

TRILOGY LACROSSE®

Trilogy Providence Tournament Game Play & Rules

Sportsmanship Policy

Trilogy Lacrosse has zero-tolerance for the following actions and they will result in ejection from the tournament:

1. Fighting
2. Any player or parent who leaves the sideline, or runs from the opposite end of the field, in order to participate in an altercation on the field.
Note: parents are NOT permitted to enter onto the field of play before, during, or after a game.
3. ANY actions deemed excessively unsportsmanlike by a player, coach or fan including any discrimination based on gender, religion, race or sexual orientation.

Age and Roster Regulations

1. Every participant must submit an online waiver prior to the tournament in order to participate.
2. Players cannot play for more than one club program during the same tournament.
3. Players may move up to play in a higher age division team within their own club.
4. Players cannot play on a team younger than the team that they are rostered.
5. Violation of these regulations may result in forfeiture of games.

Divisional and Pool Tie Breakers

1. Head to Head (only used for two-way ties)
2. Fewest Goals Against
3. Most Goals For
4. Coin Flip

*In the event of a tie between more than two teams, fewest goals against and then most goals for will be used. Specific divisional and pool playoff structures will be outlined when the final schedule is released.

*Alternate Game Length and Time Format

1. Games will run on fifty (50) minute blocks. In the event of schedule delays caused by weather, which may include lightning, heavy rain, or extreme heat, the tournament will go to an alternate schedule and shorten game length in the following options:
 - a. Forty (40) minute game blocks: two (2) sixteen (16) minute halves with a two (2) minute halftime. For overtime: directly to Braveheart.
 - b. Thirty (30) minute game blocks: one (1) twenty-five (25) minute period with no halftime. For overtime: directly to Braveheart.
- *Any schedule changes will be communicated via Tourney Machine

**The Tournament Director will make the final decision on all disciplinary decisions including tournament ejections. Players, Fans or Coaches who are ejected will need to leave the venue and no refunds will be granted.*

***Any disputes with scores or game issues should be brought to the attention of the Field Marshall at the field by a Coach or Program Director. If deemed necessary for resolution by the Field Marshall, the Coach or Program Director should converse with Tournament Directors at HQ. Parents or Fans should communicate to their Coach or Program Director regarding any concerns, and must NOT approach the HQ Tent for resolution of any issues.*



TRILOGY LACROSSE®

Providence Youth Tournament Game Play & Rules 2021-2025 Divisions

All Games will be played under US Lacrosse Youth rules with the following modifications:

Game Play

1. Games start and end on one Central Horn, as does Half Time.
2. Games will run on fifty (50) minute blocks.
3. Playing time will consist of two (2) twenty (20) minute running halves with a three (3) minute halftime.
4. Teams will have zero (0) timeouts.
5. Tie Games at the end of regulation will immediately go into a two (2) minute sudden death overtime beginning with a face-off unless either team ends game with possession in an extra man situation, in which case they will receive the ball to start OT. If the game remains tied after the overtime period, a 1v1 Braveheart will immediately follow until a winner is determined.

Game Rules

1. Man-up on Time served penalties. All penalties will be running time. The penalty clock will begin when the official blows the whistle to restart play. Penalty time will be kept on the field by the officials.
2. Substitutions will be on the fly only, except on a time serving penalty. For time serving penalties, teams will be allowed a quick substitution to get EMO/EMD on the field.
3. There will be no stick checks unless requested by the opposing coach. If a requested stick is found to be illegal, a sixty (60) second non-releasable penalty will be assessed. If the stick is found to be legal, the challenging team will be assessed a 30-second releasable penalty. Coaches may request one (1) stick check per game. No stick checks are permitted in the last ten minutes of regulation or overtime. Sticks may meet either NCAA or NFHS standards. The “No U-Shooter String” rule will NOT be enforced in the youth divisions
4. Braveheart Rules: For a Braveheart, each team will send two (2) players, one of whom HAS to be a goalie. One player from each team must always remain on the defensive half of the field.
5. Body checking will be called tightly in the interest of player safety. A one to three-minute non-releasable penalty will be called for a body check that is to the head and neck area, on a defenseless player, a blindside hit, or deemed excessive. These penalties are unnecessary roughness and not in the spirit of summer tournament play. Repeat unnecessary roughness offenses may result in the ejection from a game. ***NO big body hits are allowed in the 2023 Divisions and younger.**
6. Helmets required during pre-game warm-up and practice time: All players must properly wear the mandatory protective helmet when they are on the field or engaging in warm-ups or any drills that involve passing, shooting or scrimmaging.
7. Clearing Count: A team has twenty (20) seconds to clear over the midline and ten (10) seconds to touch it into the box. ***The 2023 Division and younger will not have any clearing counts.**
8. Keep It In: When there is less than two (2) minutes remaining in the game, if a team is in the lead then they must get it in and keep it in the box.
9. Faceoffs: Same as NFHS & US Lacrosse; Players will go down and then the ball will be placed in the center.
10. Over and Back Rule: US Lacrosse rules in place for youth.
***The 2023 Division and younger will not have any “Over and Back” Rule.**



TRILOGY LACROSSE®

Providence High School Tournament Game Play & Rules 2018-2020 Divisions

All Games will be played under NCAA rules with the following modifications.

Game Play

1. All games **START** on the central horn. **Referees will keep time and control all whistles once the game begins.**
2. Games will run in fifty (50) minute blocks.
3. Playing time will consist of two (2) 20-minute running halves with a three (3) minute halftime.
4. **High School Teams get one (1) 60 second timeout per game**
5. All non-Championship Tie Games will go to a 2-Minute sudden victory overtime. Games that remain tied after overtime will go to a Braveheart. 1 player must stay in the defensive half of the field during the Braveheart.
6. Championship Overtime: 4-minute periods until a goal is scored. No Bravehearts.

Game Rules

1. Man-up on Time served penalties. All penalties will be running time. The penalty clock will begin when the official blows the whistle to restart play. Penalty time will be kept on the field by the officials. Penalty Time stops if a timeout is called.
2. Sticks must meet NCAA or NFHS standards. There will be no stick checks unless requested by the opposing coach. If a requested stick is found to be illegal, a sixty (60) second non-releasable penalty will be assessed. If the stick is found to be legal, the challenging team will be assessed a thirty (30) second releasable penalty.
3. Braveheart Rules: For a Braveheart, each team will send two (2) players, one of whom HAS to be a goalie. One player from each team must always remain on the defensive half of the field
4. Body checking will be called tightly in the interest of player safety. A one to three-minute non-releasable penalty will be called for a body check that is to the head and neck area, on a defenseless player, a blindside hit, or deemed excessive. These penalties are unnecessary roughness and not in the spirit of summer tournament play. Repeat unnecessary roughness offenses may result in the ejection from a game.
5. Helmets required during pre-game warm-up and practice time: All players must properly wear the mandatory protective helmet when they are on the field or engaging in warm-ups or any drills that involve passing, shooting or scrimmaging.

