



Floorbusters Lacrosse Tournament 2026 – Rules & Regulations

 Dates: May 22-24, 2026

 Divisions: U9 B, U15 B & U17 B

 Locations: *may change without official notice – refer to website for updates

Servus Sports Centre (Lethbridge Soccer Centre)

2501 28 Avenue S
Lethbridge, AB T1K 7L6

Coaldale Sportsplex

1213 20 Avenue
Coaldale, AB T1M 1M1

Nicholas Sheran Arena

401 Laval Blvd W
Lethbridge, AB T1K 3W7

Labour Club

2020 18 Avenue N
Lethbridge, AB T1H 4H2

GENERAL RULES

- All games follow Alberta Lacrosse Association (ALA) and Canadian Lacrosse Association (CLA) rules.
- Each team plays three guaranteed round-robin games: one on Friday, two on Saturday.
- Medal games are held Sunday for the top four teams in each division, with the possibility of a 4th game for teams finishing 5th and 6th.
- No back-to-back games unless specifically requested by a team.
- Teams must be ready to play 10 minutes before game time.
- This is a **ZERO TOLERANCE TOURNAMENT** – abuse or misconduct by players, coaches, or spectators will result in point deductions or disqualification.
- Teams are responsible for their own first aid supplies (ice, bandages, tensor wraps, etc.). Ice is not guaranteed at any facility.
- Teams need to register in Ramp for the tournament.

ROSTERS & AFFILIATED PLAYERS


- Official rosters must be submitted no later than May 15th.
- Roster changes are allowed up to 72 hours before the team's first game.
- Only players listed on the submitted roster may participate. Unauthorized players will be ejected.
- Teams are allowed to roster up to 18 runners and 2 goalies.
- Source of Affiliates: Affiliates must come from the same club and be from a lower division or a lower-tiered team within the same division. For instance, a U15 team can affiliate players from U13 or a lower-tier U15 team.
- Unauthorized or late roster changes may result in team ejection and forfeiture of entry fee.

GAME STRUCTURE

- U9: 3 – 12-minute periods run time, 2 minute break between periods. Last 2 minutes of 3rd period is stop time.
- U15 & U17: 3 – 15-minute periods stop time, 2 minute break between periods.
- 5-minute warm-up before each game
- No overtime in round robin games.
- If teams are tied at the end of round robin play:
 - If they played each other: the winner of that game advances.
 - If they did not play each other: the team with the fewest penalty minutes in round robin play advances.
- Medal Games Only: If tied after regulation, a sudden victory overtime is played with regular period length. If still tied, a 3-player shootout determines the winner.

STANDINGS POINT SYSTEM

- Game Win – 3 points
- Game Tie – 1 point
- Game Loss – 0 points
- Period Win – 1 point
- Period Tie – 0 points
- Fewest Penalty Minutes in the Game – 1 point

 Example: A team that wins the game, wins two periods, and has the fewest penalties earns 6 points (3+1+1+1).

MEDAL ROUND QUALIFICATION

- Top 4 teams in each division advance to medal games:
 - 1st vs 2nd = Gold Medal Game
 - 3rd vs 4th = Bronze Medal Game

TOURNAMENT OPERATIONS

- Each team must check in with the Floor Manager table at their arena on Friday when they arrive where they will be given 4 player-of-the-game awards. Each team will award to their own player following each game. Only 1 award per player during the tournament.
- **RAMP GameSheets** will be used. Please make sure to have the app downloaded before the tournament. Codes will be issued prior to the tournament.

A few helpful tips:

- Home Manager enter Home Team Code and verify roster.
- Visiting Manager enter Visitor Team Code and verify roster.
- Officials, ahead of game start, verify both rosters.

- Game Sheet Volunteer uses Game Sheet Code
- Officials check game sheet between periods.
- If at end of the game there is an infraction requiring attention, official must add to notes report to follow.
- Game Sheet Volunteer does not leave box until Officials have signed off.
- Immediately following game, Home and Away Managers verify game sheet and sign off.
- Each team is responsible for minor officiating duties as per ALA rules.
- **Home Team Duties:** Game Sheet, Shot Clock, Penalty Box
- **Away Team Duties:** Time Clock, Penalty Box
- All referees are provided by the tournament.
- Warm-up balls are the responsibility of teams. Tournament provides game balls only.
- **No balls allowed off the playing surface**—violations may result in ejection without refund.
- If jersey colors are similar, the home team must change. If only one set is available, the visiting team will change.

DISCIPLINE & CONDUCT

- All misconducts & major penalties will be reviewed by the Floorbusters Discipline Committee.
- ALA Regulation 21 governs suspensions, which must be served in the team's next game.
- Fighting or abuse of officials may result in immediate removal from the tournament.
- Yelling at referees or officials is prohibited; violators may be ejected, and teams may forfeit points.
- Banging boards is discouraged and may lead to removal.
- Teams must leave dressing rooms clean. Damage is the team's responsibility.
- A key-for-key policy is in place: leave a key or ID to receive a room key, which will be returned after inspection.

PROTESTS & APPEALS

- Referee decisions are final during gameplay.
- To file a protest:
 - Submit in writing within 30 minutes of the game ending
 - Include a \$300 bond payable to the Lethbridge Lacrosse Association
 - If the protest is upheld, the bond is refunded.

MOST IMPORTANT RULE

Have fun!

We are committed to providing a positive, developmental, and respectful tournament experience for all players, coaches, families, and fans.