

**THE NINTH ANNUAL "JAMMER CLASSIC"**  
**THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT**  
 CHERRY BEACH LACROSSE FIELDS - TORONTO APRIL 7 - 9, 2017

**FRIDAY, APRIL 7: VARSITY DAY**

JAMIESON KUHLMANN MEMORIAL FIELD					WEST FIELD						
TIME	GAME	DIVISION	TEAM	SCORE		TIME	GAME	DIVISION	TEAM	SCORE	
9:30	1	Boys Varsity	Upper Canada College Malvern Collegiate	7 3	Qualifier	9:30	2	Boys Varsity	The Hill Academy Jr Varsity Birchmount Park C.I.	7 6	Qualifier
10:30	3	Boys Varsity	Christ The King C.S.S. Donald A Wilson S.S.	1 4	Qualifier	10:30	4	Boys Varsity	Assumption College School Father John Redmond C.S.S.	8 5	Qualifier
11:30	5	Boys Varsity	Upper Canada College The Hill Academy Jr Varsity	1 9	"A" Division Semi-final	11:30	6	Boys Varsity	Malvern Collegiate Birchmount Park C.I.	2 7	"B" Division Semi-final
12:30	7	Boys Varsity	Donald A Wilson S.S. Assumption College School	2 1	"A" Division Semi-final	12:30	8	Boys Varsity	Christ The King C.S.S. Father John Redmond C.S.S.	8 2	"B" Division Semi-final
1:30	Break										
2:00	9	Boys Varsity	Upper Canada College Assumption College School	5 1	"A" Division 3rd Place	2:00	10	Boys Varsity	Malvern Collegiate Father John Redmond C.S.S.	5 3	"B" Division 3rd Place
3:00	11	Boys Varsity	The Hill Academy Jr Varsity Donald A Wilson S.S.	8 6	"A" Division Championship	3:00	12	Boys Varsity	Birchmount Park C.I. Christ The King C.S.S.	7 2	"B" Division Championship
4:00	Closing Ceremony and Awards Presentations										
The "JAMMER CLASSIC" is the Kick Off Event for Ontario Minor Field Lacrosse <b>PASSING THE BALL TO THOSE WHO MAY DROP IT</b>											

# THE NINTH ANNUAL "JAMMER CLASSIC"

## THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

CHERRY BEACH LACROSSE FIELDS - TORONTO APRIL 7 - 9, 2017

### SATURDAY, APRIL 8: THE MINORS

JAMIESON KUHLMANN MEMORIAL FIELD					WEST FIELD						
TIME	GAME	DIVISION	TEAM	SCORE		TIME	GAME	DIVISION	TEAM	SCORE	
8:30	13	U-17 Midget Group 1	Newmarket Redbirds Beaches	4 5	Round Robin	8:30	14	U-17 Midget Group 1	Whitby Warriors Mimico Mountaineers	7 5	Round Robin
9:30	15	U-17 Midget Group 2	Oshawa Blue Knights Oakville Hawks	2 13	Round Robin	9:30	16	U-17 Midget Group 2	Orangeville Northmen Peterborough Lakers	2 7	Round Robin
10:30	17	U-11 Novice	Newmarket Redbirds Beaches	1 4	Friendly	10:30	18				
11:30	19	U-17 Midget Group 1	Beaches Mimico Mountaineers	3 6	Round Robin	11:30	20	U-17 Midget Group 1	Newmarket Redbirds Whitby Warriors	2 9	Round Robin
12:30	<b>Indigenous Ceremony: The connection between lacrosse and our Indigenous peoples is undeniable.                      First Nation teacher Bear Standing Tall will lead an Acknowledgment of the Land and a Blessing.</b>										
1:00	21	U-17 Midget Group 2	Oakville Hawks Orangeville Northmen	9 0	Round Robin	1:00	22	U-11 Novice	Newmarket Redbirds Orangeville Northmen	2 12	Friendly
2:00	23	U-13 Peewee	Cambridge Chiefs Beaches	3 15	Preliminary	2:00	24	U-17 Midget Group 2	Oshawa Blue Knights Peterborough Lakers	6 8	Round Robin
3:00	25	U-11 Novice	Orangeville Northmen Beaches	7 9	Friendly	3:00	26	U-13 Peewee	Peterborough Lakers Hamilton Bengals	11 4	Preliminary
4:00	27	U-17 Midget Group 1	Beaches Whitby Warriors	1 9	Round Robin	4:00	28	U-17 Midget Group 1	Mimico Mountaineers Newmarket Redbirds	5 4	Round Robin
5:00	29	U-17 Midget Group 2	Peterborough Lakers Oakville Hawks	1 10	Round Robin	5:00	30	U-17 Midget Group 2	Oshawa Blue Knights Orangeville Northmen	2 3	Round Robin
6:00	31	U-13 Peewee	Beaches Peterborough Lakers	6 7	Jammer Championship	6:00	32	U-13 Peewee	Cambridge Chiefs Hamilton Bengals	9 2	3rd Place

