

THE "JAMMER CLASSIC" 2015

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

CHERRY BEACH LACROSSE FIELDS - TORONTO APRIL 3 - 5, 2015

FRIDAY, APRIL 3: VARSITY DAY

JAMIESON KUHLMANN MEMORIAL FIELD					WEST FIELD				
TIME	GAME	DIVISION	TEAM	SCORE	TIME	GAME	DIVISION	TEAM	SCORE
10:00	1	Boys Varsity	St. Michael's College School Birchmount Park Collegiate	11 Round Robin 4	10:00	2	Boys Varsity	Upper Canada College Christ the King C.S.	1 Round Robin 5
11:00	3	Boys Varsity	Birchmount Park Collegiate The Hill Academy	2 Round Robin 12	11:00	4	Boys Varsity	Christ the King C.S. Assumption College School	3 Round Robin 9
12:00	5	Boys Varsity	The Hill Academy St. Michael's College School	6 Round Robin 2	12:00	6	Boys Varsity	Assumption College School Upper Canada College	6 Round Robin 7
1:00	Break								
1:30	7	Boys Varsity	Christ the King C.S. St. Michael's College School	3 3rd Place Final 5	1:30	8			
2:30	9	Boys Varsity	Assumption College School The Hill Academy	2 Jammer 14 Championship					
3:30	Closing Ceremony and Awards Presentations								
The "JAMMER CLASSIC" is the Kick Off Event for Ontario Minor Field Lacrosse PASSING THE BALL TO THOSE WHO MAY DROP IT									

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CHERRY BEACH LACROSSE FIELDS - TORONTO APRIL 3 - 5, 2015

SATURDAY, APRIL 4: THE MINORS

JAMIESON KUHLMANN MEMORIAL FIELD					WEST FIELD				
TIME	GAME	DIVISION	TEAM	SCORE	TIME	GAME	DIVISION	TEAM	SCORE
8:30	10	U-17 Midget Group 1	Beaches Toronto Stars	2 6 Round Robin	8:30	11	U-17 Midget Group 1	Clarington Oakville	3 4 Round Robin
9:30	12	U-17 Midget Group 2	Whitby Newmarket	7 3 Round Robin	9:30	13	U-17 Midget Group 2	Mimico Orangeville	9 2 Round Robin
10:30	14	U-11 Novice	Beaches Orangeville	3 6 Friendly	10:30	15	U-11 Novice	Clarington Newmarket	3 4 Friendly
11:30	16	U-17 Midget Group 1	Oakville Beaches	7 1 Round Robin	11:30	17	U-17 Midget Group 1	Toronto Stars Clarington	2 4 Round Robin
12:30	Break								
1:00	18	U-17 Midget Group 2	Orangeville Newmarket	4 6 Round Robin	1:00	19	U-17 Midget Group 2	Mimico Whitby	4 10 Round Robin
2:00	20	U-11 Novice	Orangeville Clarington	2 5 Friendly	2:00	21	U-11 Novice	Newmarket Beaches	6 5 Friendly
3:00	22	U-13 Peewee	Beaches Hamilton	4 2 Preliminary	3:00	23	U-17 Midget Group 1	Beaches Clarington	2 9 Preliminary
4:00	24	U-17 Midget Group 1	Toronto Stars Oakville	0 5 Round Robin	4:00	25	U-13 Peewee	Beaches Oakville	2 9 Round Robin
5:00	26	U-17 Midget Group 2	Whitby Orangeville	11 3 Round Robin	5:00	27	U-17 Midget Group 2	Newmarket Mimico	1 11 Round Robin
6:00	28	U-13 Peewee	Oakville Hamilton	11 0 Jammer Championship	6:00	29			

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CHERRY BEACH LACROSSE FIELDS - TORONTO APRIL 3 - 5, 2015

SUNDAY, APRIL 5: 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	30	U-15 Bantam	Beaches Oakville 2	1 Preliminary 2	8:30	31	U-15 Bantam	Mimico Oakville 1	4 Preliminary 10
9:30	32	U-17 Midget	Orangeville Toronto Stars	4 "B" Semi-Final 7	9:30	33	U-17 Midget	Beaches Newmarket	3 "B" Semi-Final 2
10:30	34	U-17 Midget	Mimico Oakville	7 "A" Semi-Final 6	10:30	35	U-17 Midget	Clarington Whitby	5 "A" Semi-Final 7
11:30	36	U-15 Bantam	Oakville 1 Beaches	7 Jammer 1 Championship	11:30	37	U-15 Bantam	Oakville 2 Mimico	3 3rd Place 6
12:30	38	U-17 Midget	Toronto Stars Beaches	7 "B" 4 Championship	12:30	39	U-17 Midget	Orangeville Newmarket	4 "B" 6 3rd Place
1:30					1:30	40	Girls U-11, U-13, and U-15	Beaches Beaches	Scrimmage
2:00	41		The Hill Academy Red vs. White	Friendly	2:30	42	Girls U-11, U-13, and U-15	Beaches Beaches	Scrimmage
3:30	43	U-17 Midget	Mimico Whitby	6 Jammer 3 Championship	3:30	44	U-17 Midget	Oakville Clarington	5 "A" 3rd Place 1
4:30	Closing Ceremony and Awards Presentations								
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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" 2015

THE JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

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VARSIITY BOYS TOURNAMENT FORMAT AND RULES

Tournament Structure

Six team Jammer Varsity Championship.
Teams will be seeded 1 through 6

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

Round Robin

Two groups - 'A', and 'B', with three teams in each group.
Play each team in your group once. Total two games.
Teams will then be ranked 1st., 2nd, and 3rd.

"A" Division Playoffs

3rd. Place Final

3rd. place teams from each group play for the 3rd. place final.

2nd. Place Final

2nd. place teams from each group play for the 2nd. place final.

Jammer Varsity Championship

1st. place teams from each group play for the Jammer.

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.

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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" 2015

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.

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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 JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

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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 JAMIESON KUHLMANN MEMORIAL FIELD LACROSSE TOURNAMENT

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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.

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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**