

LAKE PLACID SUMMIT CLASSIC: GIRLS DIVISION RULES

Girls 2026-2029 divisions will utilize NFHS rules with the following exceptions/clarifications; Girls 14U (2030-2031) divisions will utilize the Modified Sports Standards of the US Lacrosse rules with the following exceptions:

1. **Eligibility:** It is the responsibility of each team to ensure that all players meet age eligibility requirements for the division in which they participate. All athletes should be grad year eligible for the division in which they compete. Athletes should only compete on one team per age level unless pre-approved in advance of the event by Tournament directors.
2. **Northstar Divisional Eligibility Rules:**
 1. Northstar division(s): HS grad years 2026-2029. No college student athletes are permitted to participate in the scholastic portion of the tournament.
 2. No player is permitted to play for more than one team in any single age division without explicit approval from tournament staff, in advance of the tournament.
 3. Northstar Division's Double Rostering Exception: Girls who intend to participate in the Northstar division with their future collegiate teammates, but also have a commitment to their club team attending in the 2026-2028 Gold or Silver Divisions, may play in both divisions under the following circumstances:
 4. Player is rostered on both teams in advance of the tournament;
 5. Both teams must be able to field a team without double rostered player(s). Tournament staff is not responsible for schedule conflicts caused as a result of double rostered players
 6. 2026's may not play in the gold or silver divisions.
 7. Reminder that the only way to ensure eligibility is for all players to complete the mandatory online registration process which will be distributed in the spring to all registered team admins & coaches.
3. **NORTHSTAR DIVISION FORMAT:** Team participating in the Northstar division will play 10 v 10. Four players must remain on the defensive end of the field to be considered onsides.
4. **Timing:** All games will consist of two (2) 23-minute running time halves with a five-minute half-time. The clock will stop in the last minute of each half, unless there is a 5+ goal differential, in which case running time will continue. Penalty time will also be running time. Yellow cards are non-releasable 1-minute fouls. Any player receiving (2) yellow cards in one game will be removed from that game. A player receiving a red card will serve a 2-minute, non-releasable penalty, will be removed from that game, and potentially their next game. *Note – game duration and halftime may be shortened by the mutual agreement of participating teams. Also, at the discretion of the tournament organizers, game times may be shortened due to inclement weather, or to keep the tournament on schedule. Officials may stop time at their discretion.
5. **Overtime:** Sudden victory overtime will follow the completion of a tied game after a 3-minute break; sudden victory periods will be 3 minutes of running time.
6. **Delay of Game:** Teams may be assessed a delay of game penalty if not ready to begin play at the scheduled time; games may be shortened at the discretion of the organizers to keep game times on schedule.
7. **Weather Delay:** If a weather-related evacuation occurs during the 1st half, teams will return to play the 2nd half of the game, weather permitting. If the evacuation occurs during the second half, the game MAY pick-up where it left off (weather permitting), OR the game MAY be terminated, and the score recorded as is. If the score differential is equal to or greater than 6, regardless of time remaining, the game may be terminated.

8. **Tie Breaks & Re-Seeds:** Refer to the Tournament Tie-Break Formula for all divisions
9. **Timeouts:** Each team will be permitted one (1) 1-minute timeout per half. Timeout may be requested after a goal is scored, or the requester's team is in clear possession of the ball. The game clock will be stopped during timeouts. There are NO timeouts allowed in overtime periods.
10. **Alternating Possession:** In the event of alternate possession, the first team listed on the scoresheet is given first possession.
11. **14U Stick-checking:** 14U will play transitional checking.
12. **Expulsion, Ejection, or Fighting:** To the discretion of officials and/or tournament directors, any participant (player, coach, team official, or spectator) who is ejected during tournament play, on or off the playing field, may be subject to a one or more game suspension, up to automatic disqualification from the tournament. Any player or coach called for verbal abuse will serve a one-minute unsportsmanlike conduct penalty. Continued abuse will result in ejection from the contest, and potentially the tournament.
13. **Summit Society:** All teams, coaches, players, parents and team officials must adhere to the Summit Lacrosse Society. No profanity or unsportsmanlike conduct will be tolerated. Offending team(s) may be disqualified.
14. **Goal Circle play:** Defense is allowed to run through the crease when not in possession of ball, and stand in when within a stick's length of ball carrier. Any number of players are allowed in the crease when in possession of ball.

