



ANTHONY ACCHIONE MEMORIAL CLASSIC

Tournament Rules

This Tournament has a **ZERO TOLLERANCE POLICY** for abuse of tournament officials including but not limited to Referees, Timekeepers, Tournament Directors, Arena Staff or Volunteers. Obscene or objectionable language or actions in the stands, on the floor or on the player's bench will result in your removal from the arena.

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.
2. No more than 2 goaltenders may be dressed per team at any one time.
3. 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. **DIGITAL COPIES ARE NOT ACCEPTABLE.** Cards must be available at all times if additional verification is required. Cards stamped "HOUSE LEAGUE ONLY" will not be accepted. Please register 1 hour before the start of each game.
4. All players and goalies must have helmets on while on the bench during game play.
5. The number of personnel allowed on the bench for any tournament game is limited to five (5). A team may have only one (1) trainer present on the bench at any one time.
6. On-Floor decisions rendered by the referees are final and cannot be protested.
7. 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 **cannot** be made to a game sheet **after** it has been signed by the referees.
8. 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. It is then up to the individual organization to collect said fine from persons involved.
9. A hearing will be held for all match penalties or gross misconducts will be held at the tournament as per the 2022 OLA Automatic Discipline Policy.

10. **Fighting will not be tolerated.** Fighting will result in a 5 minute major penalty, an immediate game misconduct and ejection from the tournament.

11. **Game Format and Times:**

The following game format will be followed. Periods or warmup may be shortened at the discretion of the Tournament Director or Convenor should games be running behind. Teams should be available and ready to play at least 5 minutes ahead of their designated start time.

- 3 Minute Warm-Up
- 3 Periods x 15-minutes (running time)
- 3 Minute Rest between Periods
- U9 & U11 - Stop time in the last 2 minutes of the game (if 5 goals or less difference)
- U13 – U17 – Stop time in the last 5 minutes of the game (if 5 goals or less difference)

No Time outs in round robin play

13. **Points Break down**

- 2 points for win
- 1 point for tie
- 0 points for a loss

13. **Tie Breaker for 2 Teams**

In the event of a tie in points between **two** teams in the Round Robin, 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 Round Robin shall be used in the goal average computation. (See Goal Average Formula below)
3. 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.
4. If a tie still exists, then a coin toss will decide the winner.

14. **Tie Breaker for Three or more Teams**

1. The team(s) that won the greater number of points in games played, during the Round Robin, 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. Only goals scored in games between the tied teams during the competition shall be used in the goal average computation. (See Goal Average Formula Below)
3. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in all games during the competition shall be used in the goal average computation. (See Goal Average Formula Below)

4. 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.
5. If a tie still exists, then a coin toss will decide the winner.

The Goal Average Formula is defined as follows:

$$\frac{\text{GF}}{\text{GF} + \text{GA}} = \text{GOAL AVERAGE}$$

The team with goal average closest to 1.0 shall be declared the winner

14. Playoff Games:

- If teams are tied at the end of regulation time, there will be a three-minute rest and teams will change ends.
- Then 5 minute periods of running time with victory being declared upon the scoring of the first goal (sudden victory).
- This format will continue until a winner is declared.

15. Reminders

- Each team will be prepared or ready to play 5 minutes prior to game time.
- Your coach or team manager will need to present a PRINTED OLA Membership Registration Certificate (aka OLA Card) for all players and bench personnel before the start of your **first** game.
- For those of you who are new to lacrosse, you can obtain these cards/certificates from your organization's registrar if you do not already have them. You will need them for every tournament you enter including the Provincials.
- In past years, our association has incurred the cost of repairing damages done to the arenas and adjacent buildings from lacrosse balls. We do not want to lose our permits to use the arenas.
- We would greatly appreciate if all coaches could remind players and parents that ball throwing is not permitted in the arena halls, dressing rooms, outside the arena or against the wall of the neighbouring buildings.

HAVE FUN – GOOD LUCK – HAVE A GREAT TOURNAMENT