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# THE NINTH ANNUAL "JAMMER CLASSIC"

## THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

CHERRY BEACH LACROSSE FIELDS - TORONTO APRIL 7 - 9, 2017

### SUNDAY, APRIL 9: THE MINORS AND THE CROSS BORDER CLASH

JAMIESON KUHLMANN MEMORIAL FIELD					WEST FIELD				
TIME	GAME	DIVISION	TEAM	SCORE	TIME	GAME	DIVISION	TEAM	SCORE
8:30	33	U-15 Bantam	Oakville Hawks Beaches	7 3 Round Robin	8:30	34	U-15 Bantam	Whitby Warriors Mimico Mountaineers	4 4 Round Robin
9:30	35	U-17 Midget	Oshawa Blue Knights Beaches	4 5 "B" Semi-Final	9:30	36	U-17 Midget	Newmarket Redbirds Orangeville Northmen	0 6 "B" Semi-Final
10:30	37	U-15 Bantam	Beaches Whitby Warriors	2 5 Round Robin	10:30	38	U-15 Bantam	Mimico Mountaineers Oakville Hawks	9 8 Round Robin
11:30	39	U-17 Midget	Peterborough Lakers Whitby Warriors	7 6 "A" Semi-Final	11:30	40	U-17 Midget	Mimico Mountaineers Oakville Hawks	4 8 "A" Semi-Final
12:30	41	U-17 Midget	Beaches Orangeville Northmen	4 5 "B" Championship	12:30	42	U-17 Midget	Oshawa Blue Knights Newmarket Redbirds	8 5 "B" 3rd Place
1:30			Warm Up		1:30	43	U-15 Bantam	Mimico Mountaineers Beaches	11 3 Round Robin
2:00	44		The Hill Academy Alumni vs The Hill Academy Varsity	10 10 Friendly	2:30	45	U-15 Bantam	Oakville Hawks Whitby Warriors	4 7 Round Robin
3:30	46	U-17 Midget	Peterborough Lakers Oakville Hawks	1 14 Jammer Championship	3:30	47	U-17 Midget	Whitby Warriors Mimico Mountaineers	5 6 "A" 3rd Place
4:30	Closing Ceremony and Awards Presentations								
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# THE NINTH ANNUAL "JAMMER CLASSIC"

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

## Format and Rules pages are listed for each division. Please read thoroughly.

The Jammer Classic Tournament are the opening games of the season for all of you, and it's perhaps the start of a very successful season ahead. Hopefully the Jammer represents a great launching board for your endeavour.

Through your participation, along with the Jammer, we in the lacrosse community are all supporting a wonderful cause. Thank you!

### PLEASE HELP

Keep the Jammer one of the wonderful lacrosse tournaments of our great country.

### WE ASK THAT YOU DO YOUR PART

Respect your fellow teammates.  
Respect the wonderful cause.  
Respect the great game.

Please help keep your bench and change area clean, use the garbage and recycle bins located throughout the park.

The games need to stay on time, so please be ready to start games on schedule.

