



Richmond Romp 2024

Tournament Rules

1. All games will be played and refereed under International Lacrosse Federation rules and Lacrosse Canada and BCLA Field Operating Policy. All players must be properly registered with their home associations or have permission from the BCLA Field directorate to be in a team.
2. Team Manager or representative are to check in at Tournament Check-in office (Minoru Event Centre) **between 30-45 minutes** prior to each game to verify game sheets for all fields (including Richmond High) the team that checks in last will take the game sheet for the game:
 - **Home Team, is responsible for supplying one person for timekeeping.**
 - **Visiting Team is responsible for supplying one person for scorekeeping.**
 - **If teams agree responsibility can be changed**
 - **Winning team is to bring back the scoresheet to tournament office if referee is not coming back to office**
3. All teams must be ready to start at the scheduled time. If necessary to stay on time, or catch-up time, warm ups and breaks between half's (quarters) may be reduced at the discretion of the tournament committee or referees on the field.
4. Game times for all round robin at 1.25 hour slots:
 - 4x12 mins quarters
 - Stop time last 30 seconds of quarter 1,2 &3
 - Stop time last 2 minutes of the 4th Quarter if within 5 goals
 - Breaks 1 minute after 1st and 3rd quarter, 5 minutes at half time
 - 1 timeout per half
 - There is no overtime in round robin – games can end in a tie
 - An MVP will be selected from each team at the end of all games picked by their own team.
5. Points are awarded as:
 - 2 Points for a win
 - 1 point for a tie
 - points for a loss

6. Ties breaker for standings will be determined as follows:

- Most Wins
- Fewest Losses
- Head to Head (if applicable)- does not apply in a three way tie
- Least goals against
- Least penalty minutes
- Coin toss (if necessary)

7. Game rules for Semi-Final and Final games

- 4x15 mins quarters
- Stop time last 30 seconds of quarter 1,2 &3
- Stop time last 2 minutes of the 4th Quarter if within 5 goals
- Breaks 2 minute after 1st and 3rd quarter, 5 minutes at half time
- 2 timeouts per half

In the event of the scores being tied at the end of regulation playing time, then overtime shall be played.

The following procedure shall apply:

- There shall be a break of 2 minutes, during which the teams shall change ends.
- The overtime period shall be of 4 minutes duration (stop time) with sudden Victory
- If the scores are still tied at the end of the first overtime period
 - with a break on 1 minute to change ends
 - followed by 4-minute running time periods until a goal is scored for sudden victory
- Only one time out allowed per team during the entire overtime periods

8. All game expulsions will result in disciplinary action by the tournament commissioner – players are to sit until ruling have been made

The tournament committee reserves the right to remove from the tournament and property any player, coach or spectator who behaves in a manner considered inappropriate for a minor sporting event. Abuse of officials and tournament committee will not be tolerated by any attendees of the event

Protests: Due to tournament time constraints, no protests will be entertained.

The referee calls on the field is the final call.

Tournament committee decisions are final.