Orillia Kings Memorial Tournament

Official Rules of Play

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Rules For Play

- This is an OLA sanctioned invitational tournament and all Ontario Lacrosse Association (O.L.A.) rules are applicable
- Please refer to ONTARIO LACROSSE AUTOMATIC MINOR BOX DISCIPLINE POLICY (2025). The link is provided below, and a copy will be sent out along with the welcome package. <u>https://cdnl.sportngin.com/attachments/document/4e6e-3400863/2025_Automati</u> <u>c_Discipline_Policy.pdf</u>
- A team will consist of a maximum of 19 players (18 + 1) if only 1 goaltender is dressed or 20 players (18 + 2) if 2 goaltenders are dressed.
- No more than 2 goaltenders may be dressed per team at any one time.
- In order to be eligible to play, 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. DIGITAL COPIES ARE NOT ACCEPTABLE. Cards must be available at all times if additional verification is required. The roster will 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. Cards stamped "HOUSE LEAGUE ONLY" will not be accepted. Please register 1 hour before the start of each game.
- All players and goalies must have helmets on while on the bench during game play.
- 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.
- MR7.13 (1) Any team who is scheduled to play in the invitational tournament, appears with less than six (6) players, or fails to put in an appearance, shall lose its bond, and the club shall be further assessed a fine of \$250 by the OLA.

- MR7.13 (4) Any team who defaults (withdraws from or shows up with less than six players to) a game at any point in the tournament must default the remainder of their scheduled games.
- Teams should have an extra set of sweaters available, in case of colour conflict.
- The designated home team is responsible for sweater changes should conflict arise due to sweater similarities. The opposing team will not be allowed on the floor during a sweater change. If the home team does not have an alternate sweater set, the guest team will change.
- 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.
- 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 game. Changes cannot
 be made to a game sheet after it has been signed by the referees.
- Any game misconduct, gross misconduct, match penalty, etc. is subject to a fine levied by the OLA (refer to discipline policy). 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. Instead, the OLA will invoice the organizations for fines owed. It is then up to the individual organization to collect said fine from persons involved.
- All infractions are to be dealt with at the tournament; A hearing will be held for all match penalties or gross misconducts in accordance with the 2025 OLA Automatic Discipline Policy. The exceptions are "MP62- abuse of an official"; this will automatically be a suspension until dealt with by the OLA.
- Fighting will not be tolerated. Fighting will result in a 5 minute major penalty, an immediate game misconduct and **ejection from the tournament**.
- Non-playing team personnel who are assessed a game misconduct for verbal abuse directed towards an official (GM28) during the Tournament, will be subject to the discipline as outlined in the appropriate chart, in addition to being disqualified from any further play in the tournament, in any division.

Tournament Format

1. Game Length

All games are three (3) 16 minute periods running time, with a buzzer after every two minutes indicating a line change. All players must change at each buzzer; players are not to remain on the floor after a line change buzzer except in situations where there are less than ten (10) players on the bench.

2. Coaching

One coach for each team is permitted on the floor for the purpose of assisting players during various points of play (including positioning and general encouragement), provided there is at least additional adult on the bench. Coaches are not permitted to carry a stick on the floor or to address the official. Each team must have one certified coach, one carded trainer, and may have up to three (3) OLA- registered volunteers.

3. Facing Off

A face-off will be conducted at the start of each period and following each goal. For any other stoppage, including the two-minute line change buzzer, possession will be awarded by the officials nearest the location where the play was stopped

4. Penalties

Penalties will not be formally assessed. Where an infraction occurs, play will be stopped and the official will briefly explain the infraction. For major infractions, the official may direct the offending player to the player's bench for the remainder of the shift. A substitute player will be allowed on the floor.

5. Floor Strength

Each team must have five runners and a goaltender at all times, except in circumstances where a major infraction has resulted in an offending player returning to the player's bench for substitution. Teams are not permitted to "pull" or substitute goaltenders at any point in the game.

6. The Game

Officials in the paperweight division are encouraged to exercise professional judgement when officiating. The goal of both the officials and the coaching staff is to introduce the game to players through instruction and encouragement. Notwithstanding the regulations above, all Lacrosse Canada playing rules are in effect, aside from;

- a. There is no shot clock
- b. There is no over-and-back in a short handed situation
- c. There is no 10 second count in a short-handed situation

7. Division Structure

The paperweight division is sanctioned by the OLA to provide an introductory opportunity for non-competitive play. The paperweight division is not rated or ranked at any point throughout the season. Paperweight tournaments are formatted as non-seeded, round robin schedules where teams do not advance to a championship final

8. Tournament Recognition

All participating players must be recognized in the same manner (ie trophies, medals, hats, etc)