



Tournament Game Play Rules, Policies and Procedures

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

CHESAPEAKE FALL CLASSIC

Sportsmanship Policy

We love a good game and sportsmanship!

Sportsmanship and the concepts of fair and honorable play are essential to the overall success of the Tournament.

- Players, coaches, officials, parents and spectators are to conduct themselves in a manner that “**Honors the Game,**” demonstrates respect for others and is consistent with the businesslike operation of the Tournament for the benefit of everyone involved.
- Poor sportsmanship, taunting, trash talking, fighting or other unbecoming behavior on the part of 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 judgment 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, verbal or physical act, or any electronic communication may result in ejection from the field/facility.
- The tournament director makes the final decision on any issues.

Tie-Breakers

1. Head to Head*
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 serve as the first tie-breaker. 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

Rule Modifications and Points of Clarification

2027-2032 Divisions

- Format:** 10v10. No more than 4 long sticks on the field per team.
- Field Size:** Standard full size approximately 110x60 yards.
- Game Time:** Two 19-minute running periods. 2-minute halftime.
- Timeouts:** One 45-second timeout per game. Game clock does not stop, but penalty time does stop. Cannot be called in last 4-minutes of the game.
- Central Horn:** Start and stop game time unless fields are on different schedules. 5-consecutive air horn blasts signal a lightning delay.
- Clearing Count:** 20-seconds to advance the ball to the offensive side. **No 10-Second** count to touch it in the offensive box.
- NO Keep It In** at the end of the game regardless of score.
- Over & Back:** Once the 20-second clearing count has expired the over and back rule goes into effect.
- *No Clearing Counts in 2030 – 2032 Divisions***
- Body Checking and One-Handed Checks:** None permitted
- 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 by on-field officials. Penalty Time stops if a timeout is called.
- Faceoff:** Standing neutral grip
- Substitution:** No horns. On-the-fly only, except on a time serving penalty to allow a quick EMO/EMD on the field of play.
- Alternate Possession (AP):** First AP is awarded to the team listed first on the Field Marshal clipboard.
- Stick Checks:** One per game, but none in final 10-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.
- Mercy Rule:** A team trailing by 6+ goals may receive the ball at midfield following any goal (unless waived by trailing team).
- Pool Play Overtime:** Tie Games at the end of regulation will immediately go into a two (2) minute sudden death overtime beginning with a face-off unless either team ends game with possession in an extra man situation, in which case they will receive the ball to start OT. If the game remains tied after the overtime period, a 4v4 Braveheart will immediately follow to determine the winner.
- Braveheart Rules:** For a Braveheart, each team will send four (4) 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. No Substitutions.
- Championship Game Overtime:** 5-minute periods until a goal is scored. No Bravehearts unless both teams agree to it.





Age and 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.
- 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.
- 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 only be set up in designated areas and never on the end line 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.
- **COVID-19:** Attendees are expected to adhere to the following policy as well as all federal, state & local guidelines on attending large outdoor gatherings.

Weather Policy and Schedule Adjustments

All schedule changes will be messaged through Tourney Machine

In the event of field closures and/or unplayable field conditions or adverse or threatening weather conditions, including rain, wind, lightning, excess heat and/or humidity, tournament organizers reserve the absolute and unfettered right to:

1. Cancel and/or postpone play.
2. Reduce game times.
3. Revise the schedule.
4. Interrupt and suspend games.
5. Finish or end games early.
6. The field and facility owners, not tournament organizers, have final say whether the Tournament will take place in whole or in part, or will proceed in a modified format, due to the weather conditions.

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.

People shall not attend the event if in the 5 days prior to the event, any of the following conditions are met:

1. Test positive for COVID-19
2. The individual or any member of their household or any individual that may attend the event with them has come into close contact with a positive case, (excluded if they are vaccinated or have had COVID-19 in the 3 months prior to exposure)
3. The individual exhibits symptoms of COVID-19, which include but are not limited to a cough, shortness of breath or difficulty breathing, loss of taste or smell, headache, chills, muscle or body aches and/or sore throat.

