



Trilogy Rider Tournament

SATURDAY, JUNE 22 - SUNDAY, JUNE 23, 2019

Event Manual

**2020-2022 DIVISIONS:
MERCER COUNTY COMMUNITY COLLEGE
1200 OLD TRENTON RD
WEST WINDSOR TOWNSHIP, NJ 08550**

**2023-2028 DIVISIONS:
RIDER UNIVERSITY
2083 LAWRENCEVILLE RD
LAWRENCEVILLE, NJ 08648**



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Rider Tournament Manual

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Latest Game Schedules will always be posted on Tourney Machine

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Trilogy Rider Tournament
June 22-23, 2019
Overview Site Map
2023-2028 Divisions
 Rider University
 2083 Lawrenceville Road
 Lawrence Twp, NJ 08648



Parking Instructions:
 Rider University Staff manages parking and will direct cars to nearest available parking. As lots fill, they will be closed off.
 3 air conditioned coach shuttle buses will be running all day from the main lot to the Field 10 lot.



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All 2026 teams on Field 11 and 12. Park in Main Lot



Site Map Fields 1- 10

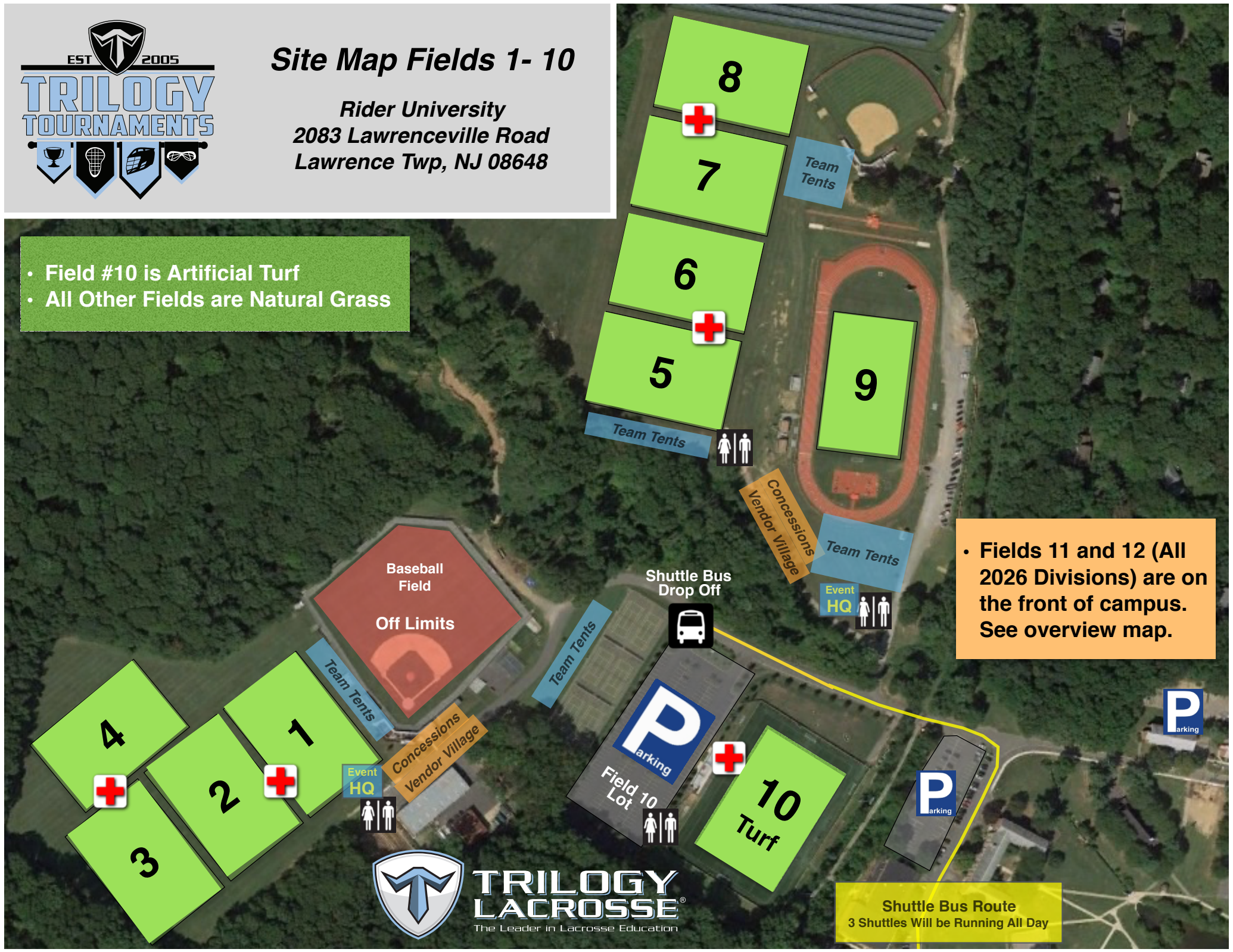
Rider University
2083 Lawrenceville Road
Lawrence Twp, NJ 08648

- Field #10 is Artificial Turf
- All Other Fields are Natural Grass

- Fields 11 and 12 (All 2026 Divisions) are on the front of campus. See overview map.



