Jeremy Richardson Baggataway Tournament Rules

**Please Read Carefully, as the Rules have changed from years past!**

1. Registration:
2. This is a “B”, “C” level, and Female House League tournament. Selected Teams are not permitted.
3. All applications for tournament registration shall be done through ‘Sportzsoft’. The link will be provided at the end of this document.
4. A manager, coach, or assistant coach must register their own team. This person is responsible for receiving all tournament-related communication, and holds the sole responsibility for ensuring their entire team, staff and parents are aware of the rules, schedule, and any changes that are made.
5. By registering a team, the person doing so on behalf of their team, acknowledges that they have read the rules, and is committed to ensuring that they are followed by their team at all times.
6. No team shall be considered completely ‘Accepted’ until their registration fee is paid, and their team roster uploaded to Sportzsoft. A link will be provided for you to complete payment online. This is the only form of payment accepted.
7. Registration fees are due within 48 hours of being ‘accepted’ into the tournament. Rosters are due to be uploaded at time of registration. Any teams failing to do so within the timelines outlined in this document, will have their tournament roster ‘denied’.
8. ~~Once registration has been completed, Teams must apply for a Tournament Permit from their governing body. Once received, this must be emailed to the Tournament Chair at~~ [~~JRMBaggataway@shaw.ca~~](mailto:JRMBaggataway@shaw.ca)~~. Permits not received by May 1, 2017, will result in forfeit of registration fee, as well as removal from tournament.~~
9. Any team withdrawing from the tournament after May 1, 2017, will forfeit their entry fee, no exceptions.
10. Once a division is full, Teams will be placed on a waiting list. When a spot opens within their division, it will be offered to the first person on the waiting list, and so on until it is filled.
11. Affiliates and Rosters:
12. Rosters must match registered Hard Card as submitted to the ALA.
13. Teams may affiliate only to their roster size registered with ALA. Teams with registered roster sizes less than 16 players shall be allowed to register up to 16 players, not including goalies. No more than two (2) goalies may appear on any roster.
14. Any players suspended by their governing body may not be replaced with an affiliate while suspended.
15. Any changes to team rosters after May 1, must be completed in writing, and

sent to the Tournament Committee before June 1, 2017 for consideration. In extreme circumstances, the Tournament Committee, may grant exceptions.

1. Each participating team must be prepared to supply proof of age for all players listed

on their team roster.

1. Affiliates must be declared on the roster submitted through Sportzsoft as ‘AP’. Date of birth, and their regular team must also be noted.
2. A “B” level team may affiliate players from the age level directly below, as long as it is not from a lower age level “A” team. For example- A “Bantam B” team may pull affiliates from a “Peewee B”, and/or a “Peewee C” team. Consequently, A “C” level team may only affiliate from a lower age level “C” team. For example- A “Bantam C” team may only affiliate from a Peewee “C” team.
3. In the Novice division, where all teams will be considered to be at ‘parity’, they will affiliate Tyke level players.
4. “Novice Plus” players will be considered “A” level players, and may not affiliate to a PeeWee team.
5. At no time will a player be allowed to play for 2 teams in the same tournament. For example- No player shall be registered to play in the tournament with their regular team, as well as affiliate with another team. In extreme circumstances, Tournament Chair, at their discretion, may make exception.
6. Teams may affiliate from within their association’s Zone. For example, teams within Zone 3 teams may affiliate with each other- If the Rams, Rebels and Wizards are in the same zone, they may use each other’s players as affiliates, provided the above rules are followed.
7. ALA rules will be in effect except where otherwise noted.
8. If team colours are similar, the HOME team will be required to change jerseys. All teams must have a set of two jerseys, or be prepared with pinnies. HOME teams shall wear light, and AWAY shall wear DARK.
9. 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.
10. Game times will be as follows:

**Novice and Peewee divisions**:

-5 minute warm-up

-3 x15 minute run-time periods

-2 minute rest between periods

**Bantam divisions**

-5 minute warm-up

-2x 20 minute run-time periods

-1x 20 minute stop-time period

-2 minute rest between periods

**Midget divisions**

-5 minute warm-up

-3x 20 minute stop-time periods

-2 minute rest between periods.

-Referees may, at their discretion, amend the time remaining in last period to keep the tournament running smoothly and on time.

1. Overtime will take place ONLY in the medal games, and will be as follows:
2. Teams will not switch ends for Overtime
3. A ten-minute, stop-time, sudden-death, Overtime period will be played.
4. A one-minute rest period will be allowed before the Overtime period.
5. If still tied after the first ten-minute Overtime period, a shoot-out will occur. Five players per side with no player shooting twice shall be selected. All players will shoot, and the team with the most goals after the five shots wins. The Home team will select whether they will shoot first or second.
6. Point allocation:

In the preliminary round, points will be awarded as follows:

-2 points for WIN

-1 point for TIE

-0 points for LOSS

-1 point for winning a period

-0.5 points for tie-ing a period

in the event of a tie after the preliminary round, the following rules will be used to determine final placement.

1. Team record against each other
2. Most goals for in preliminary round
3. Least goals against in the preliminary round
4. A coin toss.
5. Mercy Rule:

ANY 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 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.

1. 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.
2. All referee decisions made during the game are final.

\*\*Abuse of referees, game officials or tournament committee members will not be tolerated, and may be grounds for expulsion of the individual, and/or team involved, at the discretion of the Discipline Committee. Unruly fans may be barred from all tournament venues at the discretion of the Referee, Referee-in-Chief, and/or the Tournament Committee.\*\*

1. Any official protest shall be documented in detail, and submitted along with a $100.00 cheque to the Tournament Committee. The Tournament Committee shall convene the Discipline Committee, and any members of the Rams Lacrosse Association board available, as long as they 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.
2. 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. Official protests will not be considered in regards to conduct.
3. 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.
4. 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, and any of the City of St. Albert 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!!!\*\*

To register your team, please use the link provided:

[**http://www.sportzsoft.com/team/teamWeb.dll/TournamentLogin?Id=512**](http://www.sportzsoft.com/team/teamWeb.dll/TournamentLogin?Id=512)