

2019 Jack Bionda Shootout Tournament Rules

* Tyke/Novice/Peewee

All CLA and OLA RULES AND REGULATIONS in effect for 2019 will be followed for the Tournament. Please have all OLA registration cards for players and bench personnel ready for presentation 30-45 before the first game of the tournament for your team to be checked by the Tournament Committee. After the game is complete you can pick up your copy of the game sheet in the tournament office. **NO CARD = NO PLAY!**

Required 3 (newish) OLA approved lacrosse balls or \$20 at registration for first game.

Format: Tyke will have 1 division. After the Round Robin portion of the tournament the team with the most points is deemed first in their pool. The team next highest in points will be second and then the team with the least points in their pool will be third. The team with the least points in the seeding is 4th. The top two teams will go forward into the finals on Sunday. In the case of a tie in the round robin positioning please see the tie breaker section. Round Robin scoring of points is as follows; 2 points for a win, 1 point for a tie and 0 points for a loss. Peewees & Novices will follow the 7 team game format outlined by the OLA. Please note this is not a double elimination format.

Please note format is subject to change pending number of tournament entries. All teams will be sent a final schedule for the tournament one week prior.

Game Length: Round Robin Games are 3 periods Run time. The first two periods are 12 minutes each. The Third period is 15 minutes. There will be a 3 minute break between the First and Second periods and the Second and Third periods. Please have your team ready to be on the floor 10 minutes prior to game time. A warm up will only be allowed if games are starting on time. ***If the games start to run late then no warm ups will be allowed. No stop time in the Round Robin games.***

However the Semi-finals and Championship games will be 3 periods of 15 minutes each with the last 2 minutes of the game stop time if the score is within 5 goals. Period breaks and warm up rules are as in the Round Robin Games.

Overtime: No Overtime in Round Robin games for Tykes. In the case that Overtime is needed in the Novice, Peewee (any games) or Tykes (Championship game), there will be a 5 minute sudden victory overtime after a 2 minute break. If neither team scores in the first Overtime period, a 2 minute break will occur and another 5 minute Sudden Victory will be held. This will be repeated until a team wins the game. The Goalies will not change ends in the OT periods.

Time outs: No Timeouts allowed in the Round Robin portion of the tournament. One time out allowed in the Semifinals and Championship game. If you don't take the time out in the regulation time of the Championship game you may use it in Overtime. If this is the case and multiple OT's occur only one timeout is allowed for multiple OT's.

Tie Breakers: In the event of a tie in points between teams for the round robin, the final standings shall be determined in the following order:

- 1) If two teams are tied in points and one team defeated the other in the round-robin, then that team shall be placed in the higher position.
- 2) If a tie still exists for two teams or if the tie is between 3 teams, the Goal Average Formula will be used to break the tie. All goals scored in the games played, ***between the teams tied***, during the competition shall be used in the goal

average computation.

**GF = GOAL
AVERAGE GF+ GA**

The team with goal average closest to 1.0 shall be declared the winner.

3) If a tie still exists the Goal Average Formula will be used to break the tie. All goals scored in all games played in that grouping of teams, during the Competition shall be used in the goal average computation.

**GF = GOAL AVERAGE
GF + GA**

The team with goal average closest to 1.0 shall be declared the winner.

4) If a tie still exists, the team with the 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.

Tournament Office: The Tournament Office is located just off of the Jack Bionda Arena Lobby, in the AL Thorpe Room. We understand many people have multiple questions about rules /regulations and procedures however *please only managers and bench personal to be addressing any issues with the tournament committee.* We will be happy to address your questions. All playing rules and regulation questions will be handled by the Tournament RIC with the team manager or coach.

Fighting and Game Ejections: Any players/bench personnel assessed a fighting penalty will not be allowed to play/coach/train in the remainder of the tournament as per OLA Guidelines. Bench Personnel ejected from a game *MAY* be out for the entire tournament and removed from the premises of the tournament and possible fines from the OLA *MAY* be imposed.

ALSO NOTE: Gross Misconduct or Match Penalties will require a Discipline hearing *which will take place at the tournament.* Players/bench Personnel involved must attend the hearing with one representative from the team. A parent may come in as an observer only to the process. If a penalty is assessed for Abuse of an official, then that Hearing will be handled at the OLA level. ***WE HAVE A ZERO TOLERANCE POLICY IN REGARDS TOWARDS ANY ABUSE TOWARDS OFFICIALS***

NOTE: RULES SUBJECT TO CHANGE BY TOURNAMENT COMMITTEE IF THE TOURNAMENT FORMAT IS JEOPARDIZED.