

## 2025 Laker Classic Tournament Rules

- This is an OLA sanctioned invitational tournament and all OLA rules are applicable.
- Each team consists of a minimum of 6 players (5 runners and 1 goaltender) and a maximum of 20 players (18 runners and 2 goaltenders). MR4.01, LC Rule 14
- All teams must register one (1) hour prior to the start of their first game to allow ample time to check all OLA Registration Certificates.
- In order to be eligible to participate, all players and bench personnel must present their original OLA Registration Certificate (cards) to the tournament registrar or arena convenor before the start of their first game. The roster will then be locked within GSI. Any additional players to be added to a team's roster must provide the OLA Registration Certificate prior to that game. Any player found to be illegal shall be removed from the tournament and points (goals) removed. In the event that the cards are not available the team personnel or players affected will NOT be able to participate. Digital copies will NOT be accepted.
  - 'House League Only' players are ineligible to participate in rep lacrosse games / MR2.08(a)
  - Tournaments who allow players and/or non-playing bench personnel to participate without proper registration will be assessed a non-compliance fine as outlined in the Automatic Discipline Policy
  - The Head Coach is the last to sign in to Game Sheet Inc. If any changes are made to the team's roster or bench, the Head Coach must re-sign to acknowledge the change.
- Each team will consist of a minimum of 2 bench staff (one certified coach and one certified trainer) and a maximum of 5 bench staff (four certified coaches and one certified trainer). MR2.12
- As per the OLA guidelines, warm up time on the floor will be permitted until the actual scheduled game time. In instances where there may be a late start, warm up may or may not take place at the discretion of the game officials.
- Although it is understood that errors may be made during the course of any lacrosse game, all decisions rendered by the officials are final and can NOT be protested.
- It is the responsibility of the coaching staff to note any errors in the reporting of the score and to make the official aware of these errors as soon as possible so they can be rectified before the conclusion of the game. Changes can NOT be made to a game sheet after it has been signed by the officials.
- Please review and ensure you are familiar with the 'Ontario Lacrosse Automatic Minor Box Discipline Policy (2025)' prior to tournament play
- Round Robin Games:
  - Games will consist of three (3) fifteen (15) minute periods. There will be a three (3) minute break between periods.
  - There will be no overtime during Round Robin play.
  - U9/U11- stop time in the last 2 minutes of the third period, only if score difference is 5 or less
  - U13 to U17- stop time in the last 5 minutes of the third period, only if score difference is 5 or less
  - Scoring: During the Round Robin the scoring system will be as follows: 2 Points will be awarded for a win, 1 point for a tie, 0 points for a loss.
  - Time Outs: There will be no time outs allowed during Round Robin play.
  - Tie Breakers: If a tie exists after Round Robin play the tie will be broken by OLA Tie Break (MR7.08(b))

· Quarter-Final, Semi-Final and Championship Games:

- Games will consist of three (3) fifteen (15) minute periods. There will be a three (3) minute break between periods.
- U9/U11- stop time in the last 2 minutes of the third period, only if score difference is 5 or less
- U13 to U17- stop time in the last 5 minutes of the third period, only if score difference is 5 or less
- If the game is tied after regulation play, there will be a three (3) minute rest period followed by a ten (10) minute sudden victory overtime period(s). There will be no shoot-outs.
- Time Outs: One-60 second time out will be allowed per team in all Quarter-Final, Semi-final and Championship games. There will be no additional time outs permitted.

· In the event that a Box game must be called due to floor conditions or unforeseen circumstances the game shall be considered 'final' if two (2) complete periods of play have transpired. If two periods have not been completed the remainder of the game must be rescheduled and played. MR7.07(b)

**OLA Tie Break:**

**MR7.08(b)**

In the event of a tie in points between teams, the final standings shall be determined as follows:

**TIE BREAKER FOR TWO TEAMS**

In the event of a tie in points between two teams the final standings shall be determined as follows:

1. The team that won the greater number of points in games played, during the competition, between the teams tied shall be declared the winner of the higher position. (HEAD TO HEAD)
2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games during the competition shall be used in the goal average computation. The Goal Average Formula is defined as Goals For divided by Goals For plus Goals Against.

**GOALS FOR**

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**GOALS FOR + GOALS AGAINST**

The team with the closest goal average to 1.0 is declared the winner

3. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.
4. If a tie still exists, then a coin toss will decide the winner.

**TIE BREAKER FOR THREE OR MORE TEAMS**

In the event of a tie in points between more than two teams, the final standings shall be determined as follows:

1. The team(s) that won the greater number of points in games played during the competition, between the team(s), tied shall be declared the winner of the higher position (HEAD TO HEAD TO HEAD).
2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games played between the tied teams during the competition shall be used in the goal average computation. The Goal Average Formula is defined as Goals For divided by Goals For plus Goals Against.

### **GOALS FOR**

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### **GOALS FOR + GOALS AGAINST**

The team with the closest goal average to 1.0 is declared the winner

3. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in all games played during the competition shall be used in the goal average computation. The Goal Average Formula is defined as Goals For divided by Goals For plus Goals Against.

### **GOALS FOR**

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### **GOALS FOR + GOALS AGAINST**

The team with the closest goal average to 1.0 is declared the winner

4. If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.

5. If a tie still exists, then a coin toss will decide the winner

## **2025 Division Structure**

U9, U11, U13, U15, U17- 8 teams

- 2 pools of 4
- 3 game round robin within pool
- All teams advance to a quarter final (1<sup>st</sup> vs 4<sup>th</sup>, 2<sup>nd</sup> vs 3<sup>rd</sup> crossover)
- Winners advance to semi final
- Winners of semi final advance to championship

U13- 7 Teams

- 4 Game Random Round Robin
- Top 4 teams advance to semi final
- Winners of semi finals advance to championship