AMERICANSELECT
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SUMMER 2026 FORMAT / RULES / TIMING / PLAYOFF STRUCTURE & SEEDING

ALL GAMES ARE BE PLAYED IN ACCORDANCE WITH
USA LACROSSE & NFHS RULES WITH TOURNAMENT SPECIFIC MODIFICATIONS

FORMAT:

All teams are guaranteed 4 games.

Alternate Possession:
Pool Play = The team listed first on the schedule.
Bracket Play = The higher seeded team (see seeding tables)

Teams will be seeded for bracket play based on the results in pool play.
Seeding Criteria and Tie Breakers:
1. Record
2. Head-to-Head
3. Goals Against
4. Goal Differential
5. Goals For
6. Coin Flip

*IF 3 OR MORE TEAMS HAVE IDENTICAL RECORDS – HEAD-TO-HEAD IS THROWN OUT – AND THE TIE BREAK GOES DIRECTLY TO GOALS AGAINST AND SO ON.

**If any games are deemed a forfeit, a score of 10 – 0 will be entered in the system.

Cards:
1 Yellow card – Player must sit for 2 minutes - officials keep the card time on the field.

2 Yellow cards –Player must sit the remainder of the game and may return to play the next game.

RED card (Player) – The player must sit the remainder of the game and the next game of that day.
**If the next game is the following day = Tournament Director & Head Officials determination if return to play is allowed.

RED card (Coach) – the coach must leave the game and remain away from the game until the completion of the game. Tournament Director & Head Official will determine if further suspension is warranted.

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TIMING – POOL PLAY:

- 4 – 10 Minute Quarters. 2 Minutes in between Quarters, 3 Minute Half-time, 3 Minute Interval between Games. *Mandatory switching of ends after each Quarter.
- Thursday July 23rd – All games on Central Horn
- Friday July 24th – Central Horn for 8:00 & 8:50 AM Games.
    - From 9:40 AM on All Time will kept at Each Field.
- Saturday July 25th - Central Horn for 8:00, 8:50, 9:40, 10:30 AM Games.
    - From From 11:20 AM on All Time will kept at Each Field.
- No Timeouts during pool play
- Play Out Free Position Shots: if there is a foul in the 8m, where a free position shot is awarded at the final whistle of any Quarter, the free position shot will be awarded as one shot, no passes, no follow up shots.
- Ties in Pool Play: If at the end of regulation play, a game is tied, teams will play a sudden victory period of up to two (2) minutes in length to determine a winner. If the game is still tied at the end of the sudden victory period, the game will end in a tie.

TIMING - BRACKET PLAY:

- All Bracket Play Games (EXCEPT CHAMPIONSHIP) = 10 - minute halves with a 2 - minute halftime
- Championship Game Timing: 4 – 10 Minute Quarters, 2 minutes in between, 5 Minute halftime
- The game clocks will be held at each field.
- The clock will stop on each whistle during the last 2 (two) minutes of each period for all goals scored and any foul that occurs in the critical scoring area, injuries, offsides, administration of alternate possession and inadvertent whistle.

- If at the two minutes or under period for either half of the game a team has a lead of 10 goals or more, then the game clock will remain a 'running clock'. If the score changes and is less than a 10 goal differential, the clock goes back to 'Stop Clock'.

- Officials have full discretion to stop the clock for unusual circumstances, e.g. broken crosse, animal on the field, lost ball, a ball that has gone too far out-of-bounds, spectator interference, delay of game.

TIME OUTS – BRACKET PLAY ONLY

- One 30 Second timeout per team PER GAME of Bracket play.
- Two 60 Second timeouts per team of Championship Games ONLY.
- The game clock will stop.
- No timeouts in Overtime
- Overtime to be decided by sudden victory. OT will have a 'Running Clock'. First goal scored wins.

