



## ONTARIO MASTERS LACROSSE PLAYING RULES



### PENALTIES AND VIOLATIONS

1. The first player to a loose ball along the boards is awarded possession.
2. There will be a 5 -second possession rule applied. This rule is waived if the player receives the ball on a breakaway with on the Goaltender to beat.
3. The ball carrier may not run past more than ONE player when advancing towards the net. Loss of possession. **This does not pertain to lateral movement across the floor.**
4. No team may use a ZONE DEFENSE when teams are at even strength. First time is a warning. Any subsequent ZONE defence will result in a Bench Minor Penalty to the Defensive team.
5. A team on a Power play may shoot through the lanes of a ZONE defence.
6. Team in possession retains possession for restart after stoppage for ANY injury.
7. After a penalty to one player, play shall resume with the non-offending team having Possession at centre.
8. Face-offs: Players other than the players facing off may not enter the restraining lines before the ball leaves the two-foot face-off circle. Face-off players may not kick, hit, hold, or step on the stick of an opponent. Face-off players may not PIN the ball in the two-foot circle. Any infraction will result in the non-offending team having Possession at centre.
9. **SHOOTING THROUGH A CROWD / DANGEROUS SHOT RULE;** No deliberate hard shots are to be directed through a crowd. Loss of possession. Players are encouraged to go around an opponent before shooting. A player moving towards the net must be a step around the defender before attempting the shot and must have a clear shooting lane to the net, if the shooter is stationary the shooter must be a body length away from the defensive player and must have a clear shooting lane to the net. **This rule pertains only to outside the Dangerous Shot Line (24 ft) dotted line.**
10. Any Offensive player hitting a Defensive player with the ball on a SHOT towards the goal will be assessed a 2 Minute Minor Penalty. **NOTE** It is not a penalty if the Defensive

player is hit with the shot while he is in the crease, or if the Defensive Player makes a deliberate move to stop the shot and is hit with the ball.

11. **Within the Dangerous Shot Line (24ft) dotted line, the “SHOOTING THROUGH A CROWD / DANGEROUS SHOT RULE” (10) does not apply.**
12. There is absolutely NO DELIBERATE STICK OR BODY CONTACT.
  - There are no picks allowed.All deliberate contact FROM ANYWHERE ON THE FLOOR WILL BE PENALIZED.
14. An Interference Penalty will be assessed to any player who deliberately holds his stick in the face of his opponent.
15. In the event of a Follow-Through Penalty on a shot, any goal scored WILL NOT count.
16. Any Unsportsmanlike Penalty will result in a Penalty Shot. Penalized player does not go to the penalty box, but the penalty does count towards the 3 penalty expulsion rule. If no goal is scored, play will restart with possession to the non-offending team at centre.
17. Any penalties on the ball carrier during a breakaway shall result in a Penalty Shot. If no goal is scored, play will restart with possession to the non-offending team at centre.
18. No team will be more than one player short as a result of penalties. Any subsequent Penalties shall result in Penalty Shots being awarded to the non-offending team. If the second penalty is a Major Penalty, 2 shots will be taken. The second penalty is recognized when the whistle blows to stop any delayed penalty. If no goal is scored, play will restart with possession to the non-offending team at centre.
19. Any player receiving 3 penalties in the game will be expelled from the balance of the game.
20. Any player receiving a Major Penalty will be expelled from the game PLUS the game following. If the expulsion takes place in the last game of a tournament, the suspension carries over to the next tournament. Exhibition games do not count.
21. Any player penalized for fighting and deemed to be the aggressor, will be expelled from the game, and suspended from the OLA Masters division for a period of one year from the date of the incident.

**ATTACHMENT 2**



**ONTARIO MASTERS LACROSSE**



**PROVINCIAL SCHEDULEING INSTRUCTIONS**

**SCHEDULING FOR SENIOR DIVISION PROVINCIALS  
2007**

**Note: If there are 14 or more Senior Masters teams participating in the Provincial Championships in any given year, the top seeded teams will be grouped in the “A” Division. The number of team participating in the “A” Division will be determined by dividing the total number of teams registered to play by 2. This will always be rounded to an even number of teams. The remaining lower seeded teams will be grouped in the “B” Division.**

**In all cases when the four semi-final Teams are selected, the pairings will be decided through the original seeding placements, with the highest ranked Team playing the lowest, and the other two playing each other.**

**Considerations could be given to all other teams playing a game Sunday against the other teams in the other Pools who they have not played.**

