



General Rules and Tournament Policies

1. All games will be played under the World Lacrosse Rule Book with Lacrosse Canada (LC) exceptions, and BCLA exceptions
2. This tournament adheres to the BCLA Minor Directorate Operating Policy – Section 14 – Tournaments
3. All British Columbia teams must use rosters with eligible players that are properly registered to that team via BCLA policies
4. All teams from outside of the province of BC must have written permission from their governing bodies before participating in the tournament
5. No more than two (2) games will be scheduled for each team per calendar day and no player may play more than two (2) games per calendar day by playing on different teams (including 'call-up' players)
6. Any existing suspensions must be served prior to participating in any Tournament Games
7. Discipline for the tournament will be enforced by the Tournament Commissioner in accordance with the BCLA 2026 Discipline Guidelines
8. Team officials are responsible for enforcing automatic suspensions until they are notified by the Commissioner
9. Suspensions not served at the tournament will carryover into league play as per BCLA Minor Directorate Operating Policy
10. Suspensions must be served in accordance with the BCLA Minor Directorate Operating Policy - Section 18 – Suspensions.
11. Team Officials are responsible for listing the player and game number being served in the game notes in RAMP Gamesheets



Tournament Rules
Shuswap Showdown Tournament
Revised on May 4, 2026

12. The lead team official (head coach or team manager) will be required to sign a code of conduct on behalf of the team before participating in the tournament
13. Team officials (i.e. coaches and managers) are responsible for the conduct of their players and parents on tournament property
14. The tournament committee reserves the right to remove from the tournament any player, coach, or spectator that behaves in a manner considered inappropriate for a minor sporting event
15. All 'call ups' must be properly documented/approved as they would be for league play
16. The away team will be responsible for providing one volunteer for score clock duties
17. The home team will be responsible for providing one volunteer for game sheet duties
18. *RAMP Gamesheets* will be used (instead of paper gamesheets) for this tournament and all rosters must be properly uploaded for verification, and teams must be familiar with the *RAMP Gamesheets* App in order to perform game sheet duties
19. For the medal games, the tournament committee will provide score clock and game sheet duties
20. An "MVP" award will be chosen from each team after each game by the coaching staff of the players own team
21. A "Game Changer" award will be chosen from each team after each game by the coaching staff of the players own team
22. All teams must be ready to start ten (10) minutes prior to the scheduled time - subject to delay-of-game penalties or forfeiture of the game
23. Each team is allowed one sixty (60) second time-out per game, inclusive of round-robin and medal games



Tournament Rules
Shuswap Showdown Tournament
Revised on May 4, 2026

24. If necessary to stay on time or to catch up time, warm-ups and breaks between periods may be reduced to a minimum
25. Where possible, away team will wear light-coloured jerseys and home team will wear dark-coloured jerseys
26. In case of a jersey colour conflict, the home team must change jerseys, or wear pinnies, which will be available at the registration table
27. Dressing rooms will be assigned by the tournament committee, and assignments will be posted in advance
28. Teams are not to leave any items (equipment, waste, etc) in dressing rooms after their game – if you enter a dressing room that is left in an unacceptable state, please report it to the tournament committee immediately
29. Teams will be held financially responsible and/or dismissed from the tournament should any damage occur to the dressing room they are assigned
30. There is a "failure to show" fine imposed by BCLA if a team fails to show up to a tournament – more information can be found in Section 14 of the BCLA Minor Directorate Operating Policy or from your Home Association
31. All teams must supply a list of the team manager (name, email, phone), all coaches/bench staff (names, NCCP #'s), their Association President (name, email, phone), and their league commissioner (name, email, phone)
32. Game balls will be supplied by the tournament committee, practice/warm-up balls are the responsibility of the team to provide



Gameplay

33. There will be six (6) teams competing per division, each team will get a guaranteed four (4) games of round robin play

34. All round-robin games will consist of the following:
 - a. Five (5) minute warm-up
 - b. Eighteen (18) minute periods, which may be shortened to fifteen (15) minute periods at the discretion of the tournament committee to keep to tournament schedule
 - c. Three (3) minute break between periods
 - d. The final five (5) minutes of the third (3rd) period will be stop time
 - e. **No overtime applies**

35. All medal games will consist of the following:
 - a. Five (5) minute warm-up
 - b. Twenty (20) minute periods
 - c. Five (5) minute break between periods
 - d. The final five (5) minutes of the third (3rd) period will be stop time
 - e. **Overtime applies to medal games only** where there will be a three (3) minute break followed by a sudden victory overtime period(s) until a goal is scored - goalies do not switch ends in overtime



Points

36. All round robin games will have the following point system:
- Two (2) points for a win
 - One (1) point for a tie
 - Zero (0) points for a loss
37. During the ranking phase, the following order system will be used to break ties
- If two teams are tied, the winner between the game played between the two teams (if applicable) will rank higher
 - If (a) does not resolve the tie, the goal average formula will be calculated (dividing the total goals scored in all games by the total goals conceded in all games), and the team(s) will be ranked accordingly
 - If (b) does not resolve the tie, the team with the MOST number of goals FOR (total goals for, in all games) in the tournament will rank higher
 - If (c) does not resolve the tie, the team with the LEAST number of goals AGAINST (total goals against, in all games) in the tournament will rank higher
 - If (d) does not resolve the tie, the team with the LEAST number of penalty minutes (total minutes in all games) in the tournament will rank higher
 - If (e) does not resolve the tie, a coin toss between Team Captains will take place
38. After round robin play, all teams will have their points accumulated and be ranked from #1 to #6
- The teams ranked #5 and #6 will **not** advance to the medal games
 - The team ranked #3 (home) to play against the team ranked #4 (away) in the bronze medal game
 - The team ranked #1 (home) to play against the team ranked #2 (away) in the gold medal game