

Trilogy 24 Tournament

THURSDAY, JUNE 27 - FRIDAY, JUNE 28, 2019

Event Manual

GOUCHER COLLEGE 1021 DULANEY VALLEY RD TOWSON, MD 21204







Trilogy 24 Recruiting Tournament

Event Manual Contents

General Event Information

Welcome Letter	3
Campus Overview + Field Maps	4-5
Schedule & Divisional Formats	6
Tournament Rules	7-8
Weather Policy + Facility Rules	9







Welcome to The 2019 Trilogy 24 Tournament!

Thank you very much for choosing to attend the Trilogy 24 Tournament at Goucher College. We are honored for the opportunity to host your program and look forward to delivering an excellent lacrosse experience to your coaches and families. 2019 marks Trilogy Lacrosse's fifteenth summer – we are proud of our tradition and remain humbly committed to taking care of the details at our events.

We are excited to be hosting the tournament again this summer at Goucher College's beautiful athletic campus. We aim to create an optimal environment for our tournament both on and off the field. To accomplish this goal, we will have members of our full-time team on-site at the event, along with the rest of our staff that has been selected based on their event experience and Trilogy Lacrosse background. All have a passion for the game and want to see your families have an incredible experience.

The tournament features reputable national and regional club programs. We look forward to a competitive event. This manual lays out the rules, format, maps, and all the information you would need to know about the event.

This Manual includes valuable information about the tournament. Please contact us with any questions or concerns at <u>tournaments@trilogylacrosse.com</u> or 212-796-7987.

Thank you again for choosing Trilogy Lacrosse. We look forward to hosting you soon!

