## All Division Lacrosse presents: Palmetto Preseason Shoot-Out Event Schedule 2024

|  <br> Abbreviations | TIME | FIELD 1 | FIELD 2 |
| :---: | :---: | :---: | :---: |
| Catawba Ridge HS (CR) | $\mathbf{8 : 2 0 - 8 : 5 0}$ | RS v MD | ES v SP |
| Mauldin HS (MD) | $9-9: 30$ | RS v TL | CR v MD |
| Eastside HS (ES) | $9: 40-10: 10$ | TL v ES | SP v CR |
| Riverside HS (RS) | $\mathbf{1 0 : 2 0 - 1 0 : 5 0 ~}$ | RS v CR | TL v MD |
| Spartanburg HS (SP) | $\mathbf{1 1 - 1 1 : 3 0}$ | RS v ES | SP v MD |
| TL Hanna HS (TL) | $\mathbf{1 1 : 4 0 - 1 2 : 1 0 ~}$ | ES v CR | TL v SP |
| Boiling Springs HS (BS) | $\mathbf{1 2 : 2 0 - 1 2 : 5 0 ~}$ | CC v FM | BS v JL |
| Christ Church <br> Episcopal HS (CC) | $\mathbf{1 - 1 : 3 0}$ | CC v LX | DR v FM |
| Fort Mill HS (FM) | $\mathbf{1 : 4 0 - 2 : 1 0 ~}$ | LX v BS | JL v DR |
| JL Mann HS (JL) | $\mathbf{2 : 2 0 - 2 : 5 0 ~}$ | CC v DR | LX v FM |
| Lexington HS (LX) | $\mathbf{3 - 3 : 3 0}$ | CC v BS | JL v FM |
| Dorman HS (DR) | $\mathbf{3 : 4 0 - 4 : 1 0}$ | BS v DR | LX v JL |

## Palmetto Preseason Shoot-out Rules (in accordance with NFHS):

- All games will be 30 minutes running time:
- Games will start and end with a single horn from the scoreboard.
- Teams will warm up before the game is to start and must be ready to go on single horn blast.
- Please bring your own lacrosse balls to warm up.
- Teams will need to provide water for players.
- Penalties:
- 30 second penalties will be 45 seconds running clock (stop at timeouts).
- 1-minute penalties will be 1 minute and 30 seconds running clock (stop at timeouts).
- 2-minute penalties will be 2 minutes running clock (stop at timeouts).
- 3-minute penalties will be 3 minutes running clock (stop at timeouts).
- Each team will have one time out with the clock running. No time out in last three minutes.
- 5-goal rule in effect: If a team is leading by 5 goals, the faceoff will be eliminated, and the ball will be awarded to the trailing team at midfield.
- Each team should wear a reversible with two colors.
- Games that end in a tie will end in a tie; there will be no overtime play.


## Thunder/Lightning Policy:

If thunder is heard or lightning is seen, a 5-second horn will sound, suspending play immediately. Players and spectators will have to leave the field. Play will resume 30 minutes after the last sound of thunder or sighting of lightning. When play is resumed, games will be played as originally scheduled.

