

TRILOGY LACROSSE®

Trilogy 24 Tournament Game Play & Rules

Sportsmanship Policy

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

1. Fighting
2. Any player who leaves the sideline, or runs from the opposite end of the field, in order to participate in an altercation on the field
3. ANY actions deemed excessively unsportsmanlike by a player, coach or fan including any discrimination based on gender, religion, race or sexual orientation.

**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.

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

GAME PLAY

1. All games **START** on one central horn. **Referees will keep time and control all whistles once the game begins.**
2. Games start every 55 minutes and consist of two (2) 22-minute running halves with a three (3) minute halftime.
3. **High School Teams get one (1) 60 second timeout per game**
4. All non-Championship Tie Games will go to a 4-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.
5. Championship Overtime: 4-minute periods until a goal is scored. No Bravehearts.

GAME RULES

1. Penalties are Running Time (unless 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 the stick is found to be legal, the challenging team will be assessed a 30-second releasable penalty.
3. Braveheart Rules: 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 any 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.



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*Alternate Game Length and Time Format

1. 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. Fifty (50) minute game blocks: two (2) twenty (20) minute running halves with a three (3) minute halftime. For overtime: four (4) minute sudden death period, then Braveheart.
 - b. Forty (40) minute game blocks: two (2) sixteen (16) minute halves with a two (2) minute halftime. For overtime: directly to Braveheart.
 - c. Thirty (30) minute game blocks: one (1) twenty-five (25) minute game with no halftime. For overtime: directly to Braveheart.
- *any schedule changes will be communicated via TourneyMachine

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.

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.
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Game Film



Videography services will be provided by First Scout Productions. At this event - ALL GAMES will be filmed.

There are **individual game film or highlight tape** options as well as **team package game film** options available.

Save 20% by pre-ordering footage prior to the event at: <http://www.firstscout.tv/2018-trilogy-24>