### IMPORTANT NOTICE

Should the games fall behind for unforeseen reasons, the tournament committee reserves the right to shorten games throughout the day to keep the games on schedule. This will apply to all games being played.

Good luck to all participants, and have a great tournament.  
Thanks for supporting the "Jammer Classic".

PASSING THE BALL TO THOSE WHO MAY DROP IT

# THE NINTH ANNUAL "JAMMER CLASSIC"

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

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## VARSIITY BOYS TOURNAMENT FORMAT AND RULES

### Tournament Structure

Eight Team Varsity Tournament, playing for "The Jammer" A and B Championship  
Teams will be seeded 1 through 8

Tournament committee determines which teams play each other.  
All tournament Committee's decisions are final

### Qualifier Game

Teams will play one qualifier game designated as - games 1, 2, 3 and 4 (see schedule)  
Winners of qualifier move on to "A" division  
Losers of qualifier move on to "B" division

### "A" Division Playoffs

#### **Semi-Finals**

Winner of game 1 plays winner of game 2. Winner of game 3 plays winner of game 4

#### **Finals**

Losers of semi-finals play for 3rd place Final  
Winners of semi-finals play for the "Jammer Varsity" Championship Pennant.

### "B" Division Playoffs

#### **Semi-Finals**

Loser of game 1 plays loser of game 2. Loser of game 3 plays loser of game 4

#### **Finals**

Losers of semi-finals play for 3rd place Final  
Winners of semi-finals play for the "Jammer Varsity" B Division Championship Pennant.

**Men's FIL field lacrosse rules apply accept where stated below.**

### Teams Must Use Designated Bench

Team listed at top as indicated on schedule, must use left-hand bench as teams face the field.  
Team listed at bottom as indicated on schedule, must use right-hand bench as teams face field.

### Tie Breaker Formula

If after overtime teams are still tied, follow tie-breaking formula listed below.

- #1 =  $GF/(GF+GA)$  for division semi-final.
- #2 = Most goals scored for division semi-final.
- #3 = Least expulsion penalty's throughout tournament.
- #4 = Least banishment penalty's throughout tournament.
- #5 = Least personal penalty minutes throughout tournament.
- #6 = Least technical penalty's throughout tournament.
- #7 = If still tied, Coin Toss. Team from right-hand bench calls the toss.

### ALL GAMES MUST START ON TIME

The referee shall start the game clock at the designated time, whether players are ready or not.  
Only tournament convener at his discretion can hold the clock start time for i.e.; weather or injury.  
The tournament conveners decision will be final in all situations.

### PRE GAME

Five minutes before each game, referee will perform a coin toss with captains to determine which end teams will defend. Teams must switch ends after each half, followed by overtime, based on this one coin toss. NO STARTING TEN.

# **VARSITY BOYS**

## **TOURNAMENT FORMAT AND RULES**

### **continued**

#### **THE GAME**

All games are two twenty minute (regulation time) half's with a five minute break between half's, this includes all playoff games also.

Start each half and OT with a DRAW BALL AT CENTRE, regardless of man up/down status at end of the previous half. However, if a penalty is assessed after referee has requested players to the field to start next half or OT, FIL rules for possession will be followed.

**GET-IT-IN** In all games - last 2 minutes of all regulation time halves, teams must get ball in attack zone and keep it in. (these rules are only for the Jammer tournament - not the regular season).

One timeout allowed per half, no carry-over. NO timeout in overtime.

In all games a winner shall be declared.

#### **OVERTIME PROCEDURE**

If games are tied at the end of regulation time, go straight to SUDDEN-DEATH overtime (OT). One minute break, switch ends, start with a draw ball at centre (subject to tournament draw rules), play 4 minute stop-time sudden-death OT. No time-outs.

If teams are still tied, switch ends, no breaks, repeat sudden-death procedure. If after four overtime periods no winner is determined, teams will revert to tie breaking formula.

Good luck to all participants, and have a great tournament.

Thanks for supporting the "Jammer Classic".

