

**SECTION IX
GIRLS LACROSSE
HANDBOOK
2026**

Taryn Brechbiel
Section IX Chairperson
Cornwall Central School District
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845-534-8009, ext.4882

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Monroe-Woodbury	Bryan Wilson bwilson@mw.k12.ny.us 845-460-7000 ext.7049	Washingtonville	Suzanne Lenzian slenzian@wcsdk12.org 845-497-4000 ext.24562
New Paltz	Peter Bianco pbianco@newpaltz.k12.ny.us 845-256-4153		

TOURNAMENT INFORMATION

TEAM SELECTION

To qualify, a team must achieve one of the standards listed below:

- A. 500 winning percentage in division
- B. 500 winning percentage in class
- C. 500 winning percentage overall
- D. Committee Selection

Please note that for GLAX, division/class/league are one and the same.

Independent teams are not eligible to participate in the Section IX Tournament. When playing against an independent team, enter them as a non-section opponent on the points card, and select the appropriate class from the dropdown menu. These points will count towards your overall record, and towards your class record if the independent team is in your same class. (If the independent team is not in your same class, the points will only count toward your overall record.)

There will be a section-appointed committee that will handle all requests from schools who do not qualify for entry into the tournament by one of the first three standards listed above. This committee will be made up of equal representatives from both leagues, and will be selected from league presidents, Section IX officers, and league coordinators. The requesting school must contact Jim Osborne (josbornesection9@gmail.com) to apply to the committee 24 hours prior to the stated sport seeding meeting date. There must be extenuating circumstances for the request to be considered. The decision of this committee will be how a school can gain entry via Committee Selection, and its decision can be appealed by the school to the Executive Director.

SEEDING CRITERIA

Point Cards will be submitted to the chairperson online by 2:00pm on May 20, 2026.

Seeding will be calculated by dividing the total division points by the number of division games, or the total overall points by the total number of games played. The higher index of the two will be used.

1. Any division in either league with less than four teams when the division games begin will only use the overall index.
2. Points earned for a win are based on the charts shown on the second sheet of the online points card. There are no negative points.
3. Tiebreaker Process:
 - (a) Head-to-head
 - (b) Class points divided by the number of class games
 - (c) Overall points divided by the number of games played
 - (d) Coin toss

For a three-way (or greater) tie - once one team breaks the tie, the remaining teams will return to the first criteria and continue on respectively until all ties have been resolved.

NOTE: Division games are the teams in your division as assigned by the MHAL or OCIAA. If you choose to play additional games against division teams within the same season, only the games assigned by your league will count as division games.

TOURNAMENT STRUCTURE

1. Responsibilities
 - (a) The team with home field advantage will furnish an announcer, timers and scorers, ticket takers, security and any other personnel needed to secure a safe environment.

NOTE: Two competent & trained adults must be responsible for game clock operations, and for possession/shot clock operations. The same is highly recommended for penalty clock operators as well.
 - (b) Home school will assume payment of officials and retain gate receipts. Traveling team will assume bus responsibility.
 - (c) Officials' fees for semifinal and final games are the shared responsibility of the participating schools.
2. Game Procedures
 - (a) Higher seed will wear home uniforms (white or light color)
 - (b) Sectional games can be played to 80% completion, if needed.
 - (c) Regional and State games must be played to 100% completion.
 - (d) Opening ceremonies will include (but are not limited to) announcement of players, sportsmanship statement, anthem, etc.
 - (e) On-field warm-ups may be no longer than 30 minutes.
3. Protest Procedures
 - The Protest Committee will consist of at least one member of the Lacrosse Committee.
 - The Committee will not hear any protest based upon officials' judgments.
 - Any coach lodging a protest will immediately notify at least one game official that he/she is playing the game under protest, and the following the protest guidelines as follows:
 - i. Immediately after the completion of the game, the protesting coach will write a complete statement outlining the reasons for the protest.
 - ii. The written protest should be turned over to a member of the Lacrosse Committee immediately after the game.
 - iii. If no member is present, the officials are to accept the protest, and notify the chairperson immediately.
4. Game Officials will be assigned by Section IX committee in conjunction with the assignor.
 - (a) Three officials for first round and semifinal games.
 - (b) Four officials for championship games (three field, and one table/alternate)
 - (c) Officials from the host section will be assigned for regional contests.
5. Tickets
 - (a) Ticket prices shall be posted at the entrance gate for championship games.
 - (b) Section IX passes will not be honored throughout the tournament.
 - (c) ADs will submit gate lists to the host site no later than noon on the day of the contest.
 - (d) All expenses incurred by the Lacrosse Committee will be underwritten by Section IX.
6. Supervision and Game Control
 - (a) All participating schools shall be required to send an appropriate number of school personnel to supervise their fan section.
 - (b) Said personnel should report to the committee members upon arrival to identify themselves, and then be visible/positioned to provide appropriate supervision.

