



The Jack Crosby All Star Novice U11 tournament rules are meant to ensure that every participant has fun.

**If a club is from outside of the LMMLC and has 45 or more players total in their U11 division, their A team must declare A1 for this tournament.**

The Tournament Rules are described below and since they may not be the same as all teams are used to, the team manager and coach are responsible for reviewing them in detail before the first game. It is hoped that the team officials will inform their players of these rules and impress on them the need for compliance to maximize what is hoped to be an outstanding tournament.

It has been our experience that Coaches can have a profound impact on the attitudes and actions of players at all ages both on and off the floor. The Tournament Coordinators therefore asks all teams to show sportsman-like respect for other Coaches, players on other teams, our game officials and the tournament staff.

It has also been our experience that parents can have an equally strong impact on the attitudes and actions of players. The Tournament Coordinators therefore also asks the parents to show respect for other teams, our game officials and tournament staff.

Our committee members, arena employees and officials are dedicated to making this a fair and a well-run event that all participants will fondly remember. The Tournament Coordinators appreciate your cooperation in the quick resolution of any problems in a sportsman-like way.

**Please inform your parents that only coaches/managers are permitted in the tournament office to discuss any issues/concerns with the tournament coordinators. No AIR HORNS or SIRENS are permitted in any arenas.**

**Remember respect for self and others. Ensure players safety.**

#### **Important Notes:**

##### **Discipline:**

1. Players with outstanding suspensions must serve their suspension(s) prior to playing in any tournament games.
2. Suspensions received during this tournament will carry over to regular league play.
3. Team officials (ie coach and/or manager) are responsible for the conduct of their players and parents on tournament property. Offences committed at a tournament are punishable by the Tournament Commissioner, should it be deemed necessary.
4. The Tournament Coordinators reserve the right to remove from the tournament any player, coach or spectator that behaves in a manner considered inappropriate for a minor sporting event.

##### **Player Eligibility:**

1. All players must be properly registered with the BCLA, with the exception of teams from outside of BC.
2. Teams travelling from outside BC must provide a copy of their approval travel permit in advance of the tournament.
3. Players in any divisions can only play in two games per day (this includes "call-up players").
4. Goalies with Lacrosse Canada approved "Equipment Exemption" must provide the certificate in advance of the tournament.

## RULES OF TOURNAMENT

Coaches are responsible for your fans. Let your parents know that their behaviour could affect your team. If your parent has to be removed your team will be charged with a two (2) minute delay of game penalty.

**ALL BCLA RULES WILL APPLY. ALL GAMES WILL BE PLAYED AS SCHEDULED. NO EXCEPTIONS.**

It is the responsibility of the coaching staff and manager to review the rules of the tournament in detail before the first game. All Tournament games will be played out of the following arenas: **Burnaby Lake, Bill Copeland and Rosemary Brown Arenas**. The Tournament Hosts will supply both the scorekeeper and timekeeper for all games.

### Team Manager:

Must report to the Tournament Office (located in the Lakeview Room, Bill Copeland Arena) at least **30 minutes** before game time to verify the scoresheet and pick up MVP sheet. There will be no changes allowed once a game has begun.

The **Tournament Teams** will be divided into 3 co-ed U11 groups-Tier 1 (A1), Tier 2 (A2) and Tier 3 (B) and 1 female U11 A division. Teams from outside the Lower Mainland will be tiered based on their level of experience/season record to make the competition as fair and enjoyable as possible for all. Team rosters will be verified for player eligibility. Players are not permitted to play at a level lower than they had played during the regular season for this tournament and only players registered with the club applying may play on such team (ie a New Westminster player cannot play for a Burnaby team). Each co-ed U11 team will play a minimum 5 games. Players that played at a level above U11 for the season, but are U11 aged are not permitted to play in the Crosby Tournament (ie played on a U13 team all season). Each female U11 team will play a minimum of 4 games-including medal games.

**Game Timing:** **Time outs – There is only ONE 60 second time out per game per team during any game.**

**Round Robin and Playoff Games** will consist of three **15-minute periods of running time**.

The last 5 minutes of the third period will be **stop time** if the game is within a 5-goal differential.

**Stop time will continue until the game ends once started.**

There will be a 5-minute warm up and 2 minutes between periods.

During game play, no more than a 6-goal differential is to be posted on the score clock.

