Simcoe Father’s Day Lacrosse Tournament Rules

General Rules

1. A team will consist of a minimum of 6 players and a maximum of 19 players (18+ 1) if only 1 goaltender is dressed or 20 (18 + 2) if 2 goaltenders are dressed. No more than 2 goaltenders may be dressed per team at any one time.
2. This is an OLA sanctioned invitational tournament and all OLA rules are applicable.
3. 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.
4. 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 convener before the start of their first game. After the first game, we will accept an initialed tournament game sheet for registration 30 minutes before all remaining games. 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.
5. The number of personnel allowed on the bench for any tournament game is limited to five (5). A team may have only one (1) trainer present on the bench at any one time.
6. 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.
7. Although it is understood that errors may be made during the course of any lacrosse game, all decisions rendered by the referees are final and can NOT be protested.
8. It is the responsibility of the coaching staff to note any errors in the reporting of the score and to make the referee aware of these errors as soon as possible so they can be rectified before the conclusion of the games. Changes NOT be made to a game sheet after it has been signed by the referees.
9. Any game misconduct, gross misconduct, match penalty, etc. is subject to a fine levied by the OLA. A team representative will be asked to sign a fine sheet at the conclusion of the game in which the penalty was assessed. The fines are not payable at the tournament. **Out of Coutnry/Province teams MUST pay all fines at tournament.** The OLA can only invoice the organizations from Ontario.
10. All infractions are to be dealt with at the tournament; a hearing will be held. The exceptions are “match penalty – abuse of an official”, this will automatically be a suspension until dealt with by the OLA.
11. **Fighting will not be tolerated.** Fighting will result in a 5-minute major penalty, an immediate game misconduct, and **ejection from the tournament.**

Game Structure

1. There will be 3 periods of 15 minutes each. There will be a 3-minute rest between all periods.
2. Stop time for the last 5 minutes of the 3rd period.
3. If teams are tied at the end of regulation time in qualifying games there will be a 3-minute rest period, change of ends, followed by ten-minute period(s) of stop time with victory being declared upon the scoring of the first goal. (Sudden Victory)
4. If teams are tied at the end of regulation time in Championship games there will be a three-minute rest, change of ends, followed by a full ten-minute period of stop time. If score remains tied at the end of the first overtime period, teams will have a three-minute rest, change ends, followed by ten minute periods of stop time with victory being declared upon the scoring of the first goal. (Sudden Victory)
5. There will be no time outs allowed during Qualifying games. One 60 second time out will be allowed per team in all **Championship** games.