

# The Limestone City Invitational TOURNAMENT RULES

These rules and format are subject to change without notice dependent upon the final number of teams per division registered. All teams are guaranteed four games regardless of the number of teams registered.

*Notes regarding Registration:*

**OLA "WHITES" MUST BE PRESENTED AT THE TIME OF REGISTRATION FOR EACH PLAYER AND BENCH PERSONNEL PARTICIPATING IN THE TOURNAMENT – FAILURE TO PRESENT WILL MAKE THE PLAYER, COACH OR TRAINER INELIGIBLE TO PARTICIPATE IN THE TOURNAMENT: NO EXCEPTIONS.** The tournament reserves the right to request viewing these forms prior to each scheduled tournament game.

Teams are required to register one (1) hour before their first scheduled game time. All player, coach and trainer information will be validated before the first game.

Preliminary Round game point awards:

Win	Tie	Loss
2 points	1 point	0 points

OLA Rules apply except as follows:

## 1. GAME DURATION:

Preliminary Rounds:

1. Three (3) minute warm-up – this will be up to the senior referee discretion.
2. The first (1<sup>st</sup>) and second (2<sup>nd</sup>) periods will be fifteen (15) minutes running time with **NO** break between periods.
3. A three (3) minute rest between the second (2<sup>nd</sup>) and third (3<sup>rd</sup>) periods.
4. The third (3<sup>rd</sup>) period will be fifteen (15) minutes running time with the last three (3) minutes stop time **ONLY** if the goal spread is three (3) goals or less. Any change in the goal spread during the last three (3) minutes will not affect the running time/stop time condition.
5. **NO** overtime.

Playoff Rounds same as Preliminary Rounds except for:

1. Last three (3) minutes of third (3<sup>rd</sup>) period will be stop time unless goal spread is more than five (5) goals.
2. If the teams are tied after regulation time, a ten (10) minute **STOP TIME** period of sudden victory (first team to score is the winner) will be played.
3. Overtime periods as described in #2 will be played until a winner is determined.

## 2. ADVANCEMENT TO SEMI FINAL AND FINAL GAMES:

**Tyke:** At the conclusion of round-robin play:

- The first ranked team will play the second ranked team; for the Pool "A" championship game.
- The third ranked team will play the sixth ranked team; the fourth rank team will play the fifth ranked team. The winners of these semi-final games will advance to the Pool "B" championship game.

**Novice:** At the conclusion of round-robin play:

- The first ranked team will play the second ranked team; for the Pool "A" championship game.
- The third ranked team will play the fourth ranked team for the Pool "B" championship game.
- The fifth ranked team does not advance to the playoff games.

**Peewee:** At the conclusion of round-robin play and based on the complete peewee standings:

- The first ranked team will play the fourth ranked team; the second rank team will play the third ranked team. The winners of these semi-final games will advance to the Pool "A" championship game.

- The fifth ranked team will play the eighth ranked team; the sixth rank team will play the seventh ranked team. The winners of these semi-final games will advance to the Pool “B’ championship game.
- Teams that placed ninth and tenth do not advance to the playoff games.

**Bantam:** At the conclusion of round-robin play and based on the complete bantam standings:

- The first ranked team will play the fourth ranked team; the second rank team will play the third ranked team. The winners of these semi-final games will advance to the Pool “A’ championship game.
- The fifth ranked team will play the eighth ranked team; the sixth rank team will play the seventh ranked team. The winners of these semi-final games will advance to the Pool “B’ championship game.

**Midget:** At the conclusion of round-robin play:

- The first ranked team will play the fourth ranked team. The second ranked team will play the third ranked team. The winners of these semi-final games will advance to the championship game.

### **3. TIE-BREAKER RULES (IN ORDER OF PRIORITY):**

If 2 teams are tied for a position, the higher placed team is determined by:

1. The team that won the head-to-head game.
2. The team with the greater goal ratio determined by the formula (Goals For divided by [Goals For plus Goals Against]).
3. The team with the least goals against.
4. The team with the fewest penalty minutes.
5. The first goal scored in the game played between the two teams.

If more than 2 teams are tied for a position the placing (highest to lowest) is determined first by:

1. The team with the greater goal ratio determined by the formula (Goals For divided by [Goals For plus Goals Against]).
2. The team with the least goals against.
3. The team with the fewest penalty minutes.
4. A coin toss.

### **4. PENALTIES:**

Any fighting penalties will result in the expulsion of the player for the balance of the tournament. If, upon review by the Tournament Discipline Committee, there was an instigator of the fight (whether or not there is an instigator penalty assessed) the non-instigator will not be expelled for the tournament. The game misconduct penalty assessed will be applied as per OLA rules for suspensions and fines.

### **5. TIMEOUTS:**

Each team will be allowed one (1) time-out per game of a thirty (30) second duration. The game time clock will stop when a team calls a timeout. The thirty (30) second clock does not reset.

### **6. STARTING TIME:**

Teams must be willing and be ready to start their games fifteen (15) minutes prior to the scheduled start time.

### **7. SWEATER RULE:**

In the event of a color conflict between two (2) teams, the designated HOME team shall be responsible for changing sweaters. The referee’s decision on a potential “conflict” will determine if a change is required.

### **8. SPORTSMANSHIP:**

Teams will shake hands at the end of the game unless otherwise directed by the referees. Unless directed otherwise, the designated visiting team leaves the floor first with their coaches.

### **9. SPECTATORS:**

In addition to the referees, the Tournament organizers reserve the right to remove a spectator(s) from the arena for inappropriate behaviour. Failure to comply by the spectator will result in a defaulted game to the corresponding team.