



Tournament Rules & Game Format

Game Length

Round Robin

- 2 x 22-minute halves
- 5-minute halftime break
- Games will start promptly on the hour

Medal Games

- 4 x 15-minute quarters
 - 2-minute breaks after the 1st and 3rd quarters
 - 5-minute halftime break
-

1. Rules of Play

All games will be played and officiated under:

- Lacrosse Canada Rules
- BCLA Field Operating Policy

All players must be properly registered with their home association or have permission from the BCLA Field Directorate to participate.

2. Team Check-In and Game Duties

Team managers (or representatives) must check in at the Tournament Check-In Tent on Field 1 - 30-45 minutes before each game to verify game sheets for all fields.

The team that checks in last will take the game sheet for the game.

Game Day Responsibilities

- **Home Team:** Provide one timekeeper.
 - **Visiting Team:** Provide one scorekeeper.
 - Teams may mutually agree to switch responsibilities.
 - The winning team must return the scoresheet to the tournament tent on field 1
-

3. Game Start Times

All teams must be ready to play at the scheduled start time.

To maintain the tournament schedule, warm-ups and breaks between halves or quarters may be shortened at the discretion of:

- Tournament Committee
 - Game Officials
-

4. Round Robin Game Rules

All Round Robin games are scheduled in one-hour time slots.

Format

- 2 x 22-minute halves
- Stop time during:
 - Final 30 seconds of the first half
 - Final 5 minutes of the second half when the score difference is 5 goals or fewer
- 5-minute halftime
- One timeout per team per half
- No overtime
- Games may end in a tie

MVP Awards

An MVP will be selected from each team following every game. Each team is responsible for choosing its own MVP.

5. Round Robin Standings

Points will be awarded as follows:

- Win: 2 points
 - Tie: 1 point
 - Loss: 0 points
-

6. Tie-Breaking Procedure

If teams are tied in the standings, ties will be broken in the following order:

1. Most wins
 2. Fewest losses
 3. Head-to-head result (when applicable)
 - Does not apply in a three-way tie
 4. Fewest goals against
 5. Fewest Personal/Major penalty minutes
 6. Coin toss
-

7. Medal Game Rules

Format

- 4 x 15-minute quarters
- Stop time during:
 - Final 30 seconds of the 1st, 2nd, and 3rd quarters
 - Final 2 minutes of the 4th quarter when the score difference is 5 goals or fewer
- 2-minute breaks after the 1st and 3rd quarters
- 5-minute halftime
- Two timeouts per team per half

Overtime Procedure

If the game is tied at the end of regulation:

First Overtime

- 2-minute break
- Teams change ends
- 5-minute stop-time sudden victory period

Additional Overtime Periods

If still tied:

- 2-minute break to change ends
- 5-minute running-time sudden victory periods
- Continue until a goal is scored

Overtime Timeouts

- There are no timeouts permitted in overtime.
-

8. Discipline, Conduct, and Protests

Game Expulsions

- Any game expulsion will result in disciplinary review by the Tournament Commissioner.
- The player will remain suspended until a ruling has been made.

Conduct Expectations

The Tournament Committee reserves the right to remove from the tournament and tournament property any player, coach or spectator whose behaviour is considered inappropriate for a minor sporting event. Abuse of officials or tournament committee members will not be tolerated.

Protests

No protests will be accepted due to tournament time constraints.

- Referee decisions on the field are final.
- Tournament Committee decisions are final.