



2024 COQUITLAM FEMALE TOURNAMENT
RULES & REGULATIONS

1. All games will be played under CLA/BCLA/Lower Mainland Minor Lacrosse Commission FEMALE rules.
2. Players in all divisions can only play 2 games per day with the exception of 1 additional consolation game (this includes “call-up players.”)
3. All players must be properly registered with the BCLA, or released to play with their province’s association.
4. Final rosters must be approved prior to each game. Call-ups must be from a lower division or tier. If tiered, call ups from A can play in A only, call ups from B can play in either.
5. Game sheets will be prepared in advance and will be held at the tournament office for verification.
6. Team officials must report to the tournament office at least 20 minutes prior to game time and are responsible for verifying the game sheet before each game. Dressing rooms will be assigned.
7. Home teams will be responsible for changing jerseys in the event of a color conflict.
8. A “failure to show” fine will be imposed for any team that defaults a game. This is a BCLA Minor Directorate process and your Association President can provide you with the necessary information on this.
9. All seeding games will consist of three 15-minute, running time periods, with a 3-minute break between periods. The last three minutes of the third period will be stop time. If a 5-goal spread exists, the last three minutes shall be running time. Cross over games (semi-finals) and all medal and consolation games are full games with 20-minute periods and 5-minute breaks between periods. The last five minutes of the third period will be stop time. If a 5-goal spread exists, the last five minutes shall be running time.
10. Points in the SEEDING GAMES will be awarded as follows:
 - Two points for a win;
 - One point for a tie; and
 - Zero points for a loss.
11. All teams must be ready to start at the scheduled time. *If necessary, to stay on time, or to catch-up time, warm-ups and breaks between periods may be cut to a minimum. This is at the sole discretion of the tournament organizers and is non-negotiable.*
- 12a. For all divisions except 7 and 9 team divisions: If at the conclusion of the SEEDING GAMES, teams are tied in points; the final standings shall be determined as follows (all games played will be considered for tie-breakers):
 - If two teams are tied, the winner of the game between the two teams shall receive the higher placing. If the teams are still tied the GOAL AVERAGE FORMULA will be used to break the tie.
 - If three or more teams are tied, the teams will be ranked based on the Goal Average Formula.
 - **GOAL AVERAGE = (Goals For) divided by (The Sum of Goals For and Goals Against)**
 - Example: Three game total of 23 goals for and 15 goals against.

- $GOAL\ AVERAGE = 23 / (23 + 15) = 23 / 38 = 0.605$

- If teams are still tied, the team with the LOWEST GOALS AGAINST will receive the higher placing.
- If teams are still tied, the team with the HIGHEST GOALS FOR will receive the higher placing.
- If teams are still tied, the team with the LOWEST PENALTY MINUTES will receive the higher placing.

12b. For 7 and 9 team divisions: If at the conclusion of the SEEDING GAMES, teams are tied in points; the final standings shall be determined as follows (all seeding games will count):

- If two teams are tied, the winner of the game between the two teams shall receive the higher placing. If the teams are still tied the GOAL AVERAGE FORMULA will be used to break the tie.
- If the two teams did not play each other, or three or more teams are tied, the teams will be ranked based on the GOAL AVERAGE FORMULA.
- **GOAL AVERAGE = (Goals For) divided by (The Sum of Goals For and Goals Against)**
 - Example: Three game total of 23 goals for and 15 goals against.
 - $GOAL\ AVERAGE = 23 / (23 + 15) = 23 / 38 = 0.605$
- If teams are still tied, the team with the LOWEST GOALS AGAINST will receive the higher placing.
- If teams are still tied, the team with the HIGHEST GOALS FOR will receive the higher placing.
- If teams are still tied, the team with the LOWEST PENALTY MINUTES will receive the higher placing.

12c. If the CHAMPIONSHIP, BRONZE MEDAL, or CROSS OVER (semi-final) GAMES are tied after regulation time, a 10-minute overtime period will be played.

- The final two minutes of this period will be stop time.
- The first overtime period is NOT SUDDEN DEATH.
- If still tied after the first overtime, a second 10-minute sudden death, running time overtime period will be played.
- If a tie still exists at the end of the second overtime period, then the game will go to Braveheart and 1 player and the goalie from each team will face off and play until a goal is scored.
 - This player cannot be changed once chosen.
 - Prior to the start of each overtime period, there will be a two-minute rest at the player's bench. All existing penalties will be cleared for Braveheart.
- No substitutions during Braveheart except with an injury.
- The 30-second clock stays in effect.
- Every three minutes a horn will be sounded - at that time each team may substitute their player.
- The goalie that ends the game must be the goalie that does the overtime and Braveheart periods.
- Goalies are not allowed to cross the center line.
- Goalies can only go to the bench on a delayed penalty, allowing a second player to come on the floor.
- If a penalty is called: 2-minute penalties will result in 2 free shots on goal, 4-minute penalties will result in 4 free shots on goal, a 5-minute major or match penalty will result in 10 free

shots on goal. If a goal is still not scored then the players will face off again and play until a goal is scored.

13. If a division has 10 teams and the 10 teams have been placed into two pools (A and B) of 5 teams each, you will play 4 Round Robin Games with teams **inside** your pool. At the end of Round Robin play, if teams are tied in points, standings will be calculated as described in Rule #12a above. Once standings are confirmed, 1st A plays 1st B for Gold and 2nd A plays 2nd B for Bronze.
14. If a division has 6 teams and the 6 teams have been placed into two pools (A and B) of 3 teams each, you will play 3 Round Robin Games with teams **outside** your pool. At the end of Round Robin play, if teams are tied in points, standings will be calculated as described in Rule #12a above. Once standings are confirmed, 1st plays 4th for the first semi-final, and 2nd plays 3rd for the second semi-final.

Medal Games will be played using the following process:

- Winners of Cross-Over games will play for Gold/Silver;
- Losers of Cross-Over games will play for Bronze.

Consolation games for 5th and 6th place will be played for those teams who did not seed high enough for the cross-over games.

15. If a division has 4, 5, 7, 8 or 9 teams, all teams will be placed into one large pool of 4, 5, 7, 8 or 9 teams respectively and you will play 4 (3 for 4) Round Robin games with teams **inside** your large single pool. At the end of Round Robin play, if teams are tied in points, standings will be calculated as described in Rule #12b above. Once standings are confirmed, 1st plays 2nd for Gold and 3rd plays 4th for Bronze.
16. Players with outstanding suspensions must serve their suspension(s) prior to playing in any tournament games.
17. Team officials (i.e. coaches and/or managers) are responsible for the conduct of their players and parents on tournament property. Offenses committed at a tournament are punishable by the Tournament Commissioner, should it be deemed necessary.
18. Any player or team official receiving a match penalty during the tournament will be suspended from further play in the tournament. The match penalty shall be reported to the tournament office at the conclusion of the game. The responsibility is on the team manager to comply with this rule. There will be no exceptions.
19. Copies of all game sheets will be forwarded to the BCLA in order to assess disciplinary action on any penalties in accordance with the rules.
20. There are no timeouts in Round Robin/seeding games. Each team will be allowed one time-out per consolation game, semi-final game, and gold/bronze game.

GOOD LUCK AND HAVE A GOOD TIME!

The Tournament Committee reserves the right to remove from the tournament, any player, coach, or spectator, who behaves in a manner deemed inappropriate for a minor sporting event.