LAKE PLACID SUMMIT CLASSIC: BOYS DIVISION RULES

Boys 2027-2030 divisions will use Federation High School Rules (NFHS) with the following exceptions:

1. **Eligibility:** It is the responsibility of each team to ensure that all players meet age eligibility requirements for the division in which they participate. All athletes should be grad year eligible for the division in which they compete. Athletes should only compete on one team per age level unless pre-approved in advance of the event by Tournament directors. No HS graduates are eligible for the Boys scholastic divisions. **Summit Divisional Eligibility Rules:** Teams competing in the Boys Summit division are permitted to roster (1) post-grad/re-classed athlete per team.
2. **Timing:** All games will consist of two (2) 23-minute running time halves with a five-minute half-time. Penalties will be stopped time. Personal fouls will be timed at 1-minute, and technical fouls at 30-seconds. All fouls are released if the man-down team is scored on, unless otherwise indicated by the officials. *Note – game duration and halftime may be shortened by the mutual agreement of participating teams. Also, at the discretion of the tournament organizers, game times may be shortened due to inclement weather, or to keep the tournament on schedule. Officials may stop time at their discretion.
3. **Overtime:** Sudden victory overtime will follow the completion of a tied game after a 3-minute break; sudden victory periods will be 3 minutes of running time. There are NO timeouts allowed in overtime periods.
4. **Delay of Game:** Teams may be assessed a delay of game penalty if not ready to begin play at the scheduled time; games may be shortened at the discretion of the organizers to keep game times on schedule.
5. **Weather Delay:** If a weather-related evacuation occurs during the 1st half, teams will return to play the 2nd half of the game, weather permitting. If the evacuation occurs during the second half, the game MAY pick-up where it left off (weather permitting), OR the game MAY be

terminated, and the score recorded as is. If the score differential is equal to or greater than 6, regardless of time remaining, the game may be terminated.

6. **Tie Breaks & Re-Seeds:** Refer to the Tournament Tie-Break Formula for all divisions
7. **Substitutions:** All substitutions will be on the fly.
8. **Timeouts:** Each team will be permitted one (1) 1-minute timeout per half, which may be called by the team in possession any place on the field. Timeouts may be called by either team during a dead ball situation. The game clock will be stopped during timeouts. There are NO timeouts allowed in overtime periods.
9. **Advancing the Ball, Counts, & Stalling:** In the event of alternate possession, first possession will be given to the first team listed on the scoresheet. No counts will be used for advancing the ball or stalling, unless a stall warning is initiated by officials. Exceptions below. If a stall warning is initiated, the ball must be moved into the attack goal area within 10 seconds and kept there. Per NFHS Rules:
 1. During the last 2 minutes of the game, automatic Stall Warnings will be in effect for the team leading by 4 goals or less.
 2. When the goal differential is 5 goals or more, or if the game is tied, there will be no automatic stall warning in the final 2 minutes of play
1. **Over and Back Rule:** Once the offensive team establishes offense inside the attack goal area, the ball is considered live. If offense causes the ball to cross the midline, a turnover will result.
2. **Restarts:** Per NFHS Rules. The goalie shall be given a maximum of 5 seconds to return to the crease area.
3. **Slow Whistle Rule:** When a flag is thrown, the slow whistle will end play if the ball hits the ground or comes above the offense restraining line.
4. **Expulsion, Ejection, or Fighting:** To the discretion of officials and/or tournament directors, any participant (player, coach, team official, or spectator) who is ejected during tournament play, on or off the playing field, may be subject to a one or more game suspension, up to automatic disqualification from the tournament. Any player or coach called for verbal abuse will serve a one-minute unsportsmanlike conduct penalty. Continued abuse will result in ejection from the contest, and potentially the tournament.
5. **Summit Society:** All teams, coaches, players, parents and team officials must adhere to the Summit Lacrosse Society. No profanity or unsportsmanlike conduct will be tolerated. Offending team(s) may be disqualified.