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# THE NINTH ANNUAL "JAMMER CLASSIC"

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

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## U-17 MIDGET TOURNAMENT FORMAT AND RULES

### Tournament Structure

Eight team U-17 (midget) tournament, playing for the "Jammer Championship 2013"

Teams will be divided into two groupings of four teams; Group 1 and Group 2

Play a round-robin to determine divisions.

1st and 2nd from each group will move on to Division "A".

3rd and 4th from each group will move on to Division "B".

They will then play for Division Championships.

Tournament committee determines which teams play each other.

All tournament Committee's decisions are final

### ROUND-ROBIN - Saturday

Play each team within your own group to determine rankings.

Teams will then be ranked 1 to 4 in each group, based on win/loss.

Top two teams from group 1 and group 2 move on to Division "A".

Bottom two teams from group 1 and group 2 move on to Division "B".

### PLAYOFFS - Sunday

#### Division "B"

##### **Semi-Finals**

3rd group 1 vs 4th group 2

3rd group 2 vs 4th group 1

##### **Finals**

The two losing teams playoff for the - "B" 3rd. Place Final.

The two winning teams playoff for the - "B" Championship.

#### Division "A"

##### **Semi-Finals**

1st group 1 vs 2nd group 2

1st group 2 vs 2nd group 1

##### **Finals**

The two losing teams playoff for the - "A" 3rd. Place Final.

The two winning teams playoff for the - "Jammer" Championship.

Men's FIL field lacrosse rules apply accept where stated below.

### Teams Must Use Designated Bench

Team listed at top as indicated on schedule, must use left-hand bench as teams face the field.

Team listed at bottom as indicated on schedule, must use right-hand bench as teams face field.

# U-17 MIDGET

## TOURNAMENT FORMAT AND RULES

### continued

#### **Tie Breaker Formula**

If after overtime teams are still tied, follow tie-breaking formula listed below.

- #1 = Head to head.
- #2 = GF/(GF+GA) throughout tournament.
- #3 = Most goals scored for, throughout tournament.
- #4 = Least expulsion penalty's throughout tournament.
- #5 = Least banishment penalty's throughout tournament.
- #6 = Least personal penalty minutes throughout tournament.
- #7 = Least technical penalty's throughout tournament.
- #8 = If still tied, Coin Toss. Team from right-hand bench calls the toss.

#### **ALL GAMES MUST START ON TIME**

The referee shall start the game clock at the designated time, whether players are ready or not. Only tournament convener at his discretion can hold the clock start time for i.e.; weather or injury. The tournament conveners decision will be final in all situations.

#### **PRE GAME**

Five minutes before each game, referee will perform a coin toss with captains to determine which end teams will defend. Teams must switch ends after each half, followed by overtime, based on this one coin toss. NO STARTING TEN.

#### **THE GAME**

All games are two twenty minute (regulation time) half's with a five minute break between half's, this includes all playoff games also.

Start each half and OT with a DRAW BALL AT CENTRE, regardless of man up/down status at end of the previous half. However, if a penalty is assessed after referee has requested players to the field to start next half or OT, FIL rules for possession will be followed.

**GET-IT-IN** In all games - last 2 minutes of all regulation time halves, teams must get ball in attack zone and keep it in. (these rules are only for the Jammer tournament - not the regular season).

One timeout allowed per half, no carry-over. NO timeout in overtime.  
In all games a winner shall be declared.

#### **OVERTIME PROCEDURE**

If games are tied at the end of regulation time, go straight to SUDDEN-DEATH overtime (OT). One minute break, switch ends, start with a draw ball at centre (subject to tournament draw rules), play 4 minute stop-time sudden-death OT. No time-outs.  
If teams are still tied, switch ends, no breaks, repeat sudden-death procedure. If after four overtime periods no winner is determined, teams will revert to tie breaking formula.

#### **TOURNAMENT RULES**

Men's FIL field lacrosse rules apply accept where stated below.

Teams must use designated team bench (home - left-hand as you face the field from timers table).



# U-17 MIDGET

## TOURNAMENT FORMAT AND RULES

continued

### Tie Breaker Formula

1. The team with the most points after the round robin finishes 1st. Second most finishes 2nd.
2. Head to head.
3.  $GF/(GF+GA)$
4. Most goals for.
5. Least penalty minutes in the round robin.
6. Coin toss.

