

## **Lawrence Halvorson Memorial Tournament Rules**

### **General:**

- 1) Registration information must reach the coordinator two weeks prior to tournament start.
- 2) Payment of Tournament Fees are the only way to confirm registration in the tournament
- 3) Teams withdrawing less than three week(s) prior to the start of the tournament will not be eligible for a refund, unless a replacement team can be found. Please note that there is a "Failure to Show" fine that would be imposed for a team that defaults any game. This is a BCLA Minor Directorate process and your Association President can provide you with the necessary information on this.
- 4) All teams will abide by BCLA rules.
- 5) The tournament is open to B teams in accordance with Minor Directorate Operating Policy Reg.4.07
- 6) The tournament Rules and Regulations set out here-in are governed by and in accordance with BCLA Minor Directorate Operating Policy, with all games played under BCLA Rules.
- 7) The tournament committee reserves the right to remove any spectator, coach, team personnel or player who behaves in a manner that is inappropriate for the situation.
- 8) Any complaints or appeals must be in writing and filed by a team official to tournament officials within one hour of the end of the game in which the incident occurred.
- 9) Decisions by tournament officials on all disputes are final.

### **Discipline:**

- 10) Players with outstanding suspensions must serve their suspension(s) prior to playing in any tournament games.
- 11) Suspensions received during this tournament will carry over to regular league play.
- 12) Team officials (i.e. 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.
- 13) Only a Commissioner can issue a suspension. Commissioners use BCLA Minor Directorate Disciplinary Guidelines and Rule Interpretations.  
Reminders:
  1. 5 minute major in the last 10 minutes of a game is an automatic one (1) game suspension
  2. Any match penalty will be at least a three (3) game suspension
  3. Any fighting penalty will be at least a two (2) game suspension
- 14) The tournament committee reserves the right to remove from the tournament any player, coach or spectator that behaves in a manner considered inappropriate for a minor sporting event.
- 15) The officials' calls are to be respected. All players, coaches, team officials, parents and spectators are required to conform to the Fair Play Code. Rude, abusive or aggressive language, gestures or behaviour will not be tolerated and

may result in suspension from the tournament of the team to which the offending individual is attached.

**Player Eligibility:**

- 16) All players must be properly registered with the BCLA.
- 17) Players in all divisions can only play in two games per day (this includes "call-up players").
- 18) Birth Certificates/ Confirmation of Commission Approval to play on the team must be provided on request. (You know for the 6ft 11 year olds – we've all seen them!)

**Game Play:**

- 19) The tournament format will be semi or full round robin with a minimum of 4 games guaranteed.
- 20) All teams must be ready to play at their scheduled game times. Games sheets will be prepared in advance. A team official must report to the tournament table 30 minutes prior to game time to verify and sign the game sheet.
- 21) Tournament champions awarded for all divisions and game MVPs selected from each team in all round robin games. MVP will be selected by opposing teams coach.
- 22) Dressing rooms will be assigned by tournament officials. Teams are not to leave their equipment in dressing rooms after games without permission from tournament officials. **Teams will be held financially responsible and/or dismissed from the tournament should any damage occur to their assigned dressing room.**
- 23) All games will have five minutes for warm-up followed by three fifteen-minute run time periods. The last period will be run time, with the last 5 minutes of the third being stop time unless there is a greater than 5 goal spread in score, in which case run time will continue. There will be a two-minute break between periods. The tournament committee reserves the right to modify this format in order to keep the tournament on time.
- 24) Game balls supplied. Each team must use their own practice balls.
- 25) Once the games start no other balls will be permitted on the floor other than an official game ball until the end of the scheduled game.
- 26) Teams assigned as "Home" will be responsible for changing jerseys should a colour conflict arise. Appropriately numbered, contrasting pinnies will be allowed. All teams need to be prepared for this possibility.
- 27) **Overtime will not be used in round robin games.**

**Points and Standings:**

- 28) Five points per round-robin game will be awarded as follows:
  - a) One point for each period win
  - b) One-half point for each period tie
  - c) Two points for each game win
  - d) One point for each game tie
  
- 29) Standings will be determined as follows:
  - a) Most points
  - b) If two teams are tied, head to head results will break the tie

- c) If two teams are tied, team with the Lowest Total Penalty Minutes will receive the higher placing.
- d) If two teams are still tied or there is a three way tie, the team with the Lowest Total Goals Against will be placed higher
- e) If teams are still tied, the tie will be settled by a coin toss.
- f) If still tied, the Team Managers will arm wrestle - Best of Three.

30) Games tied in the Medal Round will be broken as follows:

- a) There is no end changes for Overtime, Goalies continue for all Overtime periods in the same end as the 3<sup>rd</sup> period.
- b) After a 2 minute rest period, games ending in a tie will go to a full 5 minute (stop time) over time period.
- c) If after the 5 minute stop time period the game is still tied – a five minute break with 10 minute stop time sudden death periods will be used until there is a winner (First goal wins)