

TRILOGY LACROSSE®

Autumn Drop Game Play + Rules: 2024

2029 – 2032 Divisions – 12v12 (See bottom of page for 2033/34 8v8 rules)

Games will be played under Girls USA Lacrosse/NFHS rules with the following modifications and points of clarification:

Game Time: Pool Play: Two 19-minute running halves. 3-minute halftime. Kept on central horn unless game slots are staggered starts and then kept on field. **All Playoffs** = 12-minute running halves, 3 minute HT.

Timeouts: One 45-second timeout/game. Game clock doesn't stop, penalty time does. Can't use in last 4-min of game.

Checking: All Divisions participate in checking corresponding to USA Lacrosse Rules. 2029+2030 = Transitional, 2031+2032 = Modified. ***2029 + 2030 teams can choose to go full check if both Head Coaches agree.

Self-Start: Improper self-starts will be re-set without penalty. False starts by offense on 8M free positions will be penalized. Because the games have a running clock, if the attack fouls in the CSA within the last two minutes of each half and in overtime, the offended team may self start.

Overtime Rules: *There is No overtime in Pool Play* – games ending in a tie will be recorded as a tie.

Championship/Semifinal Game Overtime: 5-minute sudden victory periods until a goal is scored.

8-meter/ End of Period Play – will be played out if horn blows for end of game or half but if the 8-meter is already in play when the game horn sounds, then the game is done at the time of the horn. If the ball is released as a shot prior to horn, the shot counts.

No Deputies

Alternate Possession: First AP is awarded to the team listed first on the Field Marshal clipboard.

Penalties: All major fouls will be time serving penalties and the offending team will play short. The penalty clock will begin when the official blows the whistle to restart play. Penalty time will be kept by the field marshal. All yellow cards will be 2 minutes and all red cards will be 4 minutes.

- 1 Yellow Card: Player sits 2-minutes, field marshal keeps time.
- 2 Yellow Cards: Player sits the remainder of game and can play in next game.
- Red Card (Player): Player must sit remainder of game AND must sit out for the next game.
- Red Card (Coach): The coach must leave the game and is prohibited from coaching the rest of the day at the event.
- The offending player that receives a card must serve the penalty time unless it is the goalie, and no substitute is available. If the goalie receives a red card, then they will be ejected from that game and the next. Their team may add an extra field player to the game to play in the field while a replacement goalie is dressed and enters the field through the sub area. No field player may enter the goal circle unless instructed by the officials.
- If a team receives 4 Cards, they will play down the remainder of the game.

Offsides: 4 players must remain behind the restraining line when their team is on defense. 5 players must remain behind the restraining line when their team is on offense (the goalie counts at 1 player). If a team only has 11 players and plays short, they only need to keep 4 back when on offense (3 field players + the goalie)

Stick Checks: No Stick Checks unless requested by the opposing coach before the next draw. No stick checks are permitted in the last 4 minutes of a game.

2033/34 Division - 8v8

Format: 8v8. 1-Goalie, 7-Field Players • **Field Size:** 60 yds by 33-37 yards • **No checking** • **OT same as above**

Sticks: may have modified pockets but no more than ½ the ball may be below the sidewall.

Offsides: 2-players must remain behind the center line when their team is on defense. 3-players must remain behind the restraining line when their team is on offense (the goalie counts at 1-player).

Begin Play: Each half will start with a draw and goalie clears will begin play after each goal the remainder of the game. Players not taking the draw must hold on the 8M arc until possession is established. After a goal is scored, opposing players must back up to the 8M on clears.

Penalties: will be running time, but teams do not play short. The offending player must leave the field for the duration of their penalty. Card specific rules as detailed above will apply to the 2033/34 division as well.

TRILOGY LACROSSE®

Autumn Drop Policies: 2024

TIE-BREAKERS

<ul style="list-style-type: none">• Head-to-Head*• Fewest Goals Against• Most Goals For• Coin Flip	<p><i>*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 tie-breaker and the other teams tie-break will be determined by fewest goals allowed and then most goals for</i></p>
---	--

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 yellow card, 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.

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 should be 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 facility owners, not tournament organizers, have final say whether the event will take place in whole or in part.
- In the event there is a lightning strike within 8 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.