
To: OLA Officiating Staff

CC: Officiating Leadership Team

Date: April 7th, 2021


TORONTO, ON – We know that everyone is excited to return to lacrosse, but it is imperative that our actions avoid risking the health of anyone participating in the communities where we live and gather to play. With the recent announcement of the third province-wide lockdown and the anticipated reinstatement of stay-at-home orders later this week due to the increasing spread of COVID-19, the Ontario Lacrosse Officiating Leadership Team has made the decision to temporarily postpone the launch of the 2021 officiating registration portal while we evaluate our program timelines.

We maintain our commitment to ensuring that officials in all sectors are properly prepared for the commencement of games, while simultaneously remaining sensitive to the financial and logistical issues that may arise from proceeding with our revised registration process during this time of uncertainty. Throughout this temporary postponement, we will continue to liaise with all sector representatives to monitor their Return to Activity (RTA) plans to meet the individual needs of each league ahead of the reintroduction to game play.

Our transition to an e-learning platform for the 2021 season will ensure that, when it is safe and appropriate for us to launch the registration process, officials can be quickly registered and certified for the 2021 season. We will continue to monitor the provincial health situation as it unfolds, and will provide another update to you when more information becomes available. Please keep an eye on your inboxes as we continue our preparations for the 2021 season. For questions related to the certification process, please reach out to your officiating representative.

On behalf of the Officiating Leadership Team, thanks to everyone in our officiating community who serve in front line, health care and other essential service industries.

Stay safe,


Ryan Wilson
OLOA President


Ian Garrison
OLA VP Officiating