

# THE "JAMMER CLASSIC" 2013

## THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

CHERRY BEACH LACROSSE FIELDS - TORONTO APRIL 5 - 7 2013

### FRIDAY, APRIL 5: VARSITY DAY

JAMIESON KUHLMANN MEMORIAL FIELD					WEST FIELD						
TIME	GAME	DIVISION	TEAM	SCORE		TIME	GAME	DIVISION	TEAM	SCORE	
9:00	1	Boys Varsity	St. Mary C.S.S. Malvern Collegiate	3 4	Qualifier	9:00	2	Boys Varsity	Our Lady of Mt. Carmel S.S. St. Michael's College	0 10	Qualifier
10:00	3	Boys Varsity	Heart Lake S.S. MSGR Paul Dwyer C.H.S.	2 11	Qualifier	10:00	4	Boys Varsity	Upper Canada College Assumption College School	4 7	Qualifier
11:00	5	Boys Varsity	Malvern Collegiate St. Michael's College	3 6	"A" Division Semi-final	11:00	6	Boys Varsity	St. Mary C.S.S. Our Lady of Mt. Carmel S.S.	8 2	"B" Division Semi-final
12:00	7	Boys Varsity	MSGR Paul Dwyer C.H.S. Assumption College School	10 5	"A" Division Semi-final	12:00	8	Boys Varsity	Heart Lake S.S. Upper Canada College	6 9	"B" Division Semi-final
1:00	Break										
1:30	9	Boys Varsity	Malvern Collegiate Assumption College School	4 8	"A" Division 3rd Place	1:30	10	Boys Varsity	Our Lady of Mt. Carmel S.S. Heart Lake S.S.	6 10	"B" Division 3rd Place
2:30	11	Boys Varsity	St. Michael's College MSGR Paul Dwyer C.H.S.	5 2	"A" Division Championship	2:30	12	Boys Varsity	St. Mary C.S.S. Upper Canada College	4 9	"B" Division Championship
3:30	Closing Ceremony and Awards Presentations										
The "JAMMER CLASSIC" supporting FIELD LACROSSE and THE CHILDREN'S WISH FOUNDATION OF CANADA PASSING THE BALL TO THOSE WHO MAY DROP IT											

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## THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

CHERRY BEACH LACROSSE FIELDS - TORONTO APRIL 5 - 7 2013

### SATURDAY, APRIL 6: 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 Beaches	4 3	Round Robin	8:30	14	U-17 Midget Group 1	Oakville Whitby	6 5	Round Robin
9:30	15	U-17 Midget Group 2	Mimico Peterborough	4 3	Round Robin	9:30	16	U-17 Midget Group 2	Hamilton Clarington	7 6	Round Robin
10:30	17	U-11 Novice	Newmarket Beaches	3 9	Friendly	10:30	18	U-11 Novice	Oakville Mimico	8 4	Friendly
11:30	19	U-17 Midget Group 1	Whitby Beaches	10 0	Round Robin	11:30	20	U-17 Midget Group 1	Oakville Newmarket	11 5	Round Robin
12:30	Welcome Speeches										
1:00	21	U-17 Midget Group 2	Clarington Peterborough	7 5	Round Robin	1:00	22	U-17 Midget Group 2	Hamilton Mimico	8 3	Round Robin
2:00	23	U-11 Novice	Newmarket Oakville	0 8	Friendly	2:00	24	U-11 Novice	Beaches Mimico	8 5	Friendly
3:00	25	U-13 Peewee	Burlington Beaches	12 2	Preliminary	3:00	26	U-13 Peewee	Newmarket Peterborough	1 14	Preliminary
4:00	27	U-17 Midget Group 1	Newmarket Whitby	3 10	Round Robin	4:00	28	U-17 Midget Group 1	Beaches Oakville	4 5	Round Robin
5:00	29	U-17 Midget Group 2	Mimico Clarington	9 1	Round Robin	5:00	30	U-17 Midget Group 2	Peterborough Hamilton	5 3	Round Robin
6:00	31	U-13 Peewee	Burlington Peterborough	4 9	"Jammer Championship"	6:00	32	U-13 Peewee	Beaches Newmarket	5 3	3rd Place