### Tournament Specific Rules

All games are two twenty minute half's with a five minute break between half's, this includes all playoff games also.

If games are tied at the end of regulation time, go straight to SUDDEN VICTORY overtime (OT). One minute break, switch ends, start with a draw ball, no timeouts.

One timeout allowed per half, no carry-over, no timeout in overtime.

Start each half and OT with a draw regardless of man up/down status at the end of previous half. However, if a penalty is assessed after referee has requested players to the field, FIL rules for loss of possession will be followed.

### ALL GAMES MUST START ON TIME

The referee will start the game clock at the designated time.

If players are not ready to play at designated time, the referee shall start the clock regardless. Only tournament convener at his discretion can hold the clock start time for i.e.; weather or injury.

The tournament conveners decision will be final in all situations.

Good luck to all participants, and have a great tournament.  
Thanks for supporting the "Jammer Classic".

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# THE NINTH ANNUAL "JAMMER CLASSIC"

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

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## U-15 BANTAM TOURNAMENT FORMAT AND RULES

### Tournament Structure

Four team mini-tournament playing for the "Little Jammer" Championship.

Play each team once in a round robin format, for a three game total.

Winner of the competition shall be determined by the team with the best record after the three game round robin of games.

Second place shall be the team with the next best record, followed by third best then fourth.

### Order of Finish

1 - team with the most total points after the three games are completed.

2 - if tied, team with best record vs each other (head to head).

3 - if still tied (multi team tie), winner shall be the team with the best GF/(GF+GA) for tournament.

4 - if still tied, the team with the most goals for for tournament.

5 - if still tied, the team with the least expulsion penalty's for tournament.

6 - if still tied, the team with the least personal fouls for tournament.

7 - if still tied, the team with the least technical fouls for tournament.

8 - if still tied, a coin toss will determine the winner.

(team from the right hand players bench calls the toss).

All tournament Committee's decisions are final.

Men's FIL field lacrosse rules apply accept where stated below.

### Teams Must Use Designated Bench

Team listed at top as indicated on schedule, must use left-hand bench as teams face the field.

Team listed at bottom as indicated on schedule, must use right-hand bench as teams face field.

### Tie Breaker Formula

If after overtime teams are still tied, follow tie-breaking formula listed below.

#1 = Least expulsion penalty's throughout tournament.

#2 = Least banishment penalty's throughout tournament.

#3 = Least personal penalty minutes throughout tournament.

#4 = Least technical penalty's throughout tournament.

#5 = If still tied, Coin toss. Team from right-hand bench calls the toss.

### ALL GAMES MUST START ON TIME

The referee shall start the game clock at the designated time, whether players are ready or not.

Only tournament convener at his discretion can hold the clock start time for i.e.; weather or injury.

The tournament conveners decision will be final in all situations.

### PRE GAME

Five minutes before each game, referee will perform a coin toss with captains to determine which end teams will defend. Teams must switch ends after each half, followed by overtime, based on this one coin toss. NO STARTING TEN.

### THE GAME

All games are two twenty minute (regulation time) half's with a five minute break between half's, this includes all playoff games also.

Start each half and OT with a DRAW BALL AT CENTRE, regardless of man up/down status at end of the previous half. However, if a penalty is assessed after referee has requested players to the field to start next half or OT, FIL rules for possession will be followed.

# **U-15 BANTAM**

## **TOURNAMENT FORMAT AND RULES**

### **continued**

**GET-IT-IN** In all games - last 2 minutes of all regulation time halves, teams must get ball in attack zone and keep it in. (these rules are only for the Jammer tournament - not the regular season).

One timeout allowed per half, no carry-over. NO timeout in overtime.  
In all games a winner shall be declared.

Good luck to all participants, and have a great tournament.  
Thanks for supporting the "Jammer Classic".

