



PARKLAND POSSE LACROSSE
Parkland Spring Classic Lacrosse Tournament Rules
May 25-27, 2018

Updated May 1, 2018

Team Information

- All teams must meet requirements in the ALA Regulations
 - All rosters are as per the ALA Registration System. Affiliations are not permitted.
 - All players must be registered with the ALA; out of province players are not permitted.
 - All coaches must meet CLA Minimum Coaching standards.
 - All Trainers must meet ALA requirements as per ALA Regulations.
 - Mouth guards are MANDATORY and wearing of all jewelry on the floor is strictly prohibited; this includes piercings, which must be appropriately covered if removal is not possible.
1. Teams will supply their own warm up balls and Home team must supply the necessary amount of game balls.
 2. **Game Sheets** – Game sheets must be prepared 15 minutes prior to the scheduled game time. Sheets have to be completed at the registration table. The WINNING team must return a copy of the game sheet to the tournament committee booth immediately after the game.
 3. **Game Officials** – TIMEKEEPER and SHOT CLOCK operator will be provided by the HOME team; SCOREKEEPER and one (1) PENALTY BOX worker will be provided by the VISITOR. The home team will be the team as designated on the tournament schedule.
 4. **Player of Game** – The Coach of each team will select a player off of their own team following each game to be presented with a Player of the Game award. If time permits this can be done on the floor otherwise teams are requested to present this in their respective dressing rooms.
 5. **Protests** – All decisions of the referees during the course of the games will be final. Any official protest shall be documented and submitted together with a \$100 fee within 30 minutes following end of game to the Parkland Posse Lacrosse designated discipline representative, whose decision will be final. The protest fee is non-refundable.
 6. **Discipline Procedures** – All match, game or gross misconducts will be referred to the Parkland Posse Lacrosse designated discipline rep that will, after consulting with the discipline committee, render a decision regarding suspensions and their decision will be final. If penalized team does not sit a suspended player immediately following the suspension, that team will have one point deducted from their tournament standings. ALA Suspension Guidelines will be used.
 7. Any player who receives a fighting major will be subject to disciplinary action by the Disciplinary Committee, which may include expulsion from the tournament.
 8. **Length of Periods:**

| Division | Game Slot | Warm-up | Periods |
|-----------------|------------|-----------|--|
| Novice | 60 Minutes | 3 Minutes | 3 – 15 Min. runtime |
| Pewee | 75 Minutes | 3 Minutes | 2 – 15 Min. runtime/ 1 – 20 Min. stop time |
| Bantam & Midget | 90 Minutes | 3 Minutes | 3 – 20 Min. stop time |

- Teams not ready to play at their scheduled start time will be assessed a 2 minute 'delay of game' penalty. If a team is not ready to play after 5 minutes the offending team shall forfeit the game and maximum points will be awarded to the team who was ready with a score of 3 to 0.
 - **Mercy Rule** – if a goal differential of six (6) or more goals is present at any time during the game, at the next whistle to start play, the clock will run at straight time. If the goal differential is brought to with four (4) goals, the clock shall return to stop time.
 - **Overtime** – Overtime will take place in in all games and will be as follows:
 - a) Teams will not switch ends
 - b) There will be five (5) minute sudden victory periods until a goal is scored.
 - c) There will be a one (1) minute rest period between each five (5) minute period.
9. **Scoring System:** All of the Round Robin games will be scored 2 points for a win, 0 points for a loss.
10. **Tie Breaker** – In the event of a tie in point standing in a division, final standings shall be determined as follows:
- a. If two teams are tied, the winner of the game or games between the two teams advances. If a tie still exists, the goal average formula listed below will be used.
 - b. If three or more teams are tied, and if one team has defeated the other team with which it is tied after round robin play, the team shall advance. Otherwise the team with the best goal average shall advance.
 - c. The goal average is calculated by dividing the total goals for, by the total goals against. Only the goals scored in games between the tied teams is used in the goal average formula for tie breaking. The team with the great resultant number shall advance. This formula is applied once to rank all tied teams.
 - i.
$$\frac{\text{GOALS FOR}}{\text{GOALS FOR} + \text{GOALS AGAINST}}$$
 - d. If a tie still exists between tams, the winner of the game between the two teams advances.
11. The Parkland Posse Spring Classic Lacrosse tournament has ZERO TOLERANCE for inappropriate behaviour by or towards officials, coaches, players, spectators, parents, volunteers and facility staff. Violators may be suspended from tournament participation and/or banned from the building. In extreme circumstances teams may be stripped of points and expelled from the tournament.
12. The tournament facilities do not permit ball playing except on the game surface. Any infraction of this rule may lead to a team's expulsion from the tournament.
13. Each team is expected to leave the dressing room in a clean and acceptable manner after each game. Any damage to a locker room may lead to a team's expulsion from the tournament.
14. If team colors are similar the HOME team will be required to change jerseys.
15. Teams and/or individuals will be held financially responsibility for any damage done to any of the facilities used for the tournament. Team and individuals causing damage will be expelled/banned from the tournament.
16. **Prizes** – Gold medal winning teams will receive a gold hickory shaft (players only), 2nd place will receive silver mesh (players only), no prizes are awarded for 3rd place.

NOTE: Games at the TLC - the referee will use their discretion on balls out of play on sides of field where no glass is present (mesh walls-indoor soccer venue)