  

**Peter Fox Memorial Lacrosse Tournament Regulations**

Rules for playing will be in accordance with the Canada Lacrosse Association (CLA) and Lacrosse New Brunswick (LNB).

**Fighting** – Any player or team official incurring a fighting penalty will be ejected from the tournament.

**Match Penalties** – Any player or team official incurring a match penalty will be ejected from the tournament.

**Gross Misconduct Penalties** – Any player or team official incurring a gross misconduct penalty will be ejected from the tournament.

**Game Misconduct Penalties** – Any player or team official incurring a game misconduct penalty will be ejected from the game. If the penalty is called in the last 10 minutes of the game, the player or team official will miss the remainder of the game plus the following game.

**Checking from behind** – If a player receives a 5- minute checking from behind, the player will be ejected from the game and shall receive a 2 game suspension. If this occurs in the last 10 minutes of the game, they will be suspended for the next 3 games.

**General Tournament Rules**

1. Every player and team official competing must be listed on the first game sheet of the team’s first game. No additions will be accepted without prior authorization from the Tournament Committee.

2. During the round robin portion of the tournament, the team with the most goals at the end of the game will earn the win (W). The team with the least amount of goal will receive a loss (L). If the game ends and both team have an equal number of goals, it will result in a draw and both teams will receive a tie (T).

**Games**

1. All games will be played with three 15 minutes periods.

2. The last minute of the game will be stop time unless there is a three (3) goal spread.

3. Other than that the clock will stop only to set penalties and for injuries.

4. There will be a one (1) minute break between periods

5. If time allows there will be a 5 minute warm-up before each game.

6. The Seven (7) goal mercy rule shall apply. In a mercy rule, the winning team will get credit for a + 7 goal spread and the losing team will show a – 7 goal spread.

**Overtime Rules**

1. Overtime will be played in the semifinals and finals only.

2. The first overtime period will be a full 10-minute overtime period and the team that scores the most goals will be declared the winner.

3. If there is no score after the 10-minute overtime period, a five (5) minute sudden victory period will be played with each team removing one (1) player.

4. If there is no score after the 5 minute period, each team will remove one more player to a minimum of three players per team.

**Tie Breaking Formula**

If two or more teams are tied at the conclusion of a Round Robin/Modified Round Robin Series, then the following procedure will be used to determine the final rankings before the final games are played:

1. The team with the most wins in the round robin gains the higher position.

2. The team with the least amount of losses in the round robin gains the higher position.

3. The team with the highest goal percentage (goals for minus goals against), gains the higher position.

4. If the teams are still tied, the team with the least number of penalties minutes throughout all the round robin games gains the higher position

5. If the teams are still tied, the team that gave up the least amount of goals throughout all the round robin games gains the higher position.

6. If the teams are still tied, the team that scored the most goals throughout all the round robin games gains the higher position.

7. If the teams are still tied, then the team which scored the first goal in the game between the tied teams gains the higher position.

**Team Discipline:**

Team discipline is the responsibility of the individual teams and their coaches and managers, who shall be held responsible for the maintenance of discipline and proper team or individual conduct. Any breach of discipline, whether on the playing floor or off, shall be dealt with by the Tournament Committee.

1. The official scorer shall obtain a printed lineup from the manager or coach of each team prior to the start of the game. This shall be verified and signed by the manager or coach in charge.

2. The referee will report all Match Penalties, Gross Misconduct Penalties, Major Penalties for Checking from Behind and unusual situations (line brawls, player(s) leaving the players/penalty bench, refusing to start play, etc.) to the Appeals/Discipline delegate immediately following the game either in person or by telephone.

Appeal Procedure

1. The right of appeal shall pertain to players, coaches, managers, team officials, game officials, teams who have been suspended for infractions covered by the rules

2. The decision of the Appeal and Discipline Committee shall be final and binding for all parties concerned.