



2023 Tournament Rules

Version v2.0 - February 26, 2023

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 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 rink.
- 4.2. Teams are responsible for clean up of change rooms 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 personal 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 CLA Rules 2019-2020 with the exception of the noted provisions.
- 5.2. Any conflict between the CLA Rules and Tournament Rules, the Tournament Rules shall govern.
- 5.3. Game Duration:
 - 5.3.1. Three fifteen (15) minute runtime periods;
 - 5.3.2. Two-minute break between periods; and
 - 5.3.3. Stoptime will be played in the last two (2) minutes of the third period 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 be determined by a shootout;
 - 5.4.2. Final-round medal games A ten (10) minute sudden victory period will be played until a winner is determined; and
 - 5.4.3. If at the end of the overtime period the scored is tied, the game will be determined by a shootout.
- 5.5. Shootouts:
 - 5.5.1. Shootout order between teams shall be determined by a coin toss by the official(s). Home team shall be Heads and away team shall be Tails;
 - 5.5.2. Players taking part in the shootout must be identified on the game sheet prior to the start of the game. Each team shall identify five (5) players for the shootout by circling their names on the game sheet;
 - 5.5.3. If a player is injured and unable to shoot for any reason, the game official(s) will select substitute player(s) off the game sheet;
 - 5.5.4. Each identified player shall shoot once per shootout round; and
 - 5.5.5. Should the score be tied after the first shootout round of all five (5) players, the same five (5) players will continue in shootout rounds in a sudden victory shootout format.
 - 5.5.6. The order of the shooters may change for between shootout rounds.
- 5.6. Time Outs:
 - 5.6.1. Each team shall be allowed one (1) thirty-second time out per game;
- 5.7. Game Format for U11 and younger ages:
 - 5.7.1. U11 shall play to the OPTION X Novice (9 & 10) CLA Rules;
 - 5.7.2. U11 shall play to all CLA Rules that apply to Pee Wee and lower divisions; and
 - 5.7.3. U11 games shall be played using CLA approved solid color orange ball. All other ages shall play with a CLA approved solid color white ball.

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. Three (3) points for a win;
 - 6.1.2. Two (2) points for a shootout win;
 - 6.1.3. One (1) point for a shootout loss;
 - 6.1.4. 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.