MID-HUDSON LACROSSE UMPIRES ASSOCIATION

Mark Sutherland, President

Scott Carruthers, Vice President

Paul Rickard, Rules Interpreter

prickard776@gmail.com

914-557-1325 (cell)

Please review this year's rules interpretation: [2026 Girls' HS Lacrosse Rules Interpretation](#)

If you have any questions pertaining to the officiating, rules interpretations, or general questions, feel free to contact Paul at the above email address or phone number.

SCORE REPORTING

It is the home team's responsibility to enter the result and final score of each game in the rSchool app after the game. Once the score has been entered, it should be reviewed (and edited if needed) by the visiting coach. If you are playing an out-of-section team, you must manually enter the result and final score regardless of whether your team is home or away.

It is the home team's responsibility to accurately record the number of goals, assists, and goalie saves for each individual player on both teams. It is highly recommended that you check this information with the visiting coach at the conclusion of the game, if possible. This information must be reported to the Times Herald Record via email within 24 hours. Please include players' names (not just jersey numbers) when transmitting this information. Either coach may also choose to share with other local publications at their discretion.

Sports Section sports@th-record.com

Ken McMillan kmcmillan@th-record.com

IMPORTANT NYSPHSAA REQUIREMENTS

Each school advancing to the state final four tournament must provide their team roster & photo by Sunday, June 7.

1. Team Photo – Coaches must submit the team photo via email to programs@nysphsaa.org
In the SUBJECT LINE, please indicate the SCHOOL and SPORT.
 - This should be a high-resolution photograph of your team in uniform, with players are seated/arranged so that their numbers are visible. Coaches should also be in this photo.
2. Team Roster – Submit on the NYSPHSAA website. Be sure to select Lacrosse (F).

Contact Todd Nelson for questions pertaining to the photo/roster submission at tnelson@nysphsaa.org

THUNDER & LIGHTNING POLICY

1. PURPOSE & PHILOSOPHY

The purpose of a lightning and thunder policy is to provide a safeguard for athletic contest, event and practices.

2. POLICY

The NYSPHSAA Safety Committee has recommended using the My Lightning Tracker & Alerts App as an addition to the NYSPHSAA Thunder & Lightning Policy. Schools will suspend or cancel any practice or game if the App detects lightning within 15 miles of the location of the event. The event will not resume until 30 minutes have passed from the last lightning strike within the 15-mile radius. Schools are still able to use the current system of seeing lightning and hearing thunder.

The occurrence of lightning and thunder is NOT subject to interpretation or debate. Lightning and/or thunder necessitates that contests or practices be immediately suspended.

3. PROCEDURES

A. The chain of command at athletic events is defined as:

- i. Superintendent of Schools
- ii. Principal/Building Administration
- iii. Sports Chairs or their designees
- iv. Athletic Coordinator
- v. Host site Athletic Director or their designees
- vi. Officials
- vii. Sponsoring Coach
- viii. Security Personnel

B. Sequential Response will include:

- i. Suspend play and direct participants to shelter in a public building or if building is unavailable, to a vehicle with a solid top.
- ii. Monitor weather scanners/stations
- iii. After lightning and thunder has passed, wait a full 30 minutes after the last lightning strike and /or sound of thunder before resuming play.
- iv. Event suspension or evacuation procedures to be outlined during pre-event announcements.

C. Host School Responsibilities will include:

- i. To make a pre-event announcement that notes rules, regulations and evacuation procedure.
- ii. Announcement to be read: "All spectators, competitors, and personnel should go inside to the school building as quickly as possible. A vehicle with a metal roof and the windows rolled up is a safe alternative to a sturdy building. DO NOT take shelter under trees or other lone objects. DO NOT remain on, under, or near metal bleachers, fences, or backstops."
- iii. Authority to execute the sequential response shall be governed by the chain of command.
- iv. Consideration to cancel or resume play must take into account a minimum 30 minute wait from the time of interruption. The rules of the sport will determine whether the contest is official or if the contest must resume at a later date.
- v. To plan for the occurrence of bad weather.



