



Fury Lacrosse Girls Tournament Rules – 2019

1. This is a ZERO TOLERANCE Tournament. Abuse of any kind will not be tolerated. Will lose all points in the tournament and be asked to leave.
2. This is a Girls only tournament with the allowance of female teams Novice up to Midget. The intent of this Tournament is to provide a fun atmosphere for development of Players, Coaches and Officials.
3. Any changes to the team roster must be provided to the Tournament Organizer 48 hours PRIOR to start of the team's first game. Otherwise teams may only play the players on the roster submitted to the tournament coordinator.
4. As per ALA rules Affiliates must be approved 24 hours prior to the start of the first game and you may not go over your regular roster, and must be within your associations teams and in a lower division or lower tier. You may pull up only to a max of 2 affiliates plus 1 goalie, if roster is less than 15 players attending the tournament to a maximum roster of 15 players .
5. Unless otherwise stated, ALA rules will apply.
6. Teams supply their own warm-up balls, with the tournament supplying the game balls. There are to be NO balls off the playing surface. Any balls found off the playing surface will be confiscated, and teams may face ejection from the tournament with no refund.
7. Game sheets will be available at the game sheet table 15-30 minutes prior to the games. ALL game sheets must be returned to the game sheet table after each game. The Away team is responsible to bring the MVP award and filled out game sheets to the box. The Home team is responsible to bring the **white** sheet back to the game sheet table. As per ALA rules Game sheet stickers must line up or they won't be allowed. If you can't get them to line up you must hand write the names.
8. The Tournament will provide all game referees.

Game Officials - **TIME KEEPER** and **SHOTCLOCK OPERATOR** will be provided by the HOME team; the **SCOREKEEPER** will be provided by the VISITOR; and both will provide penalty box personnel.

HOME teams must be prepared to change their jersey if asked to do so by the Referee.

9. All decisions of the referee will be final on the floor. Any official protest shall be submitted in writing and accompanied by a \$300 fee payable to Fury Lacrosse Association. The decision of the Tournament Committee will be final. The protest fee is non-refundable.
10. All match, game or gross misconducts will be referred to the Fury Lacrosse Girls Rock Discipline Committee. The decision of the Discipline Committee will be final. Any resulting suspension(s) must be served in the subsequent game. Any team failing to do so will have one point deducted from the Round Robin standings or may be stripped of a final medal.
11. A player receiving a fighting major will be subject to disciplinary action by the Discipline Committee, RIC and tournament chair, and may result in expulsion from the remainder of the Tournament.
12. Banging of the boards, yelling towards refs or other officials will NOT be permitted and may result in players, parents and/or coaches being asked to leave the tournament. Teams may forfeit all points won in that game.
13. Dressing rooms are expected to be left in a clean and acceptable manner after each game. Dressing room Supervisors are recommended as any damage to the dressing room will be the responsibility of the team. Due to number of dressing rooms at South Calgary Soccer Centre, **teams are to remove their lacrosse bags and other belongings while on the floor to allow the next team to get ready.**
14. Each team is responsible for the conduct of its players, fans and coaches. Teams will be held responsible for any damages to the facility, dressing rooms, and/or playing surfaces. Teams may be expelled or banned from the Tournament at the discretion of the Tournament Discipline Committee.
15. **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 within four (4) goals, the clock shall return to stop time at that time.
16. **Scoring System:** All Round Robin games will be awarded points based on the following (to a maximum of 2 points awarded per game).
 - * Game win = 2 point
 - * Game loss = 0 point
17. Game Times

Division	Allotted Time	Warm-Up	Periods	Rests
Novice	60 minutes (1hr)	5 minutes	3 x 15 minutes; Run Time as per ALA rules	2 mins
PeeWee	75 minutes (1.25hrs)	5 minutes	2 x 15 minutes, 1 x 20 minutes; Stop time as per ALA rules.	2 mins
Bantam	90 minutes (1.5hrs)	5 minutes	3 x 20 minutes; Stop time as per ALA rules.	2 mins
Midget	90 minutes (1.5hrs)	5 minutes	3 x 20 minutes; Stop time as per ALA rules.	2 mins

All games with the exception of Novice are stop time. The clock is only stopped under the direction of on-floor officials. Stop time is on goals, penalties and time outs. All teams are allowed 1 time out per game and 1 time out in overtime. **Note: If games fall behind schedule, on-floor warmups, rest periods, stop time, or game time must be reduced or eliminated. NO games will end in a Tie.**

18. Overtime - In Round Robin there will be five (5) minute sudden victory periods until a goal is scored. There will be one (1) minute rest period between each five (5) minute period. In Medal games only, as per CLA. Rule 20: exception is made to rest time between periods, which will be (5) minutes.
19. Tie Breaker - In the event of a tie in point standings in a competition, final standings shall be determined as follows:
20. 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.
 - * If three or more teams are tied, and if one team has defeated the other teams with which it is tied after round robin play, the team shall advance. Otherwise the team with the best goal average shall advance.
 - * The goal average is calculated by dividing the total goals for, by the total goals for plus 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 greater resultant number shall advance.

GOALS FOR

GOALS FOR + GOALS AGAINST The formula is applied once to rank all tied teams.

- * If a tie still exists between teams, the winner of the game(s) between the two team's advances.

***** Wherever these rules might conflict with the Alberta Lacrosse Association (ALA) Rules and Regulations concerning Tournaments, the applicable ALA Rule and Regulation shall apply*****

21. HAVE FUN! It is the most important rule of all!