Sincerely,



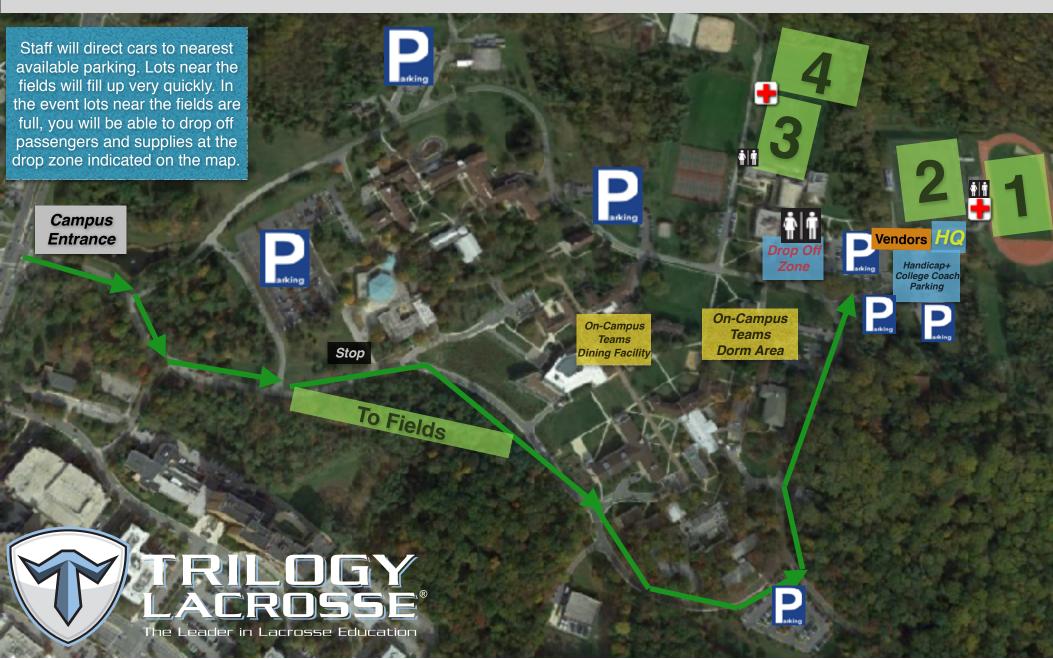
Ryan Boyle Chief Executive Officer

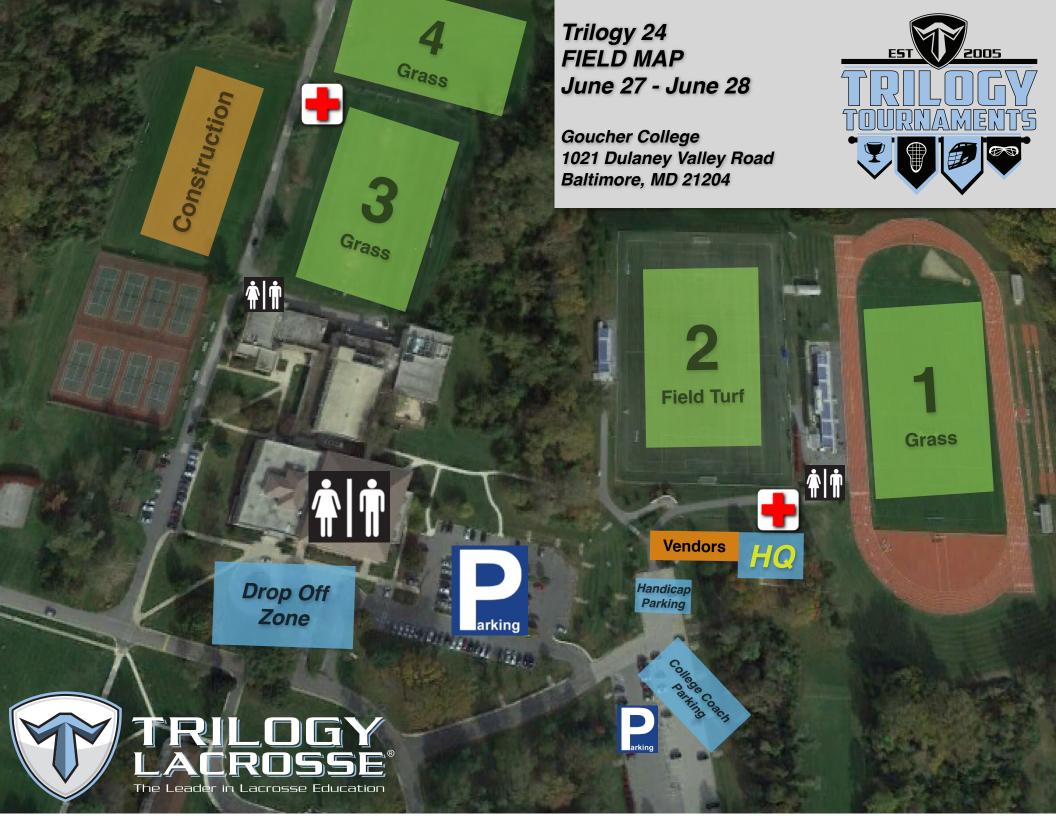




Trilogy 24 Field Map: June 27 - June 28

Goucher College 1021 Dulaney Valley Road Baltimore, MD 21204







Schedule

Divisional Game Play: 8:00am – 6:00pm (Fields 1-4)

Schedule Link: https://admin.tourneymachine.com/R63523

All Star Games: Will be announced by 4:30pm – Will all be played on Turf Field (#2)

6:15pm: 2021/226:50pm: 2020

All Star Games - 30 Minute Running Games

Divisional Formats

2020 Division

Pool Play: 2 Pools of 4

Seeding: Top 2 teams from each pool advance

Sunday Brackets: 4 team Championship bracket, 4 team consolation play

2021 Division

Pool Play: 1 Pool of 6 & 1 Pool of 4

Seeding: Top 4 teams from the pool of 6 & Top 2 from the pool of 4 advance **Sunday Brackets:** 6 team Championship bracket, 4 team consolation play