**Pool A vs Pool B, Pool C vs Pool D For the remaining non semi-final teams.**

**14 Teams**

**Pool**

<b>A</b>	<b>1</b>	<b>7</b>	<b>10</b>	<b>14</b>
<b>B</b>	<b>2</b>	<b>6</b>	<b>9</b>	<b>13</b>
<b>C</b>	<b>3</b>	<b>8</b>	<b>12</b>	
<b>D</b>	<b>4</b>	<b>5</b>	<b>11</b>	

Pools A & B play 3 games in their pool,

Pools C & D play 2 games in their own Pool, and then 1 Crossover game as follows: 5 vs 8 4 vs 11 3 vs 12

First place in each Pool will advance to the Semi-finals

## 13 Teams

### **Pool**

A	1	2	7	10	13
B	4	5	8	11	
C	3	6	9	12	

First and Second in Pool A advance with the first from Pool B and Pool C

Pool A: Team 13 plays all teams, the Game with Team 7 will not count for team 13.

1 vs 7, 10 & 13    2 vs 7, 10 & 13    7 vs 1, 2 & 13    10 vs 1, 2 & 13

## 12 Teams

### **Pool**

A	1	2	9	12
B	4	5	8	10
C	3	6	7	11

The top two teams in Pool A will advance against the winners of Pool B and Pool C.

## 11 Teams

### **Pool**

A	1	3	6	7	10	
B	2	4	5	8	9	11

Team 10 plays all the Teams in their Pool. The game with Team 6 will not count for Team 10, Team 1 vs 6, 7 & 10, Team 3 vs 6, 7 & 10, Team 6 vs 1, 3 & 10, Team 7 vs 1, 3 & 10.

The top two Teams in each Pool will advance to the Semi-finals.

## 10 Teams

### **Pool**

A	1	4	6	7	10
B	2	3	5	8	9

Each Team will play 3 games in their Pool as follows:

1 vs 6, 7, 10    4 vs 6, 7, 10    6 vs 10, 1, 4

2 vs 5, 8, 9    3 vs 5, 8, 9    5 vs 9,

**Note 7 vs 8 will play a cross-over 3<sup>rd</sup> game for each Team**

The top 2 Teams in each Pool will advance to the Semi-finals.

## **9 Teams**

### **Pool**

<b>A</b>	<b>1</b>	<b>4</b>	<b>6</b>	<b>7</b>	<b>9</b>
<b>B</b>	<b>2</b>	<b>3</b>	<b>5</b>	<b>8</b>	

Pool A – Team 9 will play all the Teams in their Pool. The Game with Team 6 will not count for Team 9.

Team 1 vs 6, 7 & 9

Team 4 vs 6, 7 & 9

Team 6 vs 1, 4 & 9

Team 7 vs 1, 2 & 9

The top two Teams in each Pool will advance to the Semi-finals.

## **8 Teams**

### **Pool**

<b>A</b>	<b>1</b>	<b>3</b>	<b>6</b>	<b>8</b>
<b>B</b>	<b>2</b>	<b>4</b>	<b>5</b>	<b>7</b>

All Teams will play all other Teams in their Pool.

The top two Teams in each Pool will advance to the Semi-finals.

## **7 Teams**

### **One Pool**

Each Team will play 3 games within their own Pool with the games as follows:

1 vs 4, 6, 7

2 vs 3, 5, 7

3 vs 2, 5, 7

4 vs 1, 5, 6

6 vs 1, 4, 7

Team 7 plays 4 Games, their 4<sup>th</sup> game on Saturday against Team 6 will not count for Team 7. (this is the 3<sup>rd</sup> game for Team 6 of the Round Robin)

## **6 Teams**

### **One Pool**

Each Team will play 3 games with the games as follows:

1 vs 4, 5, 6    2 vs 3, 5, 6    3 vs 2, 4, 6

4 vs 1, 3, 5    5 vs 1, 2, 4    6 vs 1, 2, 3

The top four Teams will advance to the Semi-finals.

## SCHEDULING FOR JUNIOR DIVISION PROVINCIALS 2007

**Note: If there are 14 or more Junior Masters teams participating in the Provincial Championships in any given year, the top seeded teams will be grouped in the “A” Division. The number of team participating in the “A” Division will be determined by dividing the total number of teams registered to play by 2. This will always be rounded to an even number of teams. The remaining lower seeded teams will be grouped in the “B” Division.**

**In all cases when the four semi-final Teams are selected, the pairings will be decided through the original seeding placements, with the highest ranked Team playing the lowest, and the other two playing each other.**

### **14 TEAMS**

#### POOL

A	1	7	9	13
B	2	8	10	14
C	3	6	11	
D	4	5	12	

Teams in Groups A and B play each team in their Pool. Groups C and D play two team in their Pool and one crossover game from the other Pool.

