

# Jeremy Richardson Memorial Baggataway Rules

\*\* This is a "B", "C" level, and Female House League tournament. Selected Teams are not permitted\*\*

**By registering my team, I acknowledge that I have read and fully understand the rules stated in this document. I also acknowledge that I have the authority to register and pay for our spot in this tournament.**

1. Registration:

- a) Any team wishing to participate in The Jeremy Richardson Memorial Baggataway must only be registered by someone on their team staff- such as Head Coach, Assistant Coach, or Manager. Under no circumstances will multiple team registrations by an association be allowed.
- b) The person registering their team is responsible to ensure all communication from the Tournament Director is relayed in a timely matter to all members of their coaching staff, players and parents.
- c) Once a team has completed the Registration, they will be placed on a 'Waitlist', regardless if there is room in the desired division or not. The Tournament Director will change the status to 'Accepted', should there be a spot available, and the registered team will receive an email requesting payment. Once a division is full, the division will appear on the registration page as 'Closed'.
- d) Payment is to be provided by E-transfer within 48 hours of your team being accepted. E-transfer shall be made to [treasurer@ramslacrosse.ca](mailto:treasurer@ramslacrosse.ca), with the password JRM2018. Failure to do so within 48 hours may result in your team losing their spot in the tournament.

Please ensure to include in the message of the E-transfer:

- your team name (ex. St Albert Rams Bantam B1)
- the division (ex. Bantam B)
- the name of the person who registered your team (ex. Gillian Anderson)
- the names of your coaches and managers (ex. Head Coach- Glen Cuming, Manager- Gillian Anderson)

- e) In addition, the person registering their team will be required to upload their teams roster before May 1, 2018. Failure to do so may result in their team being rejected from the tournament, and no refund given
- f) Teams will be accepted until a division is full. Once a division is full, teams will be placed on a waiting list, until a spot becomes available.

## 2. Affiliates and Rosters:

- a) Rosters must be submitted online, through the tournament registration portal 'RoomRoster', before May 1. Rosters must match those as submitted to the ALA.
- b) Affiliates may NOT be used as per ALA Regulations.
- c) ALA Regulations will be in effect except where otherwise noted.
- d) Any team withdrawing from the tournament after April 27, 2018 will forfeit their entry fee, no exceptions.

## 3. Jerseys

- a) All teams must have a set of two jerseys, or be prepared with a set of pinnies. HOME teams shall wear light, and AWAY shall wear DARK. If team colours are similar, the HOME team will be required to change jerseys.

## 4. Game sheets

- a) Game sheets will be available at the Host Table at each venue prior to each game. THE WINNING TEAM IS RESPONSIBLE FOR TURNING IN THE GAME SHEET IMMEDIATELY FOLLOWING THE GAME SO RESULTS CAN BE POSTED.

## 5. Game Play

- a) All games shall be played in the time frames listed below. Please note: the increase in tournament fees was to accommodate the extra floor time required by the ALA. In addition, the ALA no longer allows time to be dropped in the event a game runs behind..

**Tyke and Novice divisions:**

- 5 minute warm-up
- 3 x15 minute run-time periods
- 2 minute rest between periods
- (60 minute time allowance)

**Pewee division:**

- 5 minute warm-up
- 2 x15, 1x 20 minute stop-time periods
- 2 minute rest between periods
- (90 minute time allowance)

**Bantam and Midget divisions:**

- 5 minute warm-up
- 3x 20 minute stop-time periods
- 2 minute rest between periods
- (120 minute time allowance)

- b) If a goal differential of six or more goals is present at any time during the game, the game shall be played at run time, starting at the next whistle. If the goal difference is brought to within 4, the game shall be returned to stop time.
- c) The 30 second shot clock shall be in play for division Novice and above.

6. Overtime

All games shall be played out. In the event a game is tied after regular play, the following outlines how overtime shall be conducted:

- a) Teams will not switch ends for overtime
- b) Each team shall be allowed a 1 minute rest before overtime commences, and between each overtime period needed.
- c) A five-minute, stop-time, sudden-death, overtime period will be played.
- d) Overtime will continue up to a maximum of 5 overtime periods.

7. Round Robin

a) In Round robin play, points will be awarded as follows:

-2 points for WIN

-0 points for LOSS

b) In the event one or more teams are tied after round robin play, the following rules will be used to determine final placement:

1. Team record against each other. If still tied, then-

2. The goal average

-The goal average shall be calculated by dividing the total goals for, by the total goals for plus the goals against.

-Only the goals scored in the games between the tied teams shall be used in the above formula. If still tied, then-

3. Least goals against in the preliminary round. If still tied, then-

4. A coin toss.

## 8. Mercy Rule

a) ANY Tyke, Novice, Peewee, Bantam or Midget game that has a goal differential of 6 goals or more shall be played at run-time from that point on. Only if the goal differential becomes 4 or less, does the game revert back to stop time. At no time, shall a goal differential of more than 6 goals be posted on the scoreboard. Additional goals will be recorded on the game sheet only.

## 9. Scorekeeping

a) Each team will provide 2 scorekeepers for each game, for a total of 4. One person for the scoreboard, one for the shot clock, one to record the game sheet, and another to tend the penalty boxes.

## 10. Referees

All referee decisions made during the game are final.

\*\*Abuse of referees, game officials or tournament committee members will not be tolerated, and will be grounds for expulsion of the individual, and/or team involved, at the discretion of the discipline committee. Unruly fans may be barred from the

tournament arenas at the discretion of the Referee, Referee-in-Chief, or the Tournament Director.\*\*

- a) Any match, game or gross misconduct penalties will be sent to the Discipline Committee in the form of a Referee report. After consulting with the committee, a decision will be rendered regarding the suspension, and the decision will be final.
- b) Official protests in regard to conduct on the field will not be considered.
- c) Any team who deliberately attempts to delay the game will be assessed a two-minute delay of game penalty. If this occurs in the last two minutes of the game, a penalty shot will be awarded.

## 11. Protests

- a) Any official protest shall be documented in detail and submitted along with a \$100.00 cheque to the Tournament Director. The Tournament Director shall convene the Discipline Committee, along with the Tournament Committee, and any members of the board available, who are not directly involved, to discuss the protest. The decision of this convened committee shall be final. If the Committee rules in favour of the team submitting the protest, the protest bond will be refunded in full, immediately.

## 12. Dressing rooms and facilities

- a) All dressing rooms will be checked prior to, and immediately following each game. Any damages found will be considered the responsibility of the last team who used the dressing room.

**\*\* ABSOLUTELY NO BALLS are to be thrown, cradled etc., outside of a designated playing surface, at any of the tournament venues and facilities. Offenders will be subject to disciplinary action by the discipline committee, which may include expulsion from the tournament. No exceptions- unless you are on the field, playing a tournament-sanctioned game, leave the lacrosse balls in your bag!!!\*\***

You are now ready to register your team! Please click on the link below, to begin registration!

<https://app.roomroster.com/events/4944/registration-type/create?nav=hidden>