



Tucker Williams Braver Than Brave Memorial Tournament 2026

Rules and Regulations

This is an OLA-sanctioned invitational tournament. All applicable Ontario Lacrosse Association rules are in effect for tournament play.

Team Check-In and OLA Registration

All teams must present signed OLA-approved registration certificates/cards for all players and bench personnel in order to participate in the tournament.

Coaching staff must report to the tournament registrar one hour prior to their first scheduled game with approved and signed OLA registration certificates/cards for all players and bench personnel.

If a certificate/card is not presented at sign-in, that individual will not be permitted to participate in the tournament.

Digital copies will not be accepted.

Any additional player being added to a team roster must provide the required OLA registration certificate/card before participating in that game.

Any player found to be ineligible shall be removed from the tournament, and any points or goals associated with that player may be removed.

Bench Personnel

The number of personnel allowed on the bench for any tournament game is limited to five.

A team may have only one trainer present on the bench at any one time.

All bench personnel must be properly registered and approved through the OLA.

Equipment

All players must wear approved OLA equipment as outlined in the OLA rule book.

Properly worn mouth guards are mandatory.

Game Readiness, Warmups, and Playing Surface

Bench staff must sign the iPad at the arena registration desk at least 20 minutes prior to game time. Failure to complete the required sign-in may result in a delay of game penalty.

Teams must be ready to play 15 minutes prior to their scheduled game time in the event the tournament is running ahead of schedule.

Warmup time on the floor will be permitted until the scheduled game time. If a game starts late, warmup time may be adjusted or removed at the discretion of the game officials.

Teams are not to enter the playing surface until all players from the previous game have left the floor.

Players are not to be left unsupervised on the playing surface or in tournament facilities.



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Dressing Rooms and Facility Respect

All teams should have access to dressing rooms approximately 45 minutes to 1 hour prior to game start whenever possible.

Please be considerate of teams playing after you. Dressing rooms must be left tidy and cleared in a timely manner.

Players are not permitted to use arena walls, hallways, lobbies, dressing rooms, exterior walls, parking lots, or other facility areas for wall ball, shooting, passing, or any activity that could cause damage or create a safety concern.

Teams may be held responsible for damage caused by players, bench staff, or spectators associated with their team.

Game Sheets and Scoring Errors

It is the responsibility of the coaching staff to note any errors in the reporting of the score and make the referee aware of these errors as soon as possible.

Scoring errors must be addressed before the conclusion of the game.

Changes cannot be made to a game sheet after it has been signed by the referees.

Officials' Decisions

Although it is understood that errors may occur during the course of any lacrosse game, all decisions rendered by the referees are final and cannot be protested.

Discipline, Suspensions, and Fines

Any game misconduct, gross misconduct, match penalty, or other reportable infraction is subject to OLA discipline procedures and may be subject to fines or suspension.

Any applicable fines or suspensions will be handled through the Ontario Lacrosse Association.

Tournament discipline will follow the OLA Automatic Discipline Policy and applicable OLA rules. Team representatives will be notified by email of any fines, suspensions, or discipline resulting from infractions during the tournament.

All gross misconduct matters will be handled by the OLA. Any non-playing personnel assessed a GM 8.41 will be ejected for the remainder of the tournament.

All infractions requiring a hearing will be dealt with at the tournament office.

All hearings for infractions requiring a hearing will be held at Delpark Homes Centre unless otherwise communicated. The individual involved and the team's coach or designated team representative may be required to attend the tournament office prior to the team's next game.



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Fighting

Fighting will not be tolerated.

Fighting will result in a five-minute major penalty, an immediate game misconduct, and ejection from the tournament.

Conduct

Any individual behaving in an unacceptable or disrespectful manner, including but not limited to the physical or verbal abuse of officials, spectators, volunteers, staff, or other participants, will be ejected and further prohibited from entering any facility for the duration of the event. Violations of the above may result in fines levied against the organization responsible, discipline hearings, the application of cooperation bonds, forfeiture of team participation from the event, or legal ramifications based on the severity of the violation.

All players will meet at centre floor after the game to shake hands.

Tournament Format

Each team will play a minimum of four games.

No team or player will be allowed to play more than three games in one day.

U9, U13, U15, and U17 Divisions

Each team will play three round robin games.

Following round robin play, all eight teams in the division will advance to the quarter-finals.

Quarter-final matchups will use a crossover format between pools. Quarter-final winners will be re-seeded for the semi-finals based on final round robin standings and applicable OLA tie-breaker procedures. Quarter-final game results determine advancement only and will not be used to calculate semi-final seeding.

Semi-final matchups will be:

- Highest remaining seed vs lowest remaining seed
- Second-highest remaining seed vs third-highest remaining seed

Semi-final winners will advance to the championship final.

U11 Division

The U11 division will include 10 teams.

Each team will play four round robin games.

Following round robin play, the top two teams from each pool will advance directly to the semi-finals.



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Semi-final matchups will use a crossover format:

- 1st place in one pool vs 2nd place in the opposite pool
- 1st place in the opposite pool vs 2nd place in the other pool

Semi-final winners will advance to the championship final.

Game Formats

Round Robin – Quarter-Finals – Semi-Finals – Championships

Length of Games: 3 15-minute periods

Time Outs: There will be no timeouts allowed during round robin play. One 60-second timeout will be allowed per team in all quarter-final, semi-final, and championship games. There will be no additional timeouts permitted.

Rule 19 (a):

U9 and U11: 3 Equal periods, stop time last 2 minutes of the 3rd period if within 5 goals, Intermission between periods 3 minutes.

U13 – U22: 3 Equal Periods, stop time last 5 minutes of the 3rd period if within 5 goals, intermission between periods 3 minutes.

Rule 20 (a):

In the event of a tie in round-robin format competition, there are no overtime periods (i.e. a tie game will stand). In the event of a qualifying game (quarter or semi-finals) the game continues with 10 minute stop time periods of sudden victory (the first goal declares the winner). Before the overtime periods, there will be a 3 minute intermission. Teams will not change ends.

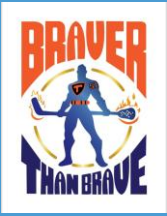
Rule 20 (b):

In the event of a tie in a championship game, the game will continue with a full 10- minute stop time period. If the score remains tied at the end of the first overtime period, the game continues with 10 minute stop time periods of sudden victory (the first goal declares the winner) until a goal is scored. Before any overtime period, there will be a 3 minute intermission. Teams will not change ends

Round Robin – Qualifier Points

- Two (2) points for a win;
- One (1) point for a tie;
- Zero (0) points for a loss

OLA Tie Break Formulation: MR7.08(b) In the event of a tie in points between teams, the final standings shall be determined as follows:



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TIE BREAKER FOR 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. (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.

TIE BREAKER FOR THREE OR MORE TEAMS

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. Only goals scored in games between the tied teams during the competition shall be used in the goal average computation. (See Goal Average Formula)
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:

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

Team closest to 1.0 shall be declared winner