2022 Division

Pool Play: 1 Pool of 6 & 1 Pool of 5

Seeding: Top 4 teams from each pool advance

Sunday Brackets: 8 team Championship bracket, 3 team round robin play





Tournament Game Play & Rules: 2020 – 2022 Divisions

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

GAME PLAY

- 1. All games START on a central horn. Referees will keep time once the game begins.
- 2. Games will run on 50-minute blocks.
- 3. Playing time will consist of two (2) 20-minute running halves with a 3-minute halftime.
- 4. Teams get one (1) 60-second timeout per game
- 5. **Non-Championship Overtime:** Tie Games will go to a 2-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.
- 6. **Braveheart Rules**: For a Braveheart, 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. Play will begin with a faceoff and then continue until a goal is scored.
- 7. **Championship Overtime**: 5-minute periods until a goal is scored. No Bravehearts.
- 8. **Schedule Changes:** In the event of schedule delays caused by weather, which may include lightning or heavy rain, the tournament will go to an alternate schedule and may shorten game lengths. All schedule changes will be messaged through Tourney Machine.
- 9. **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.

GAME RULES

- 1. **Man-up/Man Down:** will be played on Time served penalties. All penalties will be running time. The penalty clock will begin when the official blows the whistle to restart play. Penalty time will be kept on the field by the officials. Penalty Time stops if a timeout is called.
- 2. Advancing the Ball: Team has twenty (20) seconds to clear over the midline
- 3. Crease Diving: NCAA rules in effect
- 4. Shot Clock Rule: NO Shot Clock Timing Will be Enforced
- 5. Over and Back Rules: NCAA rules in effect
- 6. **Stick Checks:** Sticks must meet NCAA or NFHS standards. There will be no stick checks unless requested by the opposing coach. If a requested stick is found to be illegal, a 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.
- 7. **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 from a game.





8. **Helmets required at all times**: All players must properly wear the mandatory protective helmet when they are on the field or engaging in warm-ups or any drills that involve passing, shooting or scrimmaging.

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. 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. 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, 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 in the event manual.

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.





Facility Rules + Weather Policy

Site Rules:

Please adhere to the following rules and be respectful of our host facility:

- No Alcohol, No Grills
- No parking on grass, or in any unmarked parking lot
- No pets, aside from service animals
- No staked tents, pop-ups only
- All trash must be picked up and taken or placed in trash receptacles (i.e. bags of trash must not be left at team/ family tents)

Any violations of the above policies may result in removal from the premises. THANK YOU!

Parking

Please follow all parking signage and parking staff. Failure to comply with direction may result in loss of on campus parking privileges. Illegally parked vehicles will be towed at the owner's expense.

DO NOT STOP ON ROADWAYS TO DROP OFF PLAYERS, SPECTATORS OR EQUIPMENT. THIS IS A TRAFFIC HAZARD AND COULD RESULT IN BODILY INJURY TO PEDESTRIANS AND MOTORISTS.

Lightning Policy

Play will be suspended if there is a lightning strike within 10 miles of the facility as determined by our weather tracking system. Play will resume 30 minutes after the last lightning strike in the area.

The signal for lightning will be 5 air horns. Upon hearing this, all personnel should immediately take shelter in their vehicles or the nearest solid structure. Tents are NOT considered shelter and families should NOT stay in the tent areas during conditions with Lightning in the area. The SRC Center located just south of Field 3 on the map will be the inclement weather shelter area.

Tournament Adjustments

Before or after the event has started, tournament organizers and facility owners reserve the right to:

- 1) Make adjustments due to Lightning or Heavy Rain that leads to unplayable field conditions.
- 2) Cancel further play.
- 3) Postpone tournament start date/time and reduce game times in order to allow catch-up with the schedule of play.
- 4) Interrupt and suspend games as necessary in accordance with Lightning Policy; games may be continued from the point of interruption at the earliest opportunity, but may become final scores based on time constraints.
- 5) Finish games before inclement weather arrives or to preserve field conditions; games will be deemed official at the point of termination.

