



PARKLAND POSSE LACROSSE
Parkland Spring Classic Lacrosse Tournament
May 5-7, 2017

1. Any changes to the team roster must be supplied to the Tournament Chairman prior to the team's first game. Each team must provide a date of birth for all players listed on their rosters at registration. Teams may affiliate up to their registered ALA roster size or a maximum of 18 players (including goalies).
2. A.L.A. rules will apply to all tournament games unless noted otherwise.
3. Teams are to supply their own practice and game balls. Home team must supply the necessary amount of game balls in order to complete the game.
4. 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.
5. 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 it in their respective dressing rooms.
6. The tournament committee will provide all game referees. The Home Team will be responsible to supply 2 volunteers (Shot Clock/Penalty Box). The Visiting Team will be responsible to supply 2 volunteers (Scorekeeper/Penalty Box). The Tournament Committee will supply 1 volunteer (Timekeeper) The home team will be the team as designated on the tournament schedule.
7. 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.
8. 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.
9. Any player who receives a fighting major will be subject to disciplinary action by the Disciplinary Committee, which may include expulsion from the tournament.
10. Game times:

Division	Game Slot	Warm-up	Periods	Rest
Novice	60 Minutes	3 Minutes	3 – 15 Min. Run*	2 Minutes
Pewee B & C	60 Minutes	3 Minutes	3 – 15 Min. Run*	2 Minutes
Bantam A,B & C	75 Minutes	3 Minutes	3 – 20 Min. Run*	2 Minutes
Midget A & B	75 Minutes	3 Minutes	3 – 20 Min. Run*	2 Minutes

- Stop time in last 5 minutes of game unless score difference is great than 4 goals (i.e 5 or more). If team scores to bring score within 4 stop time will resume. This rule does not apply to medal rounds.

- Medal Rounds (Gold to 7th place Games) will be 15 minutes longer for all divisions to allow for any delays or overtime.
 - 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.
 - When time reaches 5 minutes left in the scheduled time, and there is more than 2 minutes left on the game clock, the following will occur: At the first stoppage of play, the clock will be set to 2 minutes and the remainder of the game will be played stop time.
11. Scoring System: All of the tournament games, with the exception of all final games, will be played using the following scoring system:
- Maximum five (5) points total will be awarded as follows:
- Period win = 1 point
 - Period tie = ½ point
 - Game win = 2 points
 - Game tie = 1 point
 - Game loss = 0 points
12. If two or more teams are tied after the preliminary round robin play the following will determine the final placing in order:
- a) Head to head record (between tied teams)
 - b) Goals Average in games between tied teams (Goals for DIVIDED BY Goals for + Goals Against) – highest % advances.
 - c) Lowest penalty minutes based on all games played
 - d) Coin toss
13. Overtime will take place in MEDAL ROUNDS only and will be as follows:
- a) Teams will not switch ends
 - b) Sudden death overtime will be played with one – 5 minute Stop time period. If still tied at the end of 5 minutes, go to 3 man alternating shootout. Will be repeated if necessary. No one player can go twice until all team players have gone once.
14. 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.
15. 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.
16. 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.
17. If team colors are similar the two teams affected can decide on dark/light jerseys.
18. Players/teams require proof of payment to utilize amenities other than the game surface – this includes the fitness track, gymnasium, fitness center pool, etc. Use of these facilities is not included in the tournament registration fee.
19. Teams and/or individuals will be held financially responsible 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.