The "JAMMER CLASSIC" supporting FIELD LACROSSE and THE CHILDREN'S WISH FOUNDATION OF CANADA  
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# THE "JAMMER CLASSIC" 2013

## THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

CHERRY BEACH LACROSSE FIELDS - TORONTO APRIL 5 - 7 2013

### SUNDAY, APRIL 7: 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	St. Catharine's Beaches	10 0 Preliminary	8:30	34	U-15 Bantam	Toronto Stars Mimico	2 8 Preliminary
9:30	35	U-17 Midget	Newmarket Peterborough	3 4 "B" semi-final	9:30	36	U-17 Midget	Clarington Beaches	3 2 "B" semi-final
10:30	37	U-17 Midget	Oakville Mimico	6 4 "A" semi-final	10:30	38	U-17 Midget	Hamilton Whitby	3 9 "A" semi-final
11:30	39	U-15 Bantam	St. Catharine's Mimico	5 9 "Jammer" Championship	11:30	40	U-15 Bantam	Beaches Toronto Stars	4 5 3rd. Place
12:30	41	U-17 Midget	Peterborough Clarington	5 6 "B" Championship	12:30	42	U-17 Midget	Newmarket Beaches	2 4 "B" 3rd. Place
1:30			(warm up)		1:30	43	Girls U-11	Beaches Beaches	Scrimmage
2:00	44	Cross Border Clash	Detroit Country Day vs. The Hill Academy	2 11 Friendly	2:30	43	Girls U-13	Beaches Beaches	Scrimmage
3:30	46	U-17 Midget	Oakville Whitby	6 11 "Jammer" Championship	3:30	47	U-17 Midget	Mimico Hamilton	7 4 "A" 3rd. Place
4:30	Closing Ceremony and Awards Presentations								
The "JAMMER CLASSIC" supporting FIELD LACROSSE and THE CHILDREN'S WISH FOUNDATION OF CANADA PASSING THE BALL TO THOSE WHO MAY DROP IT									

# THE "JAMMER CLASSIC" 2013

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 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" and The Children's Wish Foundation of Canada.

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# THE "JAMMER CLASSIC" 2013

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

Page 1

## VARSETY 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" and The Children's Wish Foundation of Canada.

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# THE "JAMMER CLASSIC" 2013

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 except 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" and The Children's Wish Foundation of Canada.

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# THE "JAMMER CLASSIC" 2013

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

Page 1

## U-13 PEE WEE & U-15 BANTAM 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 except 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 & 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.

### **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.  
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# THE "JAMMER CLASSIC" 2013

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

Page 1

## U-11 NOVICE TOURNAMENT FORMAT AND RULES

### Tournament Structure

Four 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 One

team 1 vs team 2

team 3 vs team 4

#### Round Two

team 1 vs team 3

team 2 vs team 4

Tournament will determine which teams will play games

For balancing purposes, the Committee reserves the right to designate which teams will play on game day, and which teams play round two.

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.

### 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.

# 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.

Thanks for supporting the "Jammer Classic" and The Children's Wish Foundation of Canada.

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# THE "JAMMER CLASSIC" 2013

## THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

Page 1

### GIRLS U-11 & U-13 TOURNAMENT FORMAT AND RULES

#### Tournament Structure

Girls U-11 and U-13  
Play a one game "friendly"  
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-11 & 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" and The Children's Wish Foundation of Canada.

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# THE "JAMMER CLASSIC" 2013

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"

**THE JAMMER SUPPORTS 'the children's wish'  
PASSING THE BALL TO THOSE WHO MAY DROP IT**