLA Rules and Regulations.
3. Before the first game tournament Officials will verify OLA Players and Coaches cards at the registration desk. **If a player or coach's card is not presented, the player/coach will NOT be allowed to participate until the proper card is presented.**
4. All players must wear approved OLA equipment. Properly fitted mouthguards are mandatory.
5. Any players entering the playing surface between scheduled games shall wear CSA approved helmets and facemasks.

Game Durations:

Teams must be ready to play 15 minutes prior to scheduled game time. In the event the tournament is running ahead of schedule, the tournament organizers reserve the right to start the game up to 15 minutes early.

- Teams will shake hands at the beginning of the game.
- Unless directed otherwise, the designated visiting team leaves the floor first with their coaches.

GAME FORMAT	Round Robin	Semi-Finals/Finals
Warm Up	(3) minutes on floor	(3) minutes on floor
Period Length	Three (3) x fifteen (15) minute periods	Three (3) x fifteen (15) minute periods
First Period	(3) minute rest at end of period	(3) minute rest at end of period
Second Period	(3) minute rest at end of period	(3) minute rest at end of period
Third Period	Last three (3) minutes stop time. When more than five (5) goals spread, no stop time	Last five (5) minutes stop time. When more than five (5) goals spread, no stop time.
Time Outs	No time outs	One (1) 60-second timeout. The game clock will stop when a team calls a timeout. The 30-second shot clock does not reset.
Overtime	No Overtime	If tied after regulation time, 10-minute sudden victory until there is a winner. No additional timeout is added.

Scoring:

Preliminary Round game point awards:

- Win= 2 points, Tie= 1 point, Loss= 0 points
- Scores and standings will be posted to the tournament webpage promptly after game completion

Tie Breaker Rules (In order of priority):

- ***TIE-BREAKER FORMAT (TWO TEAMS)***

In the event of a tie in points between two teams, 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. (HEAD TO HEAD)
2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games during the competition shall be used in the goal average computation. The Goal Average Formula is defined as Goals For divided by Goals For plus Goals Against. The team with the closest goal average to 1.0 is declared the winner.

GOALS FOR

GOALS FOR + GOALS AGAINST

3. If a tie still exists, the team with the least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.
4. If a tie still exists, then a coin toss will decide the winner.

- ***OLA TIE-BREAKER FORMAT (THREE OR MORE TEAMS)***

In the event of a tie in points between more than two teams, the final standings shall be determined as follows:

1. The team(s) that won the greater number of points in games played during the competition, between the team(s), tied shall be declared the winner of the higher position (HEAD TO HEAD TO HEAD).
2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games played between the tied teams during the competition shall be used in the goal average computation.

The Goal Average Formula is defined as Goals For divided by Goals For plus Goals Against. The team with the closest goal average to 1.0 is declared the winner

GOALS FOR

GOALS FOR + GOALS AGAINST

3. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in all games played during the competition shall be used in the goal average computation. The Goal Average Formula is defined as Goals For divided by Goals For plus Goals Against. The team with the closest goal average to 1.0 is declared the winner

GOALS FOR

GOALS FOR + GOALS AGAINST

4. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.

5. If a tie still exists, then a coin toss will decide the winner.

Penalties & Hearings:

- The Wallaceburg Minor Lacrosse Girls Tournament follows the OLA Automatic Discipline Policy, please review this as there have been changes.
- Any fighting penalties will result in the immediate expulsion of the player for the balance of the tournament. Fighting penalties cannot be appealed.
- Non-playing team personnel who are assessed a game misconduct for verbal abuse directed towards an official (GM28) will be disqualified from the remainder of the tournament
- Hearings with the Tournament Discipline Committee will be held at the WMLA office at the Wallaceburg Arena.
- Rules for hearings will follow OLA guidelines.

Dressing Rooms:

- All teams must vacate dressing rooms within 30 minutes of their game being completed.
- All teams must refrain from standing behind benches while games are in progress. Please either be in the change room or off to one side.

Spectators:

- In addition to the referees, the Tournament organizers reserve the right to remove a spectator(s) from the arena for inappropriate behaviour.
- Failure to comply by the spectator(s) will result in a defaulted game to the corresponding team.
- Spectators who are removed by tournament officials will not be permitted to return to ANY remaining tournament events.

Players, Bench Staff and OLA Cards:

- Physical, paper OLA cards must be presented and will be verified prior to the team's first game. Failure to do so will result in player(s) not being able to play and coaches, assistants and trainers not being allowed behind a bench. Digital copies WILL NOT BE ACCEPTED. Teams are encouraged to register at least 45 minutes before the team's first game to avoid any issues.
- As per OLA rules, teams 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 maximum of 5 certified bench personnel will be permitted on the bench at any one time, 1 of which must be a certified trainer. A team may have only 1 trainer present on the bench at any one time. ● 1 HC, 3x AC, 1x Trainer.

Sweater Conflict

- The designated home team is responsible for sweater changes should a conflict arise due to sweater similarities.