Shuttle Bus Route
3 Shuttles Will be Running All Day





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Field #13 is turf
Fields #14 & #15 are natural grass



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**TRILOGY
TOURNAMENTS**



Trilogy Rider Tournament

Mercer County Community College
Site Map

2020-2022 Divisions

1200 Old Trenton Rd
West Windsor Twmsp, NJ

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Schedule and Division Formats

All schedules, results, and notices will be posted on the Tourney Machine App.

- *All teams will play 3 games of pool play on Saturday for seeding*
- *All teams are scheduled for at least 2 games Sunday*
- *Saturday pool play seeding will determine Sunday's bracket play per structures listed below by division:*

2020 Division- 7 Teams

Pool Structure: *1 Pool of 7

Saturday Seeding: Top 4 seeds advance to championship playoff, Bottom 3 to round robin consolation

**One team will play a 4th game, which does not count towards their standings*

Sunday Brackets: 4 team Championship Bracket + 3 team Round Robin play

2021 Division – 6 Teams

Pool Play: 1 Pool of 6

Saturday Seeding: 3 games of pool play determines seeding– all teams in playoff *Top 2 seeds receive byes

Sunday Brackets: 6 team championship bracket

2022 Division – 8 Teams

Pool Play: 2 Pools of 4

Saturday Seeding: Top 2 seeds from each pool advance to championship playoff, bottom 2 to consolation play

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

2023 Black Division – 6 Teams

Pool Play: 1 Pool of 6

Saturday Seeding: 3 games of pool play determines seeding– all teams in playoff *Top 2 seeds receive byes

Sunday Brackets: 6 team championship bracket

2023 Carolina Division – 10 Teams

Pool Play: 1 Pool of 6, 1 Pool of 4

Seeding: Top 4 teams from pool of 6 and top 2 teams from pool of 4 advance to 6 team championship bracket, bottom 2 of each pool to consolation play. *Pool winners receive byes

Sunday Brackets: 6 team championship bracket, 4 team consolation play

2024 Black Division – 6 Teams

Pool Play: 1 Pool of 6

Saturday Seeding: 3 games of pool play determines seeding– all teams in playoff *Top 2 seeds receive byes

Sunday Brackets: 6 team championship bracket

2024 Carolina Division - 14 Teams

Pools: 1 Pool of 6, 2 Pools of 4

Seeding: Top 4 teams from the pool of 6, and Top 2 teams from each pool of 4 advance to championship playoff, bottom 2 of each pool to consolation play

Sunday Brackets: 8 team Championship Bracket, 6 team Consolation play

(2025 – 2027/28 NEXT PAGE)



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2025 Black Division – 7 Teams

Pool Structure: *1 Pool of 7

Saturday Seeding: Top 4 seeds advance to championship playoff, Bottom 3 to round robin consolation

**One team will play a 4th game, which does not count towards their standings*

Sunday Brackets: 4 team championship bracket + 3 team round robin play

2025 Carolina Division – 8 Teams

Pool Play: 2 Pools of 4

Saturday Seeding: Top 2 seeds from each pool advance to championship playoff, bottom 2 to consolation play

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

2026 Black Division – 6 Teams

Pool Play: 1 Pool of 6

Saturday Seeding: 3 games of pool play determines seeding– all teams in playoff *Top 2 seeds receive byes

Sunday Brackets: 6 team championship bracket

2026 Carolina Division – 10 Teams

Pool Play: 1 Pool of 6, 1 Pool of 4

Seeding: Top 4 teams from pool of 6 and top 2 teams from pool of 4 advance to 6 team championship bracket, bottom 2 of each pool to consolation play. *Pool winners receive byes

