

TRILOGY LACROSSE®

Trilogy 24 Tournament Game Play & Rules: 2024 ALL DIVISIONS

Base Rules: NCAA with the following modifications and points of clarification:

GAME RULES

1. **Game Times:** Games will consist of two (2) 18-Minute running halves, with a three (3) minute halftime.
2. **Timeouts:** One (1) 45-second timeout per game. **Game clock stops during timeouts.** None in OT.
3. **Man-up/Man Down:** will be played on Time serving penalties. All penalties will be running time, but time stops during a timeout. The penalty clock will begin when the official blows the whistle to restart play.
4. **Timing:** Officials will keep game time, and scorer's table will keep penalty time.
5. **No Shot-Clock**
6. **Crease Diving:** **NFHS** rules in effect
7. **Advancing the Ball - Clearing Count:** Team has twenty (20) seconds to clear over the midline
8. **Over and Back Rules:** Ball cannot go back over midfield after 20 second clearing count has expired except on a valid shot.
9. **Keep It In:** Team that leads by 3 or less must keep it in the offensive box in the final 2-minutes of the game.
10. **Faceoff:** NCAA rules will be played.
11. **Overtime Rules (OT): *No Overtime in Pool Play - Games That End in Tie will result in a Tie***
 - **Playoff Games (non-championship):** Tie Games at the end of regulation will immediately go into a 4v4 Modified Braveheart (3 field + 1 goalie) until a goal is scored. Goalie cannot go over the midline unless a player stays back. Play will begin with a faceoff and then continue until a goal is scored. Substitutions are allowed. If there is a penalty carrying over into OT, at the end of regulation, or in OT, the offending team will play down (3v2 Field players). A 2nd penalty would result in a 4v2.
 - **Championship:** Regular 10v10 game play in 5-minute periods until a goal is scored beginning with a faceoff unless the time serving penalty scenario from Braveheart section above is applicable.
12. **Stick Checks:** Sticks must meet NFHS or NCAA standards. There will be no stick checks unless requested by the opposing coach. If a requested stick is found to be illegal, 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.
13. **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 tournament play. Repeat unnecessary roughness offenses may result in the ejection.
14. **Alternate Possession (AP):** In the event of an inadvertent whistle where there is no clear possession by either team, the ball will be awarded to the team that lost the first face-off of the game.

TIE-BREAKERS (ALL DIVISIONS)

- 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*

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Trilogy 24 Policies: 2024

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.
- 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 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.
- 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.

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.