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# THE NINTH ANNUAL "JAMMER CLASSIC"

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

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## U-13 PEE WEE TOURNAMENT FORMAT AND RULES

### Tournament Structure

Four team mini-tournament playing for the "Little Jammer" Championship.  
Play a one game preliminary game each.  
Two winners will play in the final.  
Two losing teams will play for 3rd place.

### Preliminary Games

Game A - Team 1 vs Team 2  
Game B - Team 3 vs Team 4

Tournament committee determines which teams play each other.  
All tournament Committee's decisions are final

### Playoffs

Loser of game A vs loser of game B for - 3rd. Place Final.

Winner of game A vs winner of game B for the - "Little Jammer" Championship.

Men's FIL field lacrosse rules apply accept where stated below.

### Teams Must Use Designated Bench

Team listed at top as indicated on schedule, must use left-hand bench as teams face the field.  
Team listed at bottom as indicated on schedule, must use right-hand bench as teams face field.

### Tie Breaker Formula

If after overtime teams are still tied, follow tie-breaking formula listed below.

- #1 = Least expulsion penalty's throughout tournament.
- #2 = Least banishment penalty's throughout tournament.
- #3 = Least personal penalty minutes throughout tournament.
- #4 = Least technical penalty's throughout tournament.
- #5 = If still tied, Coin toss. Team from right-hand bench calls the toss.

### ALL GAMES MUST START ON TIME

The referee shall start the game clock at the designated time, whether players are ready or not.  
Only tournament convener at his discretion can hold the clock start time for i.e.; weather or injury.  
The tournament conveners decision will be final in all situations.

### PRE GAME

Five minutes before each game, referee will perform a coin toss with captains to determine which end teams will defend. Teams must switch ends after each half, followed by overtime, based on this one coin toss. NO STARTING TEN.

### THE GAME

All games are two twenty minute (regulation time) half's with a five minute break between half's, this includes all playoff games also.

Start each half and OT with a DRAW BALL AT CENTRE, regardless of man up/down status at end of the previous half. However, if a penalty is assessed after referee has requested players to the field to start next half or OT, FIL rules for possession will be followed.

# U-13 PEE WEE

## TOURNAMENT FORMAT AND RULES

**continued**

**GET-IT-IN** In all games - last 2 minutes of all regulation time halves, teams must get ball in attack zone and keep it in. (these rules are only for the Jammer tournament - not the regular season).

One timeout allowed per half, no carry-over. NO timeout in overtime.  
In all games a winner shall be declared.

### **OVERTIME PROCEDURE**

If games are tied at the end of regulation time, go straight to SUDDEN-DEATH overtime (OT).  
One minute break, switch ends, start with a draw ball at centre (subject to tournament draw rules),  
Play 4 minute stop-time sudden-death OT. No time-outs.

If teams are still tied, switch ends, no breaks, repeat 4 minute sudden-death procedure. If after four overtime periods no winner is determined, teams will revert to tie breaking formula.

Good luck to all participants, and have a great tournament.  
Thanks for supporting the "Jammer Classic".

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# THE NINTH ANNUAL "JAMMER CLASSIC"

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## U-11 NOVICE TOURNAMENT FORMAT AND RULES

### Tournament Structure

Three team novice mini-tournament playing "FRIENDLY'S"

The purpose of the "friendly's is to introduce the novices to the the great game of lacrosse and help them prepare for the on-coming season.

### IF GAMES END IN A TIE - TIE STANDS

### The Friendly's

#### Round Robin

Team 1 vs Team 2

Team 3 vs Team 1

Team 2 vs Team 3

Tournament will determine which teams will play games

Tournament committee determines which teams play each other.  
All tournament Committee's decisions are final

Men's FIL field lacrosse rules apply accept where stated below.

### Teams Must Use Designated Bench

Team listed at top as indicated on schedule, must use left-hand bench as teams face the field.

Team listed at bottom as indicated on schedule, must use right-hand bench as teams face field.

### ALL GAMES MUST START ON TIME

The referee shall start the game clock at the designated time, whether players are ready or not.  
Only tournament convener at his discretion can hold the clock start time for i.e.; weather or injury.  
The tournament conveners decision will be final in all situations.