HEAT INDEX PROCEDURES

Administration of Heat Index Procedures:

- Feels Like Temperature (Heat index) or THI using a Wet Bulb indicator on the field will be checked 1 hour before the contest/practice by a certified athletic trainer, athletic director, or school designee when the air temperature is 80 degrees (Fahrenheit) or higher.
- Download WeatherBug app to your phone or log into www.weatherbug.com. Schools may also use a Wet Bulb indicator on the field that will be used.
- Enter zip code or city and state in the location section of the app or on-line or determine the THI by using a Wet Bulb indicator.
- If the Feels Like temperature (heat index) or the Wet Bulb Indicator is 90 degrees or above, the athletic trainer, athletic director, or school designee must re-check the Feels Like temperature (heat index) or Wet Bulb indicator at halftime or midway point of the contest. If the Feels Like temperature (heat index) or Wet Bulb indicator is 96 degrees (Fahrenheit) or more, the contest will be suspended.

Please refer to the following chart to take the appropriate actions:

	Feels Like Temp(Heat Index) or Wet Bulb indicator under 79 degrees	Full activity. No restrictions
R E C O M M E N D E D	Heat Index Caution: Feels Like Temp (Heat Index) or Wet Bulb indicator 80 degrees to 85 degrees	Provide ample water and multiple water breaks. Monitor athletes for heat illness. Consider reducing the amount of time for the practice session.
	Heat Index Watch: Feels Like Temp (Heat Index) or Wet Bulb indicator 86 degrees to 90 degrees	Provide ample water and multiple water breaks. Monitor athletes for heat illness. Consider postponing practice to a time when Feels Like temp is lower. Consider reducing the amount of time for the practice session. 1 hour of recovery time for every hour of practice (ex. 2hr practice = 2hr recovery time).
	Heat Index Warning: Feels Like Temp (Heat Index) or Wet Bulb Indicator 91 degrees to 95 degrees	Provide ample water and water breaks every 15 minutes. Monitor athletes for heat illness. Consider postponing practice to a time when Feels Like temp is much lower. Consider reducing the amount of time for the practice session. 1 hour of recovery time for every hour of practice (ex. 2hr practice = 2hr recovery time). Light weight and loose fitting clothes should be worn. For Practices only Football Helmets should be worn. No other protective equipment should be worn.
REQUIRED	Heat Index Alert: Feels Like Temp (Heat Index) or Wet Bulb indicator 96 degrees or greater	No outside activity, practice or contest, should be held. Inside activity should only be held if air conditioned.

Approved May 1, 2010
Updated July 27, 2016

COACHES CODE OF CONDUCT

In order to ensure that the principals of sportsmanship, fair play, skill development, and mutual respect among players, coaches, officials and spectators are the primary consideration governing competition in Section IX, the following Code of Conduct has been established and adopted.

Each coach shall:

1. Know the rules and abide by them. Instruct team members in the rules and coach their team in such a way as to motivate each player to compete according to the rules at all times.
2. Respect the game officials and refrain from questioning their decisions in a disrespectful and abusive manner. No negative comments in the media.
3. Ensure that all facility rules and regulations are followed by all players, coaches, and spectators, respecting the property of others at all times.
4. Assist the game officials in maintaining control of spectators during the games when necessary.
5. Respect the coaches and players of the opposing team and demonstrate appropriate gestures of sportsmanship during the play of the game and at its conclusion. Be humble and generous in victory. Be proud and courteous in defeat. Teach each player, especially through personal example, to be humble and generous in victory, and proud and courteous in defeat.
6. Maintain emotional and physical control, avoid the use of abusive language or profanity, humiliating remarks, gestures of ill temper, and physical assault upon another individual. Coaches should refrain from making comments from the bench during opponent's free kicks or throw-ins.
7. Instruct team support personnel (e.g. assistant coaches, managers, scorebook keepers, and timekeepers) in their responsibilities in accordance with established rules and procedures.
8. Realize, accept and practice the principals that a team's reputation is built not only on its playing ability, but also on its sportsmanship, courtesy and conduct.

SECTION IX ATHLETICS
RATING STANDARDS

RATING OF OFFICIALS

Objectives:

- A. The rating of officials is necessary to rank individuals for possible playoff assignments.
- B. The rating of officials is necessary to place officials in their proper level/group.
- C. To improve the performance of the official being rated.
- D. To receive ratings from coaches is mandatory. This process will only be successful if we have your cooperation.

RATING SCALE 1-10

10	Superior
7-9	Above Average
5-6	Below Average
4 or less	Must be accompanied by a valid written explanation

Factors in rating of officials:

- A. Performance (game conditions)
 - mechanics (as per sport standard)
 - game control
 - consistency
 - attitude
 - judgment – this is the most subjective criteria, and should not be based on one call
- B. Knowledge of the rules
- C. Appearance

The rating is a single numeric statement of how you saw the athletic contest officiated OVERALL.
The coach should take time to evaluate the entire game.

