

TOURNAMENT INFORMATION:

1. Tournament Arena Locations:
Beaumont Recreational Activities Centre (BRAC) – 5303 - 50 St. Beaumont,
Southside Arena 10525 -72 Avenue - Edmonton
Confederation Arena 11204 – 43 Avenue
2. Games are scheduled Friday evening to Monday afternoon at which time the Playoff Finals will be played.
3. Dressing room keys will be available from the Arena Attendants one half hour before scheduled game time. It is the responsibility of each team to leave dressing room clean and ready to be used by next team.
4. A “Heart and Hustle” Award will be presented at the end of every game (except the Finals) to the player that best exemplified exactly that. The coaching staff is asked to select a player of the opposing team and present the award at the end of the game. Check with the coach to see who has won already and pick a different player.

TOURNAMENT RULES:

1. Abuse of referees, players, volunteers, arena staff or spectators will not be tolerated and may result in the expulsion of the offending individual from the tournament and the Tournament Arena.
2. The Warriors Lacrosse Club, tournament sponsors and volunteers, are not liable for any losses arising out of any personal injuries to and/or any loss of personal property of players, coaches, or other officials of teams registered in the tournament. All players' lacrosse equipment must remain on before, during, and after all games while the player is on the playing surface or bench, including for hand shakes. Helmets may be removed temporarily for presentations and pictures solely at the risk of the player and the player's team.
3. Ball throwing is not allowed outside of the playing surfaces. Balls and sticks may be confiscated.
4. All participating teams must be prepared to supply proof of age for all players listed on their rosters.
5. Each team roster shall:
 - a. include no more than 18 runners and 2 goalies (Junior teams may carry the maximum allowed as per CLA rules);
 - b. include only players registered to that team by the team's local lacrosse association, except that a team may fill out its roster by including in it's roster up to two 1st year players from the same division and not otherwise registered to the team by the team's local lacrosse association and/or as many players from a lower division as may be required to fill the team's roster, subject to the restriction that no player may play for more than one team in the tournament;
 - c. be finalized and submitted to the tournament coordinator before the first game for that team has begun and shall designate those players on the roster that are not registered to that team by the team's local association;
 - d. not be changed after that team's first game has begun unless with the written approval of the tournament chairperson.

TOURNAMENT GAME RULES:

1. The rules specified by a team's local lacrosse association regarding minimum equipment requirements (i.e. mouth guards, kneepads) must be observed by that team and will be enforced by tournament officials.
2. The Ron Wertz Memorial Tournament will supply blank game sheets for each game. Game sheets will be available through tournament staff at the registration desk. Completed game sheets must be delivered to the timekeeper 10 minutes before scheduled game start time.
3. The WINNING team must return the game sheet to the registration desk immediately after the game.
4. If team colors are similar, the HOME team will be required to change jerseys. Home teams will be designated on the schedule and on the tournament game board.
5. Timekeepers / Scorekeepers – Each team will be required to provide one individual for timekeeping/scorekeeping duties for each game played by the team. The two designated individuals for each game will select which will operate the 30 second clock while the other will operate the score clock and update the game sheet.
6. Teams that are not ready to play at their scheduled time will be assessed a 2 minute delay of game penalty. If a team is not ready to play after 5 minutes, it shall forfeit the game.
7. All Tyke, Novice and Peewee games will be three 15-minute periods. The first two periods will be straight time and the third period will be stop unless one team is leading by seven or more goals, in which case the third period will also be straight time. If the difference in the score is reduced to less than seven goals, play will resume in stop time unless the goal differential again reaches seven. There will be a 3 minute warm-up prior to the beginning of the game and a 3-minute break between periods.
8. All Bantam and Midget games will be three 20-minute periods. The first two periods will be straight time and the third period will be stop time unless one team is leading by seven or more goals, in which case the third period will also be

straight time. If the difference in the score is reduced to less than seven goals, play will resume in stop time unless the goal differential again reaches seven. There will be a 5 minute warm-up prior to the beginning of the game and a 3-minute break between periods.

9. All Junior games will be three 20-minute stop time periods.
10. Game times may be shortened to keep within the allotted floor time, as determined by the tournament chairperson. Every effort will be made to not shorten game times. Instead, warm-ups and rest breaks may be removed in order to keep any floor overruns to an acceptable level.
11. Tournament Format.
 - a) Games:
 - i) Tyke:
 - (1) Each team will play a minimum of three games.
 - (2) Standings will not be kept.
 - ii) Midget Girls:
 - (1) Each team will play four games, two against each other team.
 - (2) First, second and third will be awarded in the order of most point based on the point system noted below.
 - iii) Junior:
 - (1) Each team will play three games and will earn points as per the system below.
 - (2) Tie games in the round robin play will be decided by sudden death overtime.
 - (3) A semi-final will be played between 2nd place and 3rd place with the winner playing a final against the 1st place team.
 - iv) All others:
 - (1) Each team will play four games and will earn points as per the system below.
 - (2) In each age category the first and second place teams will play against each other in the Final for Gold and Silver. There are no Bronze medal games.
 - b) Points:
 - i) Each game will earn points, as follows:

Win	2 Points
Tie	1 Point
Loss	0 Point
 - c) Tie Breakers will be determined in the following order:
 - i) Teams' records against each other
 - ii) If a tie persists, then the following formula, using only games against common opponents, will be used to break the tie. "Goals Against divided by the sum of Goals For and Goals Against" with the team with the lowest percentage advances.
 - iii) If a tie persists, then the team with the lowest number of goals against, considering all games played, will advance.
 - iv) If a tie persists, then the team with the lowest penalty minutes, considering all games played, will advance.
 - v) If a tie persists, then a coin toss will be used to determine the winner.
12. Overtime will only take place during the final (except in Junior). The following will occur during overtime until the tie is broken:
 - a) Teams will switch ends.
 - b) Teams will receive a 1-minute break.
 - c) A ten minute runtime, sudden death period will be played.
 - d) The above will continue until a winner is determined.
13. C.L.A. and A.L.A. rules and minimum guidelines for suspension will be in effect except where otherwise noted.
14. Any match, game, gross misconduct or fighting major penalties will be referred to the tournament chairperson along with the referee's report. The tournament chairperson shall refer the matter to the discipline committee for consideration. The discipline committee may suspend the offending individuals for such period of the tournament as the committee considers appropriate. The decision of the discipline committee will be final.
15. Calls made on the floor will stand as final. There will be no appeals or protests.