**5 minutes for hand shaking and awarding the MVPs - There will be NO overtime during round robin games**

**Medal Round Games** will consist of three **20-minute periods of running time**.

The last 5 minutes of the third period will be **stop time** if the game is within a 5-goal differential.

**Stop time will continue until the game ends once started.**

There will be a 5-minute warm up and 3 minutes between periods.

During game play, no more than a 7-goal differential is to be posted on the score clock.

**5 minutes for hand shaking and awarding the MVPs.**

**All ties in playoffs, including Semi-Finals** will be broken by:

1. Three minutes rest, ten-minute sudden victory running time period, repeated until there is a winner.

**All ties in Gold / Silver & Bronze games, including Semi-Finals** will be broken by:

1. Three minutes rest, followed by a full ten-minute running time overtime period; and then if still tied;
2. Three minutes rest, ten-minute sudden victory running time period, repeated until there is a winner.

### Running Time Criteria:

Games are played on running time. **Injury time is included with the exception of Goalie injury where a 3-minute time out will be permitted to change goalies.** Time Clock volunteers have been instructed to start the clock precisely on time. All teams must be ready to start at the scheduled time. If necessary, to stay on time, or to catch up time, warm-ups and breaks between periods may be cut to a minimum. Penalty clock will be stopped for injury but not the game clock.

### Penalties:

1. Shall be assessed only by officials.
2. Penalty Appeals: no penalty may be appealed.

Rules: Unless otherwise specified herein, Lacrosse Canada Rules shall apply with respect to penalties and discipline.

**Penalty Times:**

- All penalties are served for the specified duration (unless releasable by a goal scored) whether in stop or running time as follows: minor = 2 minutes; major = 5 minutes; misconduct = 10 minutes.
- Any player or team official receiving a match penalty/misconduct during the tournament has to be referred to the Tournament Commissioner and the Commissioner must confirm the player or team official is allowed to return to their team. The match penalty shall be reported to the tournament office at the conclusion of the game. The responsibility is on the team manager to comply with this rule. There will be no exceptions.
- The second game misconduct penalty by a player or team official shall result in a suspension from the tournament.
- Copies of all game sheets will be forwarded to Tournament Commissioner in order to assess disciplinary action in accordance with the rules.
- Any player ejected for fighting will be out for the entire tournament.

**Handshakes:**

Handshakes shall occur at the end of every game prior to the MVP presentations.

**Dressing Rooms:**

Dressing rooms are assigned and located on the tournament schedule and will be written on each scoresheet as a reminder. Please ensure your team uses the assigned dressing room. Teams are to bring their own locks. The Coaches shall be responsible for any damages incurred to the dressing room used by the team.

**Arena Damages:**

Coach &/or manager are responsible to arrange for payment of any damages caused by the team to arena property.

**Injuries:**

It is the responsibility of the team trainer and the coach to immediately care for any of the team players who become injured during the game. The Tournament Officials only provide assistance in respect with calling of 911 to arrange for an ambulance if required.

**First Aid Kits:**

All teams are required to have an adequate first aid kit on the bench at all times during the games to care for injuries incurred by players during games.

**MVP Awards:**

One (1) **MVP Player** per team will be selected by the Coaches (or person assigned by the Coaches) of their own team during the tournament-you must include their jersey number.

The MVP form must be completed for each game and given to the officials for medal presentation at the end of each game.

**Points System per Game:**

Points for the round robin games will be 2 points for a win, 1 point for a tie and 0 points for a loss. In addition, per period, 1 point will be awarded to the team who wins the period, ½ for a tie and zero for a loss.

In the event of a tie in the round robin standings, BCLA Provincial tie breaker rules will apply.

1. The winner of game or games involved in the tie will advance. If there is still a tie, the Goal Average Formula will be used to break the tie;
2. If three or more teams are tied and one team has defeated the other teams involved in the tie, that team shall advance. If this is not possible, the team with the best goal average advances. If two teams are required to advance, the Goal Average Formula is calculated only once and the two teams with the best goal average advance.
3. In the event that two or more teams are tied with the same number of points and cannot be separated by the Goal Average Formula, the team with the greater number of goals scored against the team or teams in the tie shall be declared the higher team. If still tied, the team which scored the first goal in the tied game is to be declared the winner of that game.

**Goal Average Formula is calculated by:**

GF divided by the sum of GF + GA = Goal Average

Only goals scored in the games between the teams involved in the tie shall be used in the Goal Average Formula.