



# 18<sup>th</sup> Annual John McCauley Memorial Lacrosse 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. No more than 2 goaltenders may be dressed per team at any one time.
2. This is an OLA sanctioned invitational tournament and all OLA rules are applicable.
3. All teams must register one (1) hour prior to the start of their first game, to allow ample time to check all OLA Registration Certificates.
4. In order to be eligible to play, **all players and bench personnel must present their OLA Registration Certificate** (cards) to the tournament director or arena convener before the start of their first game. After the first game we will accept an initialled JMMT game sheet for registration  $\frac{1}{2}$  hour before all remaining games. Any additional players to be added to a teams roster, must provide the **OLA Registration Certificate** prior to that game. Any player found to be illegal shall be removed from the tournament and points (goals) removed.
5. A team may have only one (1) trainer present on the bench at any one time.
6. The number of personnel allowed on the bench for any tournament game is limited to four (4).
7. As per the OLA guidelines, warm up time on the floor will be permitted until the actual scheduled game time. In instances where there may be a late start, warm up may or may not take place at the discretion of the game officials.
8. 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 can not be protested.
9. 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 can not be made to a game sheet after it has been signed by the referees.
10. 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.
11. All infractions are to be dealt with at the tournament, a hearing will be held. The exceptions are "match penalty - abuse of an official", and "bench clearing"; this will automatically be a suspension until dealt with by the OLA.
12. **Fighting will not be tolerated.** Fighting will result in a 5 minute major penalty, an immediate game misconduct and **ejection from the tournament.**

## Divisions

- Paperweight:** 8 team random round robin (No championship), 4 games guaranteed.
- Tyke/Peewee:** 8 team Round Robin (Each team plays within their own Pool, 4 games guaranteed.  
**Intermediate** 4th game is based on seeding after the first 3 games, 1st in both pools go directly to semi-final, 4th vs. 4th and is finished tournament, 2nd and 3rd place play in a quarter final - should a tie exist at the end of regulation one 10 minute sudden victory overtime will be played, if no winner is declared then tiebreak formula will be used - winner advances to semi finals against 1<sup>st</sup> in the pools, losing team is eliminated.
- Novice:** 6 team Round Robin, 5 game minimum - seeding completed during round robin play - 1st plays 2nd for Gold, 3rd plays 4th for Bronze, 5th & 6th are eliminated.
- Bantam/Midget:** 10 team Round Robin (Each team plays within their own pool) 4 games guaranteed. Top 2 teams from each pool advance to Semi-Final and Championship Games.

## Round Robin Games

**Game Length:** Games will consist of three (3) fifteen (15) minute periods running time, with only the **last two (2) minutes of the third period stop time**, (unless there is a goal differential of more than 5). There will be a two (2) minute break between periods. Paperweight game length is 12 minutes per period with 2 minute buzzers. There will be no shot clock for the Tyke and Paperweight divisions

**Scoring:** During the round robin the scoring system will be as follows:  
2 Points will be awarded for winning the game  
1 point for a tie  
0 points for a loss.

**Time Outs:** There will be no time outs allowed during the round robin play.

**Tie Breakers:** There is no OT during round robin play. If a tie exists after the round robin play the tie will be broken by:

1. Head to head competition (if applicable)
2. Goals Against (only involving teams that are tied)
3. Goals Against Total
4. Fewest penalty minutes
5. Coin toss

## Quarter Finals, Semi Finals and Championship Games

**Game Length:** Game length will be the same as the round robin, including the last two (2) minutes of the 3rd period stop time. If the game is tied after regulation play, there will be a three (3) minute rest period followed by ten (10) minute sudden victory overtime period (s). There will be no shoot-outs, nor will any additional time outs be allocated beyond the one (1) per game.

**Time Outs:** One-30 second time out will be allowed per team in Semi-final and Championship games.