LAKE PLACID WOMEN'S ADULT DIVISIONS RULES

The Women's divisions will utilize NCAA Rules with the following exceptions;

1. **Eligibility:** It is the responsibility of each team to ensure that all players meet age eligibility requirements for the division in which they participate, as published on the tournament website and Terms & Conditions.
 1. 2026 Exceptions:
 1. Womens 25+ Teams: (2) players younger than 25 permitted, but must be 21 or older as of 12/31/2026.
 2. Womens 35+ Teams: (2) players younger than 35 permitted, but must be 30 or older as of 12/31/2026.

2. **Timing:** All games will consist of four (4) 12-minute running time quarters with a five-minute half-time. Penalty time will also be running time. Yellow cards are releasable 1-minute fouls. Any player receiving (2) yellow cards in one game will be removed from that game. A player receiving a red card will serve a 2-minute, non-releasable penalty, will be removed from the game, and potentially their next game. The clock will stop in the last minute of each half, unless there is a 5+ goal differential, in which case running time will continue. **Note – game duration and halftime may be shortened by the mutual agreement of participating teams. Also, at the discretion of the tournament organizers, game times may be shortened due to inclement weather, or to keep the tournament on schedule. Officials may stop time at their discretion.*
3. **Green Card:** the green card will not be applied in the Women's Adult divisions
4. **Offsides** will be enforced at the midline. Four players must remain on the defensive end of the field to be considered onsides.
5. **Overtime:** Sudden victory overtime will follow the completion of a tied game after a 3-minute break; sudden victory periods will be 3 minutes of running time.
6. **Delay of Game:** Teams may be assessed a delay of game penalty if not ready to begin play at the scheduled time; games may be shortened at the discretion of the organizers to keep game times on schedule.
7. **Weather Delay:** If a weather-related evacuation occurs during the 1st half, teams will return to play the 2nd half of the game, weather permitting. If the evacuation occurs during the second half, the game MAY pick-up where it left off (weather permitting), OR the game MAY be terminated, and the score recorded as is. If the score differential is equal to or greater than 6, regardless of time remaining, the game may be terminated.
8. **Tie Breaks & Re-Seeds:** Refer to the Tournament Tie-Break Formula for all divisions
9. **Timeouts:** Each team will be permitted one (1) 1-minute timeout per half. Timeout may be requested after a goal is scored, or the requester's team is in clear possession of the ball. The game clock will be stopped during timeouts. There are NO timeouts allowed in overtime periods.
10. **Alternating Possession:** In the event of alternate possession, the team listed first on the scoresheet will be awarded first possession.
11. **Expulsion, Ejection, or Fighting:** To the discretion of officials and/or tournament directors, any participant (player, coach, team official, or spectator) who is ejected during tournament play, on or off the playing field, may be subject to a one or more game suspension, up to automatic disqualification from the tournament. Any player or coach called for verbal abuse will serve a one-minute unsportsmanlike conduct penalty. Continued abuse will result in ejection from the contest, and potentially the tournament.
12. **Summit Society:** All teams, coaches, players, parents and team officials must adhere to the Summit Lacrosse Society. No profanity or unsportsmanlike conduct will be tolerated. Offending team(s) may be disqualified.