Sunday Brackets: 6 team championship bracket, 4 team consolation play

2027 Black Division – 4 Teams

Pools: 1 Pool of 4

Seeding: 3 games of pool play determines seeding for all teams in sunday playoff

Sunday Brackets: 54team Championship bracket

2027 Carolina Division – 10 Teams

Pool Play: 1 Pool of 6, 1 Pool of 4

Seeding: Top 4 teams from pool of 6 and top 2 teams from pool of 4 advance to 6 team championship bracket, bottom 2 of each pool to consolation play. *Pool winners receive byes

Sunday Brackets: 6 team championship bracket, 4 team consolation play

2027/28 Division – 6 Teams

Pool Play: 1 Pool of 6

Saturday Seeding: 3 games of pool play determines seeding– all teams in playoff *Top 2 seeds receive byes

Sunday Brackets: 6 team championship bracket



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Tournament Game Play & Rules: 2023 – 2028 Divisions

**All Games will be played under US Lacrosse rules
with the following modifications and points of clarification:**
14U rules apply to 2023 & 2024 Divisions. 12U Rules apply to 2025 Division and below

GAME PLAY

1. Games start and end on one Central Horn, as does Half Time.
2. Games will run on fifty (50) minute blocks.
3. Playing time will consist of two (2) twenty (20) minute running halves with a three (3) minute halftime.
4. Teams will have zero (0) timeouts.
5. **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 1v1 Braveheart will immediately follow until a winner is determined.
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 Games:** 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 by the field marshal.
2. **Advancing the Ball - Clearing Count:** Team has twenty (20) seconds to clear over the midline and ten (10) seconds to touch it into the box. *12U (2025) and younger does not apply.
3. **Stick Checks:** Sticks must meet US Lacrosse 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.
4. **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.
***No big body hits or one-handed checks allowed in the 12U (2025) Divisions and younger.**
5. **NO Loose Ball 4-Second Count Alternate Possession Rule in Place.**
6. **Keep It In:** When there is less than 2-minutes remaining in the game, if a team is in the lead by 4 or less then they must get it in and keep it in the box. *12U (2025) and younger does not apply.
7. **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.



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Tournament Game Play & Rules: 2020 – 2022 Divisions

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

GAME PLAY

1. Games start and end on one Central Horn, as does Half Time.
2. Games will run on fifty (50) minute blocks.
3. Playing time will consist of two (2) twenty (20) minute running halves with a three (3) minute halftime.
4. Teams will have zero (0) timeouts.
5. **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 1v1 Braveheart will immediately follow until a winner is determined.
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 Games:** There are no Braveheart's in Championship games. Championship games will be played with a 5-minute Sudden Victory overtime. If there is no score in the first overtime, teams will switch sides and play another 5-minute overtime. This process will repeat until a goal is scored.
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 by the field marshal.
2. **Advancing the Ball - Clearing Count:** Team has twenty (20) seconds to clear over the midline and ten (10) seconds to touch it into the box.
3. **Over and Back Rules:** NFHS rules in effect
4. **Stick Checks:** Sticks must meet 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.
5. **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.
6. **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.



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Tournament Regulations, Procedures & Policies: **Applies to All Divisions**

Age and Roster Regulations

1. Every participant must be a US lacrosse member and 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
 - a. **In the event of a tie between more than two teams, head to head amongst common opponents 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.
2. Fewest Goals Against
3. Most Goals For
4. Coin Flip

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.

Mercy Rule

1. Teams trailing by 10 or more goals will be awarded the ball at midfield following a goal by either team until the goal differential drops below 10. This rule can be waived if both coaches agree.



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Facility Rules

Rider University & Mercer County Community College Site Rules:

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

- **No grills**
- **No parking on grass, or in any unmarked parking lot**
- **No alcohol, drugs, smoking or weapons permitted**
- **No pets allowed whatsoever, even on leashes. Service animals are exempt**
- **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)**
- **Baseball and softball fields are off limits**

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

Tent Areas

Tents are allowed in the designated areas near the fields. Please adhere to these marked areas. Do not set up tents on endlines of fields whether there is netting or not.

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. PLEASE FIND A PARKING SPOT AND UNLOAD THE VEHICLE AND PASSENGERS AT THAT TIME.

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.** Tents are NOT considered shelter and families should NOT stay in the tent areas during conditions with Lightning in the area.

Athletic Trainers & Medical Staff

There will be Certified Athletic Trainers on site as well as EMT personnel. If there is an injury on the field the Field Marshall will call an Athletic Trainer to respond. If you require other medical attention outside of gameplay please see an Athletic Trainer, or ask a Field Marshall for assistance.

Nearest Hospital: Capital Health Medical Center – Hopewell, 1 Capital Way, Pennington, NJ 08534

