



## **2012 OLA PROVINCIAL CHAMPIONSHIPS** ***Participant Rules and Guidelines***

1. All teams should report to the OLA Registration Desk at least 30 minutes prior to their scheduled game times.
2. Only OLA registered Team Coaches and/or Team Managers will be permitted to represent their own clubs at the OLA Registration Desk.
3. Team Coaches and/or Managers must produce the following documents at registration:  
(a) All OLA approved player registration forms signed by the Club, Zone and OLA; (b) All OLA approved bench personnel forms signed by the Club, Zone and OLA. Should clubs be unable to produce such documents, players, coaches and/or trainers will be ruled *ineligible to participate.*  
  
Please note the maximum of four (4) bench personnel per team. Of the approved bench personnel, the OLA recognizes only *one mandatory trainer per team.*
4. Prior to the start of each game, all bench personnel must sign the game sheet.
5. Please ensure that all coaches and players are very clear on the OLA Provincials Policy that *fighting results in automatic disqualification from any further Provincial play, in any age division, in 2012.*
6. In round-robin format competition, there are no overtime periods (ie: tie games stand). In the event of a tie for a position in the final standings of round-robin format competition, the OLA tie-breaker formula will be used to determine the higher standing team (see MR7.08).
7. Teams are permitted one (1) timeout per team, per game.
8. The **2012 OLA Provincial Championships: Playing Rules Advisory** and the **2012 OLA Illegal Protective Equipment Enforcement Policy** should be referenced for clarifications on playing rules and overtime game regulations.
9. The **2012 OLA Provincial Championships: Lacrosse Equipment Advisory** should be referenced for clarifications on playing equipment regulations.
10. The OLA Provincials Tournament Committee will not entertain any protests of any game outcome based on the grounds of a referee's call (see MR10.08).
11. In all cases of any misunderstanding of tournament rules between OLA representatives and clubs, these ***Participant Rules and Guidelines*** will be used as the basis for a final decision.



## **RULE MR7.08 – TIE BREAKER FORMULAS**

### **FOR TWO TEAMS**

In the event of a tie in points between two teams, the final standings shall be determined as follows:

1. The team that won the greater number of points in games played, during the competition, between the teams tied shall be declared the winner of the higher position. **(HEAD TO HEAD)**
2. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in the games during the competition shall be used in the goal average computation. (See Goal Average Formula below).
3. If tie still exists the Goal Average Formula will be used to break the tie. All goals scored in all games during the Playoff competition shall be used in the goal average computation. (See Goal Average Formula below).
4. 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.
5. If a tie still exists then a coin toss will decide the winner.

The Goal Average Formula is defined as follows:

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

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

### **FOR THREE OR MORE TEAMS** **(APPLICABLE ONLY TO ROUND ROBIN PLAY IN PROVINCIAL CHAMPIONSHIPS)**

In the event of a tie in points between two teams, the final standings shall be determined as follows:

1. The team(s) that won the greater number of points in games played, during the competition, between the team(s) tied shall be declared the winner of the higher position. **(HEAD TO HEAD TO HEAD)**
2. If tie still exists, the Goal Average Formula will be used to break the tie. Only goals scored in games between the tied teams during the competition shall be used in the goal average computation. (See Goal Average Formula).
3. If tie still exists, the Goal Average Formula will be used to break the tie. All goals scored in all games during the competition shall be used in the goal average computation. (See Goal Average Formula Below).
4. If a tie still exists, the team with the 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.
5. If a tie still exists then a coin toss will decide the winner.

The Goal Average Formula is defined as follows:

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

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