Women's 35+ will include the following exceptions;

1. **Timing:** All games will consist of four (4) 12-minute, running time quarters, with 1-minute between quarters, and a 5-minute halftime.
2. **Penalties:** will be 1-minute running time. Yellow cards are releasable 1-minute fouls; Red card are non-releasable 2-minute fouls.
3. **Timeouts:** There is one timeout permitted per game; no timeouts in overtime. Only an official may stop the game.

4. **Overtime:** will follow the completion of a tied game; OT format will be 4v4 (3+GK). No offsides enforcement. No subs. Continuous sudden victory to determine a winner.
5. **Gameplay:** Games will consist of a 8 v 8 format, 7 field players and a goalie per side. There will be no restraining line, but typical boundary rules will otherwise apply, to include off-sides enforced at the midline (2-3-2 + GK). On the draw, attackers and defenders must hold within the 8m until possession is determined. "On the Fly" substitutions are permitted, but must be from the designated sub box. There will be a draw to begin each quarter and after each goal. Should there be a 10-goal lead, the scored upon team will restart play from midfield.

LAKE PLACID MEN'S ADULT DIVISION RULES

1. **Eligibility:** It is the responsibility of each team to ensure that all players meet age eligibility requirements for the division in which they participate. All athletes should meet the divisional age requirement (25+, 30+, 45+ etc) by 12/31/2026 – example, a 59yo can play in 60+ as long as they turn 60 by 12/31/2026
 1. Mens 70+ team may roster (2) players under the age of 70, but must be 68 or older as of 12/31/26
2. **Timing:** All men's games will consist of (4) 12-minute running time quarters, with a 1-minute break between quarters, and a 5-minute halftime. Penalties will be stopped time. Personal fouls will be timed at 1-minute, and technical fouls are 30-seconds. All fouls are released if the man-down team is scored on, unless otherwise indicated by the officials. **Note – game duration and halftime may be shortened by the mutual agreement of participating teams. Also, at the discretion of the tournament organizers, game times may be shortened due to inclement weather, or to keep the tournament on schedule. Officials may stop time at their discretion.*
3. **Overtime:** In the event of a tie game at the end of regulation, Sudden Victory overtime will begin after a 3-minute break. Overtime periods will be 3 minutes of running time. There are NO timeouts allowed in overtime periods.
4. **Delay of Game:** Teams may be assessed a delay of game penalty if not ready to begin play at the scheduled time; games may be shortened at the discretion of the organizers to keep game times on schedule.
5. **Weather Delay:** If a weather-related evacuation occurs during the 1st half, teams will return to play the 2nd half of the game, weather permitting. If the evacuation occurs during the second half, the game MAY pick-up where it left off (weather permitting), OR the game MAY be terminated, and the score recorded as is. If the score differential is equal to or greater than 6, regardless of time remaining, the game may be terminated.
6. **Tie Breaks & Re-Seeds:** Refer to the Tournament Tie-Break Formula for all divisions
7. **Timeouts:** Each team will be permitted two 1-minute timeouts per half, and may be called by the team in possession any place on the field. Timeouts may also be called by either team during a dead ball situation. The game clock will be stopped during timeouts. There are NO timeouts allowed in overtime periods.
8. **Face-offs:** Face-offs will be conducted with the 2017-2018 NCAA rules as a guide. Adjustment of sticks prior to the set call will be allowed by officials to ensure proper placement of the crosse & bodies. No player may pick up or carry the ball in the back of the stick. Carrying the ball in the back of the stick is defined as no more than 1 step. Face-off violations will result in a turnover. The player in violation may stay in the game and play defense. Violations are NOT counted by the officials, but continued technical fouls by a player or team may result in a 1-minute unsportsmanlike conduct foul.