## **U-11 NOVICE TOURNAMENT FORMAT AND RULES continued**

### **PRE GAME**

Five minutes before each game, referee will perform a coin toss with captains to determine which end teams will defend. Teams must switch ends after each half, based on this one coin toss.  
NO STARTING TEN.

### **THE GAME**

All games are two twenty minute (regulation time) half's with a five minute break between half's, this includes all playoff games also.

Start each half with a DRAW BALL AT CENTRE, regardless of man up/down status at end of the previous half. However, if a penalty is assessed after referee has requested players to the field to start next half, FIL rules for possession will be followed.

One timeout allowed per half, no carry-over.

Good luck to all participants, and have a great tournament.  
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## GIRLS U-13 TOURNAMENT FORMAT AND RULES

### Tournament Structure

Girls U-13

Play a two game Friendly Round Robin

Play 7 on 7 half field.

Four girls teams, playing a mini-tournament "FRIENDLY'S"

The purpose of the "friendly's is to introduce the girls to the the great game of lacrosse and help them prepare for the on-coming season.

### IF GAMES END IN A TIE - TIE STANDS

Women's FIL field lacrosse rules apply in girls games accept where stated below.

### Teams Must Use Designated Bench

Team listed at top as indicated on schedule, must use left-hand bench as teams face the field.

Team listed at bottom as indicated on schedule, must use right-hand bench as teams face field.

### Tie Breaker Formula

For purposes of tie breaking, follow formula below;

- #1 = Most goals scored for, throughout tournament.
- #2 = Least expulsion penalty's throughout tournament.
- #3 = Least banishment penalty's throughout tournament.
- #4 = Least personal penalty minutes throughout tournament.
- #5 = Least technical penalty's throughout tournament.
- #6 = If still tied, Coin Toss. Team from right-hand bench calls the toss.

### ALL GAMES MUST START ON TIME

The referee shall start the game clock at the designated time, whether players are ready or not.

Only tournament convener at his discretion can hold the clock start time for i.e.; weather or injury.

The tournament conveners decision will be final in all situations.

### PRE GAME

Five minutes before each game, referee will perform a coin toss with captains to determine which end teams will defend. Teams must switch ends after each half, followed by overtime based on this one coin toss. NO STARTING TEN.



# **GIRLS U-13**

## **TOURNAMENT FORMAT AND RULES**

**continued**

### **THE GAME**

All games are two twenty minute (regulation time) half's with a five minute break between half's, this includes all playoff games also.

Start each half with a DRAW BALL AT CENTRE, regardless of man up/down status at end of the previous half. However, if a penalty is assessed after referee has requested players to the field to start next half, FIL rules for possession will be followed.

One timeout allowed per half, no carry-over.

Good luck to all participants, and have a great tournament.  
Thanks for supporting the "Jammer Classic".

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# THE NINTH ANNUAL "JAMMER CLASSIC"

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

## CROSS BORDER CLASH TOURNAMENT FORMAT AND RULES

### Tournament Structure

The Hill Academy plays an annual "Friendly" against a guest team to the "Jammer Classic". The purpose of the "Jammer friendly's, is to showcase the great game of lacrosse to the lax community, highlighting the game at it's highest level of sportsmanship.

### IF GAMES END IN A TIE - TIE STANDS

However in keeping in the spirit of the Jammer Games, to settle a tie, or perhaps settle a game ending challenge, the two teams may partake in a round of BRAVEHEART. Time permitting.

### Pre-Game

1/2 hour warm-up - subject to weather conditions.

Note; the tournament committee reserves the right to shorten this warm-up time should the games fall behind for some unforeseen reason.

### The Friendly

Game starts at designated time. Please help keep the tournament on schedule as time-lines are always tight during tournaments.

### Rules

Although the guest is an American team, they will follow international rules throughout.

Prior to game-time for the convenience of the American guests, the referees will review the obvious rule changes that may be new to the guests.

Good luck to all participants, and have a great tournament.

Thanks for supporting the "Jammer Classic".

PASSING THE BALL TO THOSE WHO MAY DROP IT