

# TRILOGY LACROSSE®

## Veterans Day Classic Game Play + Rules: 2023

### 2024 – 2032/33 Divisions

All Games will be played under Boys NFHS Lacrosse base rules  
with the following modifications and points of clarification:

#### GAME RULES

1. **Format:** 10v10. No more than 4 long sticks on the field per team.
2. **Pool Game Times:** Will consist of two (2) 19-Minute running halves, with a three (3) minute halftime. Games will run on a central horn (Start/Stop each half) unless there are situations when fields are on different schedules.
3. **Playoff & Championship Game Times:** Two (2) 12-Minute running halves, with a two (2) minute halftime.
4. **Man-up/Man Down:** Will be played on time served penalties. All penalties will be running time, but time does stop during a timeout. The penalty clock will begin when the official blows the whistle to restart play.  
*\*No man down in 2032 & younger divisions. Offending player must sit out for duration of his penalty*
5. **Timeouts:** One 45-second timeout per game which can be called anywhere on the field with possession. Game clock does not stop, but penalty time does stop. Timeouts cannot be called in last four (4) minutes of the game.
6. **Advancing the Ball - Clearing Count – Over and Back:** Team has twenty (20) seconds to clear over the midline and ten (10) seconds to touch it in the box. Once the ball has been touched in the offensive box the over and back rule goes into effect.  
*\*No counts or over and back in 2032 & younger divisions*
7. **NO shot Clock & No Diving in the Crease**
8. **NO “Take Out” body checks in 2029 and younger divisions**
  - a. “Take Out Body Check” Defined: An excessive body check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground.
9. **Body Checking will be called tightly in 2024-2028 Division:** 1-3 minute penalty at referee discretion
  - a. **Legal:** 2 hands on stick, below neck, above waist, from the front or side + 3-yard rule
  - b. **Illegal:** Hits to the head, neck area, back, on a defenseless player, blindsides, off-ball, egregious
10. **Keep It In:** NO keep it in calls for any division unless stalling is called
11. **Alternate Possession (AP):** Will be awarded to the team that is listed first on the field marshal clipboard.
12. **Mercy Rule:** Teams trailing by six (6) or more goals will be awarded the ball at midfield following a goal by the leading team until the goal differential drops below six (6). This rule can be waived by the trailing coach.
13. **Overtime Rules (Non-Championship Games):** Tie Games at the end of regulation will immediately go into a 4v4 Modified Braveheart (3 field + 1 goalie) until a goal is scored. Goalies must always remain on their defensive half of the field. Play will begin with a faceoff and then continue until a goal is scored. Substitutions are permitted.  
**NO TIMEOUTS.** This applies to all games except Championships.
14. **Championship Game Overtime: 5-minute periods until a goal is scored. No Bravehearts.**
15. **Stick Checks:** One per game, but none in final 4-minutes of regulation game time or overtime. If stick check is found legal, the challenging team will be assessed a 30-second releasable penalty. If found illegal, a 60 second non-releasable penalty will be assessed & the goal just scored using that stick will not count.

Poor sportsmanship, taunting, trash talking, fighting and other unbecoming behavior by players, coaches, parents, or spectators directed at any player, coach, referee, event staff or other spectator will not be tolerated. Anyone being verbally or physically abusive will be asked to leave. A positive example should be set by all attendees.

#### TIE-BREAKERS

- Head-to-Head\*
- Fewest Goals Against
- Most Goals For
- Coin Flip

*\*If there is a tie between more than two teams, head-to-head amongst the tied teams will serve as the first tiebreaker. If there was only 1 matchup between the tied teams, the team that won that matchup will win the first tiebreaker and the other teams tie-break will be determined by fewest goals allowed and then most goals for*

# TRILOGY LACROSSE®

## Veterans Day Classic Game Play + Rules: 2023

### 2023/34 7v7 Division

All Games will be played under Boys USA Lacrosse base rules  
with the following modifications and points of clarification:

