



## Nanaimo District Lacrosse Association

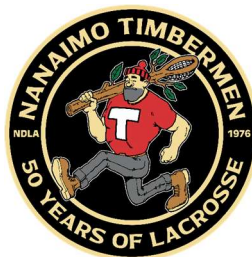
45<sup>th</sup> Annual Tim White U15 Lacrosse Tournament

Rules & Regulations

May 8<sup>th</sup> – 10<sup>th</sup>, 2026

## Rules

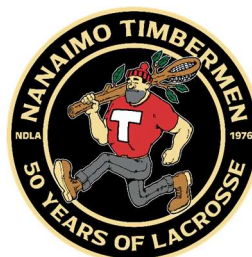
- All games will be played under the BCLA rules and the 30-second rule will apply. Tournament officials must be advised of all players who may be called up prior to tournament play.
- All call up forms must be completed and handed to the tournament officials when signing game sheets.
- Any player or 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.
- The second game misconduct penalty by a player or team official shall also result in suspension from the tournament. The player's zone commissioner will be forwarded the game sheet to review the suspension and to decide if there is to be further consequences.
- FIGHTING WILL NOT BE TOLERATED. Fighting will result in a major penalty, an immediate game misconduct and ejection from the tournament.
- Players with outstanding suspensions must serve their suspension(s) prior to playing in any tournament games. Suspensions received during this tournament will carry over into regular league play.
- As per BCLA Policy 14.08, once a team is fully registered and confirmed by the Tournament Host, "Failure to show" at any game by any team registered in a sanctioned tournament will result in a maximum fine of \$500 to the Home Association of said team, subject to extenuating circumstances as accepted by the Minor Directorate. Instances of "failure to show" shall be reported to the Minor Directorate Tournament Administrator who will provide a report at the next meeting of the Minor Directorate for a decision as to whether the instance was a valid "failure to show" and if the extenuating circumstances, if any, were warranted.





## Tournament Structure

- All games will consist of three 20-minute periods, with stop time in the last 5 minutes of the third period only if the score differential is 5 or less goals, otherwise, run-time will continue. Warm-up time and breaks between periods will be determined in a way to allow the tournament to maintain a proper schedule. If a round robin game cannot be completed by scheduled finish time, the wall clock will be used to keep the game on schedule. In this instance, the game will end two minutes before the scheduled end time to allow time for handshakes. The referees will make this call. There is no overtime in round robin games. Points are awarded as follows:
  - 2 points for a win
  - 1 point for a tie
  - 0 points for a loss
- If two or more teams are tied in points, standings for medal games will be determined using the tie-breakers listed in the order written and progressing to the next criterion only if necessary. The higher placing will go to the team as follows:
  - If two teams are tied, the placing shall be decided by:
    - the winners in head-to-head play.
    - the team with the best goal average. Goal averages are calculated by the following formula: □  $\text{GOAL AVERAGE} = (\text{goals for}) \text{ divided by } (\text{the sum of goals for and goals against})$  □ Example: Three games total of 23 goals for and 15 goals against.  $\text{GOAL AVERAGE} = 23/(23+15) = 23/38 = 0.605$
  - 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.
  - If three teams are tied, the teams will be ranked based on the best goal average.
- A tie after regulation time in a medal round game will be decided in a five-minute stop time period after a two-minute rest period. Teams are not allowed to leave the playing area during this break. If a tie still exists, a “sudden death” running time format will be followed where the first team to score wins.
- At the conclusion of every game, after the handshake, and time permitting, each team will line up on their respective blue lines for the Game MVP and Heart & Hustle Awards. Coaches are responsible to choose their own team award.





## Logistics

- All teams must be ready to play 5 minutes before the scheduled game time. The RAMP GameSheets app will be used for the tournament. Team managers please verify your player roster and staff 60 minutes prior to game time in the app.
- Dressing rooms have been assigned on the tournament schedule posted at the rink. Please do not leave equipment in the dressing room after their game. It is advised that you lock your dressing room during game time (please bring your own lock as we don't have them to provide). Teams are expected to vacate the dressing room within 30 minutes of the conclusion of the game. A \$250 fee will be issued to your team if your dressing room is left untidy or for any damage caused to the facility.
- Game balls will be supplied. Practice balls are the responsibility of each team.
- Team officials are responsible for the conduct of their players and parents on tournament property.
- Home team will be responsible for changing jerseys in the event of a colour conflict.
- We would greatly appreciate if all coaches and parents could remind players that ball throwing is not permitted in the arena halls, dressing rooms, or in the common areas of the facility.

## Appeals

Any appeals/complaints must be filed by a team official in writing with the tournament committee within one hour of the end of the game in question. The tournament committee's decision on all disputes will be final.

