



2026 Field Tournament Rules

Version v1.0 – June 1, 2026

1. TOURNAMENT FORMAT

- 1.1. The tournament format is round robin with final-rounds. Depending on the number of teams, each division may be broken into two (2) or more different pools.
- 1.2. Each team will be guaranteed four (4) scheduled games. Forfeits by either team will not result in additional scheduled games.
- 1.3. Each team will be ranked and seeded in the final-rounds based on Section 6. FINAL-ROUNDS SEEDING AND STANDINGS.

2. COACH RESPONSIBILITIES

- 2.1. Team Submission Requirements (submitted prior to deadline)
 - 2.1.1. Complete team roster;
 - 2.1.2. Code of Conduct signed by the head coach on behalf of the team;
 - 2.1.3. Full payment;
 - 2.1.4. Travel permit, if applicable, by the team's governing body; and
 - 2.1.5. Age advancements and over age applications must be approved by the Tournaments governing body.
- 2.2. Coach and Non-playing Bench Personnel Qualifications
 - 2.2.1. Coaches and non-playing bench personnel must have the minimum coaching training and certification requirements as established by Lacrosse Canada;
 - 2.2.2. Coaches and non-playing bench personnel must have the Respect in Sport of Activity Leaders certification; and
 - 2.2.3. Coaches and non-playing bench personnel must have the background checks as required by the team's governing body.

3. ROSTERS AND PLAYER ELIGIBILITY

- 3.1. Team rosters must be submitted a minimum of 48 hours prior to the first scheduled tournament game.
- 3.2. No amendments to the team rosters will be permitted after the commencement of the first tournament game.
- 3.3. Players will only be permitted to play on one team during the tournament.
- 3.4. Teams must be made up of league roster players. Associate Players (AP) are subject to approval by the Tournament Director.
- 3.5. All players on the bench must be fully dressed.
- 3.6. Players, coaches and non-playing bench personnel listed on the official game sheet must match the individuals listed on the team rosters.

4. GENERAL RULES

- 4.1. Dryland training and ball & stick play is not permitted anywhere within the facilities except for on the Fields.
- 4.2. Teams are responsible for the clean-up of change rooms and benches after use.
- 4.3. Only players in uniform and coaches who are suitably attired shall be permitted on the benches. A maximum of four (4) non-playing personnel will be allowed on the players' bench.
- 4.4. Teams shall provide their own balls for warm up. Game balls will be provided by the tournament.



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5. GAME PLAY

- 5.1. Game play in accordance with World Lacrosse Rules 2025-2027 with the exception of the noted provisions.
- 5.2. Any conflict between the World Lacrosse Rules and Tournament Rules, the Tournament Rules shall govern.
- 5.3. Game Duration:
 - 5.3.1. Four ten (10) minute runtime quarters.
 - 5.3.2. Two (2) -minute break between the 1st & 2nd and the 3rd & 4th quarters: a five (5) minute break at Half time.
 - 5.3.3. Stoptime will be played in the last two (2) minutes of the fourth quarter if goal differential is less than 5 goals.
- 5.4. Overtime:
 - 5.4.1. Overtime will only be played in final-round medal games, all other games tied at the end of the regulation time will remain tied;
 - 5.4.2. Final-round medal games - Four (4) minute sudden victory periods will be played until a winner is determined;
 - 5.4.3. Two (2) minute breaks between each overtime period:
 - 5.4.4. Teams will remain on their side of the field for all overtime periods.
- 5.5. Time Outs:
 - 5.5.1. Each team shall be allowed one (1) thirty-second time out per game;

6. FINAL-ROUNDS SEEDING AND STANDINGS

- 6.1. Teams will be seeded in final-rounds based on totals point calculated as follows:
 - 6.1.1. Two (2) points for a win;
 - 6.1.2. One (1) points for a tie;
 - 6.1.3. Zero (0) points for a loss.
- 6.2. Tie-breaker procedures (for final-rounds seeding):
 - 6.2.1. Head-to-head point record;
 - 6.2.2. Least goals conceded in head-to-head games;
 - 6.2.3. Least goals conceded (average); and
 - 6.2.4. Most goals scored (average).



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7. PARTICIPANT MISCONDUCT AND DISCIPLINE

- 7.1. Gryphons Lacrosse promotes good sportsmanship, respect and fair play.
- 7.2. Gryphons Lacrosse has a zero-tolerance policy towards unsportsmanlike conduct, including harassment, taunting, trash-talking and fighting.
- 7.3. All parents, spectators, players, coaches and officials shall abide by the Code of Conduct. Failure to comply by the Code of Conduct will result in player and/or team discipline up to and including removal from the tournament and potentially further sanctions by the team's governing body.
- 7.4. Spectators shall comply with the same requirements as parents.
- 7.5. Teams are responsible for the behaviors and actions of parents, spectators, players and coaches.

8. AUTHORITY OF THE TOURNAMENT DIRECTOR(S)

- 8.1. The Tournament Director will have the right to apply discretion to the Tournament Rules.
- 8.2. Decisions by the Tournament Director are final.
- 8.3. Failure to follow any of the Tournament Rules will result in player and/or team discipline up to and including removal from the tournament and further sanctions by the team's governing body.
- 8.4. Damages to the tournament facilities as a result of misuse, abuse and/or failure to follow the Tournament Rules, will be at the cost of the teams.