

Trilogy Great Lax Box Classic Tournament Game Play & Rules

All Games will be played under USBOXLA rules with the following modifications and points of clarification:

GAME PLAY

1. Games will run on forty-five (45) minute blocks.
2. **Playing Time:** will consist of three (3) 12-minute running periods with a one (1) minute break between periods. Time will be stopped during the last minute of the game if the goal differential is 3 or less.
3. **Timeouts:** Teams will have one (1) 30-second timeout per game. The timeout can only be called by a player on the floor when in possession of the ball or during stoppage in play. The clock and penalty time will stop if there is one.
4. **Overtime:** Penalty Shots. Both teams shall select three different players. Penalty shots shall be taken by alternating shots between teams. The team that won the opening face-off chooses to shoot or defend first and that order is kept for the duration of the shootout. The total number of goals shall decide a winner after the three shooters from each team have completed their shots. If there is still a tie after the first three shooters from each team, a new sudden death single round will commence. Players can only shoot once and cannot repeat until the entire player roster has shot (excluding goalies).
 - a. Shooters start at the midline and may shoot anywhere in between the midline and goal, but they must continue moving forward and once the ball hits the ground, the attempt is over.
 - b. The final score shall reflect the winning team with 1 more goal than their opponent had at the end of regulation regardless of the number of goals scored in the shootout.
5. **Schedule Changes:** In the event of schedule delays, the tournament will go to an alternate schedule and may shorten game lengths. All schedule changes will be messaged through Tourney Machine.

GAME RULES

1. **Substitutions:** All substitutions are on the fly. Oncoming players may not release until the submitting player has begun to enter the substitution box.
2. **Face-offs:** Face-offs are not field style. Players first motion must be straight back before clamping the ball. Face-offs will occur at the start of each period and after each goal. The players not facing off must start behind the marked line on the field. Players may run to the ball once the whistle is blown. They do not have to wait for a “release” call.



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3. **Checking:** All checking from behind is a penalty. This rule even applies on loose balls. Players will be penalized two minutes for a minor hit from behind and five minutes for a major hit.
4. **Cross Checking:** Cross checking is legal within the following guidelines. Cross checks must occur below the shoulder and above the waist in a pushing manner. No pounding or hard punching is permitted. Players should push with their cross, not cross check violently.
5. **Boarding:** Any hit into the boards is a two or five-minute penalty. A flagrant hit into the boards may result in ejection from the game and tournament if the referee deems it appropriate.
6. **Penalties against the Goalie:** A different player from the offending team may serve the penalty to maintain game flow if only one goalie is dressed. Major fouls against the goalie can result in ejection depending on the severity of the foul. If a substitute goalie cannot be found in a reasonable amount of time the offending team may have to forfeit the win.
7. **Ejections:** Players that commit four minor penalties or three major penalties in a game will be ejected for the remainder of that game. Ejections in more than one game will result in complete ejection from the tournament.
8. **Crease Diving:** is legal as long as there is no contact with the goalie. A 2-minute minor penalty will be assessed, and the goal disallowed if contact is made with the goalie during the course of a crease dive. Serious contact with the goalie will result in a 5-minute major penalty.
9. **Shot Clocks:** A 30-second shot clock will begin once possession is clearly secured by a team. The shot clock resets with a shot that hits the goalie or the goal post. Shots off the back of the goalie from behind the goal line do not reset the clock. The official shot clock will be kept by the referees on the floor and they will give a 10-second warning/countdown.
10. **Over and Back:** is only applicable when the team with the ball is playing short. Once the shorthanded team gains possession they have 10 seconds to get the ball across the midline. After the ball has crossed the midline it may not cross back over unless touched by the other team or deflected off of a shot on goal. If the ball was deflected back over the midline the team playing short will have 10 seconds to get the ball back into their offensive side of the field.
11. **Penalty Shots:** will be awarded as per USBOXLA rule #35.

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Trilogy Great Lax Box Classic Tournament Regulations & Policies

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. Hitting into the boards
3. Any **Player, Coach, Parent or Spectator** who leaves the sideline, or runs from the opposite end of the pad, in order to participate in an altercation on the field
4. ANY actions deemed excessively unsportsmanlike by a **Player, Coach, Parent or Spectator** including any discrimination based on gender, religion, race or sexual orientation.

Age and Roster Regulations

1. Every participant must be a USBOXLA member and also submit an online waiver prior to the tournament in order to participate. Weekend Warrior memberships are available at www.usboxla.com/join-players. Exceptions to this policy must be submitted by team's Program Director.
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. **No 11th/12th graders in the Midget Division.**
5. Any exemption to this policy must be submitted for consideration in writing to the tournament director prior to the tournament. Violation of these regulations may result in forfeiture of games at the discretion of the tournament director.

Divisional and Pool Tie Breakers

1. Points – 2 points for a win, 0 points for a loss
2. Head to Head (Amongst all Tied Teams)
3. Fewest Goals Against
4. Most Goals For
5. Coin Flip

*In the event of a tie between more than two teams, head to head amongst the tied teams will still serve as the first tie breaker. Fewest goals against and then most goals for will be used if head to head amongst common opponents is not applicable. Specific divisional and pool playoff structures are outlined on Tourney Machine.