#### 7v7 GAME RULES

1. **Format:** 7v7. No more than 3 long sticks on the field per team. Teams play with 6 Field Players and 1 Goalie
2. **Pool Game Times:** Will consist of two (2) 19-Minute running halves, with a three (3) minute halftime. Games will run on a central horn (Start/Stop each half) unless there are situations when fields are on different schedules.
3. **Playoff & Championship Game Times:** Two (2) 12-Minute running halves, with a two (2) minute halftime.
4. **Field Size:** will be approximately 60 yards long by 40 yards wide.
5. **A Faceoff will start each half.** For the remainder of the game there are No Faceoffs after goals – any player can pick up the ball from the goal and referees will blow the whistle to restart play.
6. **The Faceoff:** 1 Player from each team will take the faceoff at midfield. 1 player at the midfield line with one foot on the sideline. A goalie in each crease. Two players behind GLE per team on each side of the field. (3-2-2)
7. **Penalties:** Are NOT time serving. The offending player must leave the field of play and enter the penalty area for the duration of their foul time. A substitute will replace the offending player immediately and at no time will either team play with fewer players than their opponent.
8. **Substitutions** will be on the fly through the box only.
9. **Offsides:** A team is considered offsides when it has more than 4 players in its offensive half of the field or more than 5 players in its defensive half of the field.
10. **1-Pass Rule:** Teams are required to complete a pass before scoring a goal. If a goal is scored without a pass being completed the goal will be disallowed and the ball awarded to the defending team at GLE.
11. **Timeouts:** One 45-second timeout per game which can be called anywhere on the field with possession. Game clock does not stop, but penalty time does stop. Timeouts cannot be called in last four (4) minutes of the game.
12. **No Clearing Count or Over and Back**
13. **No body checking**
14. **Alternate Possession (AP):** Will be awarded to the team that is listed first on the field marshal clipboard.
15. **Mercy Rule:** Teams trailing by six (6) or more goals will be awarded the ball at midfield following a goal by the leading team until the goal differential drops below six (6). This rule can be waived by the trailing coach.
16. **Overtime Rules (Non-Championship Games):** Tie Games at the end of regulation will immediately go into a 4v4 Modified Braveheart (3 field + 1 goalie) until a goal is scored. Goalies must always remain on their defensive half of the field. Play will begin with a faceoff and then continue until a goal is scored. Substitutions are permitted.  
**NO Timeouts.** This applies to all games except Championships.
17. **Championship Game Overtime: 5-minute periods until a goal is scored. No Bravehearts.**
18. **Stick Checks:** One per game, but none in final 4-minutes of regulation game time or overtime. If stick check is found legal, the challenging team will be assessed a 30-second releasable penalty. If found illegal, a 60 second non-releasable penalty will be assessed & the goal just scored using that stick will not count.

Poor sportsmanship, taunting, trash talking, fighting and other unbecoming behavior by players, coaches, parents, or spectators directed at any player, coach, referee, event staff or other spectator will not be tolerated. Anyone being verbally or physically abusive will be asked to leave. A positive example should be set by all attendees.

#### TIE-BREAKERS

- Head-to-Head\*
- Fewest Goals Against
- Most Goals For
- Coin Flip

*\*If there is a tie between more than two teams, head-to-head amongst the tied teams will serve as the first tiebreaker. If there was only 1 matchup between the tied teams, the team that won that matchup will win the first tiebreaker and the other teams tie-break will be determined by fewest goals allowed and then most goals for*

# TRILOGY LACROSSE®

---

## Veterans Day Classic Policies: 2023

### AGE & ROSTER POLICY

- Every participant must submit an online waiver prior to the tournament in order to participate.
- Players cannot play for more than one club program during the same tournament.
- Players may move up to play in an older age division team within their own club.
- Players cannot play in a division younger than their High School graduation year/ USA Lacrosse age designation.
- Any exemption to this policy must be submitted 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.
- The tournament director makes the final decision on any roster issues.

### ATTENDEE POLICY

**All attendees are expected to adhere to the following policies.**

- Team tents in designated areas only and never on the endline of a playing field regardless of netting.
- Pets are not permitted except for service animals with proper identification.
- No alcohol on the premises.
- Attendees should adhere to parking signage and follow instructions of the parking staff.

### WEATHER POLICY & SCHEDULE ADJUSTMENTS

**All schedule changes will be messaged through Tourney Machine**

- In the event fields become unplayable or unsafe weather conditions occur such as rain, wind, lightning, or excess heat, tournament organizers reserve the absolute and unfettered right to:
  - Cancel and/or postpone play.
  - Reduce game times.
  - Revise the schedule.
  - Interrupt and suspend games.
  - Finish or end games early.
  - The field and facility owners, not tournament organizers, have final say whether the tournament will take place in whole or in part.
- In the event there is a lightning strike within 10 miles of the facility, five (5) air horn blasts will signal **families to take shelter in their cars** and await further instruction. Updates will be available through the Tourney Machine App. Standard lightning delays are 30 minutes from the last strike. In the event another strike occurs during the initial delay that 30-minute clock resets.

### SPORTSMANSHIP POLICY

- Poor sportsmanship, taunting, trash talking, fighting or other unbecoming behavior on the part of the players, coaches, parents or spectators will not be tolerated. Unsportsmanlike conduct will minimally result in a 1-minute non-releasable penalty, but officials are authorized to handle such conduct in their reasonable judgement based on the circumstances, including player, coach, parent or spectator ejection from the field/facility, or ending the game.
- Trilogy Lacrosse prohibits and will not tolerate acts of harassment, discrimination and bullying. Harassment, discrimination or bullying of any gesture, any written, or physical act, or any electronic communication may result in ejection from the field/facility.

### COVID-19 POLICY

Attendees are expected to adhere to all federal, state & local guidelines on attending large outdoor gatherings. If you or any member of your family are sick, please stay home.