The crossover games would be as follows: 5 vs 6, 3 vs 11, and 4 vs 12

Top 2 from each group do Quarter Final

**Six games to win Championship**

### **13 TEAMS**

#### POOL

A	1	4	7	10	13
B	2	5	8	11	
C	3	6	9	12	

Teams in all play RR in own Pool

After the Round Robin 1<sup>st</sup> and 2<sup>nd</sup> of Pools B and C will have a playoff game, with crossover.

1<sup>st</sup> and 2<sup>nd</sup> of Pool A will advance having played 4 games already

**Six games to win championship**

### **12 TEAMS**

#### POOL

A	1	6	9	10
B	2	5	8	11
C	3	4	7	12

Top 2 from each group go on. Two Teams with the best % based on the Goals Formula (OLA) get a "Bye". Other four teams play off. (ie if Pool A and Pool B have best percentages.)

Game a – 2<sup>nd</sup> Pool A vs 1<sup>st</sup> Pool C, Game b – 2<sup>nd</sup> Pool B vs 2<sup>nd</sup> Pool C

**Six games to win championship**

**11 TEAMS**

POOL

<b>A</b>	<b>1</b>	<b>4</b>	<b>6</b>	<b>7</b>	<b>10</b>	
<b>B</b>	<b>2</b>	<b>3</b>	<b>5</b>	<b>8</b>	<b>9</b>	<b>11</b>

Play 3 teams in their Pool 1<sup>st</sup> place in each Pool gets BYE

Game a - 2<sup>nd</sup> vs 3<sup>rd</sup> and Game b - 2<sup>nd</sup> vs 3<sup>rd</sup> from other groups (Crossover)

**Six games to win championship**

**10 TEAMS**

POOL

<b>A</b>	<b>1</b>	<b>4</b>	<b>6</b>	<b>7</b>	<b>9</b>
<b>B</b>	<b>2</b>	<b>3</b>	<b>5</b>	<b>8</b>	<b>10</b>

Play 3 teams in the group

1 vs 6, 7, 9 - 4 vs 6, 7, 9 - 6 vs 1, 4, 7 - 7 vs 1, 4, 6 - 9 vs 1, 4, 7

Note: Game 9 vs 7 does not count for team 7

2 vs 5, 8, 10 - 3 vs 5, 8, 10 - 5 vs 2, 3, 8 - 8 vs 2, 3, 5 - 10 vs 2, 3, 8

Note: Game 10 vs 8 does not count for team 8

1<sup>st</sup> place in each Pool gets a "Bye", Games a and b are 2<sup>nd</sup> vs 3<sup>rd</sup> of opposite Pools (Crossover)

**Six games to win championship**

**9 TEAMS**

POOL

<b>A</b>	<b>1</b>	<b>4</b>	<b>6</b>	<b>7</b>	<b>9</b>
<b>B</b>	<b>2</b>	<b>3</b>	<b>5</b>	<b>8</b>	

Pool B plays each team in the Pool

Pool A plays 3 of the 4 teams in the Pool

1 vs 6, 7, 9 - 4 vs 6, 7, 9 - 6 vs 7, 9 Team 9 plays all teams with the game vs team 6 not counting for team 9.

1<sup>st</sup> of each Pool gets a "Bye", Games a and b are 2<sup>nd</sup> one Pool vs 3<sup>rd</sup> of other Pool in a Crossover.

**Six games to win championship**

## **8 TEAMS**

### POOL

A	1	4	6	8
B	2	3	5	7

1<sup>st</sup> in each Pool gets a “Bye”, Games a and b are 2<sup>nd</sup> vs 3<sup>rd</sup> Game of each Pool in a Crossover  
**Six games to win championship**

## **7 TEAMS - One Pool**

Each team plays three games, except the 1<sup>st</sup> Ranked team of all the teams. Team 1 will play a fourth game against the 3<sup>rd</sup> Ranked team, and this game will not count for this 1<sup>st</sup> Ranked team, but will for this 3<sup>rd</sup> Ranked team.

The Games will be as follows, with the Host organization responsible for the actual scheduling of the times for the games.

1 vs 3, 5, 6, 7 - 2 vs 4, 5, 6 - 3 vs 1, 4, 7 - 4 vs 2, 3, 7 - 5 vs 1, 2, 6 - 6 vs 1, 2, 5 - 7 vs 1, 3,

**Five games to win championship, except the 1<sup>st</sup> Ranked team which plays 6 games.**

## **6 TEAMS**

### POOL

A	1	3	6
B	2	4	5

Play the 2 teams in their own Pool and one Crossover game, which would be

1 vs 5 2 vs 6 3 vs 4

Top 2 teams in each Pool

**Five games to win championship.**