

**2025 John McCauley Memorial Tournament
Rules & Regulations
May 30 – June 1, 2025**

- 1) All participating players and non-playing personnel must be carded with the Ontario Lacrosse Association (OLA). Cards must be shown at least 30 minutes prior to your first game. It will be acceptable to bring a copy of a previous tournament games game sheet to subsequent games.
- 2) Teams are expected to be ready to play 15 minutes prior to the start of their scheduled game.
- 3) All Ontario Lacrosse Associations rules will apply for tournament play.
- 4) Warm up will start as soon as both teams from the previous game are off the floor. **A delay of game penalty may be assessed** if your team is not on the floor at the expiration of the warm up.
- 5) Fighting will result in an immediate ejection from further tournament play.
- 6) All Gross Misconduct and Match Penalties will be subject to a disciplinary hearing.

Game Format	
Round Robin	Finals
Three (3) 15 minute periods. Three (3) minute break(s) in between periods	Three (3) 15 minute periods. Three (3) minute break(s) in between periods
No Time Outs	One (1) 60 second time out
U9-U11 Last two (2) minutes stop time. U13-U17 Last five (5) minute stop time	Last five (5) minutes stop time.
No Overtime	10 minute - Sudden Victory until there is a winner

Points & Advancement

Win – 2 Points

Tie – 1 Point

Loss – 0 points

Tie Breaker Formula for Qualifiers and/or Semi Finals

In the event of a tie in points between teams, the final standings shall be determined in the following order:

- 1) If two teams are tied in points and one team defeated the other in the round-robin, then that team shall be placed in the higher position.
- 2) If three or more teams are tied the team with the most goal for in all of the games played by the tied teams between each other, shall be declared the winner of the higher position.
- 3) If a tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games played, ***between the teams tied***, during the competition shall be used in the goal average computation.

$$\frac{\text{GF}}{\text{GF} + \text{GA}} = \text{GOAL AVERAGE}$$

**The team with goal average closest to 1.0
shall be declared the winner**

- 4) If tie still exists the Goal Average Formula will be used to break the tie. All goals scored in all games ***played in that grouping of teams***, during the competition shall be used in the goal average computation.

$$\frac{\text{GF}}{\text{GF} + \text{GA}} = \text{GOAL AVERAGE}$$

**The team with goal average closest to 1.0
shall be declared the winner**

- 5) If a tie still exists, the team with least penalties in minutes in all Round Robin games played shall be declared the winner. In the case where the teams have not played the same number of games, the lowest average of the penalties in minutes in all Round Robin games shall be used to declare the winner.
- 6) If a tie still exists then a coin toss will decide the winner.