1. **Mens 65+ & 70+ Divisions:** Face-offs will only be held to start each quarter; The scored upon team will restart the ball from the midfield line after a goal is scored.
9. **Advancing the Ball, Counts & Stalling:** No counts will be used unless a stall warning is issued. If a stall warning is issued the ball must be moved to the attack box area within 10 seconds and kept in the attack box area. There will be no automatic 2-minute stalling rule in the fourth period. In the event of alternate possession, first possession will be awarded to the first team listed on the scoresheet.
10. **The Dive:** Plays for offensive players around the crease shall be adjudicated as per the NFHS rules (read: no diving).
11. **Over and Back Rule:** Once the offensive team establishes offense below the restraining line, the ball is considered live for over and back rules. If offense causes the ball to cross the midline, a turnover will result.
12. **Substitutions:** All substitution will be on the fly.
13. **Restarts:** Restarts will be as per NFHS Rules. Quick restarts are encouraged, but no player may be within 5 yards of the player in possession. Goaltenders will be allowed a maximum of 5 seconds to return to the crease area.
14. **Slow Whistle Rule:** When a flag is thrown, the slow whistle will end play if the ball hits the ground.
15. **Equipment & Crosses:** Head coaches must certify their teams as properly equipped, as per rule, prior to the beginning of each contest. In the absence of a head coach, the team's captain shall certify the team is properly equipped. Failure to certify a team as to proper equipment will result in a forfeited game. All players will be expected to have appropriate equipment including sticks, helmets, chin straps, mouthpieces, and satisfactory gloves in accordance with NCAA standards. Each player is required to wear the issued uniform of its team. Crosses may conform to either NCAA or NFHS rules with regard to width & length. Crosses narrower than 6" at the top of the head or that do not meet length requirements are to be assessed as 3 minute fouls & the stick is removed from play. Pocket depth infractions will be 1 minute fouls and may be corrected before entering the field of play. No more than 4 long sticks on the field at any time, per team.
16. **Body checking:** 50+ and Older Divisions: No body checking is allowed. 35+ & 45+ Divisions: Limited contact only on the player in possession. 18+ & 30+ Divisions will play NCAA Rules for body checking.
17. **Miscellaneous:** Teams will be assessed a delay of game penalty if not ready to begin play at the scheduled time; teams are responsible for being ready to play at the scheduled time for each game. Blood/bleeding situations will follow NCAA guidelines. Subject to player eligibility requirements, all teams and players requesting roster exceptions must report to the game officials (including staff running the table) at least five minutes before the scheduled start time of the game; failure to do so may result in forfeiture and disqualification of the infracting team and player(s).
18. **Expulsion, Ejection, or Fighting:** To the discretion of officials and/or tournament directors, any participant (player, coach, team official, or spectator) who is ejected during tournament play, on or off the playing field, may be subject to a one or more game suspension, up to automatic disqualification from the tournament. Any player or coach called for verbal abuse will serve a one-minute unsportsmanlike conduct penalty. Continued abuse will result in ejection from the contest, and potentially the tournament.

19. **Summit Society:** All teams, coaches, players, parents and team officials must adhere to the Summit Lacrosse Society. No profanity or unsportsmanlike conduct will be tolerated. Offending team(s) may be disqualified.

TOURNAMENT TIE-BREAK FORMULA: ALL DIVISIONS

In reseeding teams or in any other tie-break situation, the following tournament tie-breaker will be utilized:

1. Head to head competition; all tied teams must have played each other for this to apply;
2. Fewest goals allowed;
3. Highest goal differential, total goals scored (12 goals per game max, in a full-length game), less total goals given up; In the event of a forfeit, the score will be recorded as 13-7 for any full-length game.
 - o For shortened games, ex. CCWC (20-minute games), max goal differential per game will be 6. A forfeit will be recorded as 7-4.
4. Most goals scored;
5. Coin toss

NOTE: After each level of criteria is utilized, the tie-break resets. Example: If there is a 3-way tie, and one team secures a seed/slot based on goals against, the tie-break resets to head-to-head for the next seed/slot if relevant.

In reseeding teams for the playoff rounds, the tournament will try to avoid duplicate games between teams unless the game is still in the divisional championship stream. For consolation games, staff will look to schedule opponents based on whether or not they have already played.