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SUMMER 2026 AGE GROUP SEEDING

2028	
SEED	**POOL PLACE**
1st (X1)	White Pool 1st
2nd (X2)	Red Pool 1st
3rd (X3)	White Pool 2nd
4th (X4)	Red Pool 2nd
5th (X5)	White Pool 3rd
6th (X6)	Red Pool 3rd
7th (X7)	Pink Pool 1st
8th (X8)	Pink Pool 2nd
9th (Y9)	Red Pool 4th
10th (Y10)	White Pool 4th
11th (Y11)	White Pool 5th
12th (Y12)	Red Pool 5th
13th (Y13)	Orange Pool 1st
14th (Y14)	Blue Pool 1st
15th (Y15)	Orange Pool 2nd
16th (Y16)	Blue Pool 2nd
17th (Y17)	Black Pool 1st
18th (Y18)	Blue Pool 3rd
19th (Y19)	Orange Pool 3rd
20th (Y20)	Black Pool 2nd
21st (Y21)	Pink Pool 3rd
22nd (Y22)	Pink Pool 4th
23rd (Y23)	Black Pool 3rd
24th (Y24)	Black Pool 4th

TEAMS ADVANCING / POOL	
POOL	**# ADV.**
White Pool	**5**
Red Pool	**5**
Pink Pool	**4**
Black Pool	**4**
Orange Pool	**3**
Blue Pool	**3**

2029	
SEED	**POOL PLACE**
1st (X1)	White Pool 1st
2nd (X2)	Red Pool 1st
3rd (X3)	White Pool 2nd
4th (X4)	Red Pool 2nd
5th (X5)	White Pool 3rd
6th (X6)	Red Pool 3rd
7th (X7)	Orange Pool 1st
8th (X8)	Orange Pool 2nd
9th (X9)	White Pool 4th
10th (X10)	Red Pool 4th
11th (X11)	Orange Pool 3rd
12th (X12)	Orange Pool 4th
13th (Y13)	Blue Pool 1st
14th (Y14)	Black Pool 1st
15th (Y15)	Blue Pool 2nd
16th (Y16)	Black Pool 2nd
17th (Y17)	Blue Pool 3rd
18th (Y18)	Black Pool 3rd
19th (Y19)	Blue Pool 4th
20th (Y20)	Black Pool 4th

TEAMS ADVANCING / POOL	
POOL	**# ADV.**
White Pool	**4**
Red Pool	**4**
Orange Pool	**4**
Blue Pool	**4**
Black Pool	**4**

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SUMMER 2026 AGE GROUP SEEDING

2030	
SEED	**POOL PLACE**
1st	White Pool 1st
2nd	Red Pool 1st
3rd	White Pool 2nd
4th	Red Pool 2nd
5th	White Pool 3rd
6th	Red Pool 3rd
7th	White Pool 4th
8th	Red Pool 4th
9th (Y9)	Pink Pool 1st
10th (Y10)	Pink Pool 2nd
11th (Y11)	Blue Pool 1st
12th (Y12)	Black Pool 1st
13th (Y21)	Blue Pool 2nd
14th (Y22)	Pink Pool 3rd
15th (Y23)	Black Pool 2nd
16th (Y24)	Black Pool 3rd

2031	
SEED	**POOL PLACE**
1st	White Pool 1st
2nd	Red Pool 1st
3rd	White Pool 2nd
4th	Red Pool 2nd
5th	White Pool 3rd
6th	Red Pool 3rd
7th	White Pool 4th
8th	Red Pool 4th
9th (Y9)	Blue Pool 1st
10th (Y10)	Black Pool 1st
11th (Y11)	Blue Pool 2nd
12th (Y12)	Black Pool 2nd
13th (Y21)	Blue Pool 3rd
14th (Y22)	Black Pool 3rd
15th (Y23)	Blue Pool 4th
16th (Y24)	Black Pool 4th

TEAMS ADVANCING / POOL	
POOL	**# ADV.**
White Pool	**4**
Red Pool	**4**
Pink Pool	**3**
Blue Pool	**2**
Black Pool	**3**

TEAMS ADVANCING / POOL	
POOL	**# ADV.**
White Pool	**4**
Red Pool	**4**
Blue Pool	**4**
Black Pool	**4**