NEW YORK STATE PUBLIC HIGH SCHOOL ATHLETIC ASSOCIATION, INC.
NYSPHSAA HIGH SCHOOL SPORT RECORD REPORTING FORM

A records database for all sports conducted by the NYSPHSAA has been compiled, and is held in the NYSPHSAA office. It has been updated with input from state and section sport coordinators. If there is a correction to this database or if there is a new record, please complete this form and submit to:

NYSPHSAA Sports Record Database
8 Airport Park Blvd
Latham, NY 12110
Phone: (518) 690-0771
Fax: (518) 690-0775
www.nysphsaa.org

SPORT: _____
i.e. Baseball, Boys Track, Girls Lacrosse

RECORD CATEGORY: _____
i.e. Career Points/Event – 1600m Relay/Coaching Wins 200+

ATHLETE or COACH or TEAM NAME: _____

ATHLETE or COACH or TEAM SCHOOL: _____

RECORD: _____
i.e. career/season/game strike outs

STATUS: _____
Date(s) of record, or for coaching wins: active/retired

NAME OF PERSON SUBMITTING: _____

PHONE NUMBER OF PERSON SUBMITTING: _____

ADDITIONAL COMMENTS/INFORMATION: _____

DATE SUBMITTED: _____

2026 POSTSEASON INFORMATION

SEEDING MEETING: Wednesday, May 20

Please complete the online points card by 2:00pm on 5/20, and share with Taryn Brechbiel via email.

If you are playing on 5/20, share your points card ahead of time, and email/text the score as soon as the game has concluded. Contact your AD ahead of time if you need assistance completing the card properly.

[Online Points Card](#)

[Video Tutorial for Online Points Card](#)

SECTION TOURNAMENT

QUARTERFINALS

Friday, May 22

to be played at the higher seed

SEMIFINALS

to be played at the higher seed

Tuesday, May 26

Classes B & D

Wednesday, May 27

Classes A & C

FINALS

Friday, May 29

hosted by Monroe-Woodbury HS

Class D 1:00pm

Class C 3:00pm

Class B 5:00pm

Class A 7:00pm

The following QR code
can be used to access the
NYSPHSAA – Section 9 GoFan®
website for ticket sales.



REGIONALS

Sunday, June 7

Section I @ Section IX, hosted by Monroe-Woodbury HS

In August 2025, NYSPHSAA formally adopted a new 3 Region Rotation Process. Details for girls lacrosse are included on the following page, and further information is available at this [link](#).

STATE TOURNAMENT

Friday, June 12 and Saturday, June 13

SUNY Cortland (Grady Field & White Field)

***All tickets for the State Tournament will be sold online.
(Tickets will not be sold at the gate.)***

Girls Lacrosse

Declaration - October 17, 2025

A (1036- 728) B (1035- 728) C (727-450) D (449- Below)

Sections	Up	728)	9	12	19
1	14	9	12	19	
2	8	6	7	9	
3	6	7	11	11	
4	3	4	3	5	
5	4	11	7	8	
6	5	8	10	7	
7	0	0	0	0	
8	14	18	8	4	
9	6	7	5	6	
10	1	1	3	3	
11	20	12	10	5	
Total Sections	10 (7)	10 (7)	10 (7)	10 (7)	10 (7)

* YELLOW denotes Sections with 4 or more teams in the classification

AT-LARGE ROTATION (4 or more participating teams)

YEAR	A	B	C	D
2026	↓	↓	↓	↓
2027	11	6	11	6
2028	1	8	1	8
2029	2	9	2	9
2030	3	11	4	11
2031	5	1	5	1
2032	6	2	6	2
2033	8	3	8	3
2034	9	4	9	4
2035	11	5	11	5

* Note: Random assignment was used to start at-large rotation

↓	Part of At-Large Rotation	Regional Final
↓	At-Large needed	Regional Final Host
↓	At-Large not needed; shift to next yr.	

As of 2/5/2026 @ 11:00 AM

Spring 2026 Regional Rotations

	10 (7)	2026	10 (7)	2026
A	Sub-Regional	Regional Final	B	Sub-Regional
Region 1	6 @ 5	3/4 @ 6/5	Region 1	6 @ 5
	3 @ 4			3 @ 4
Region 2		2 @ 10	Region 2	
Region 3		1 @ 9	Region 3	
		8 @ 11		8 @ 11

	10 (7)	2026	10 (7)	2026
C	Sub-Regional	Regional Final	D	Sub-Regional
Region 1	6 @ 5	3/4 @ 6/5	Region 1	6 @ 5
	3 @ 4			3 @ 4
Region 2		2 @ 10	Region 2	
Region 3		1 @ 9	Region 3	
		8 @ 11		8 @ 11

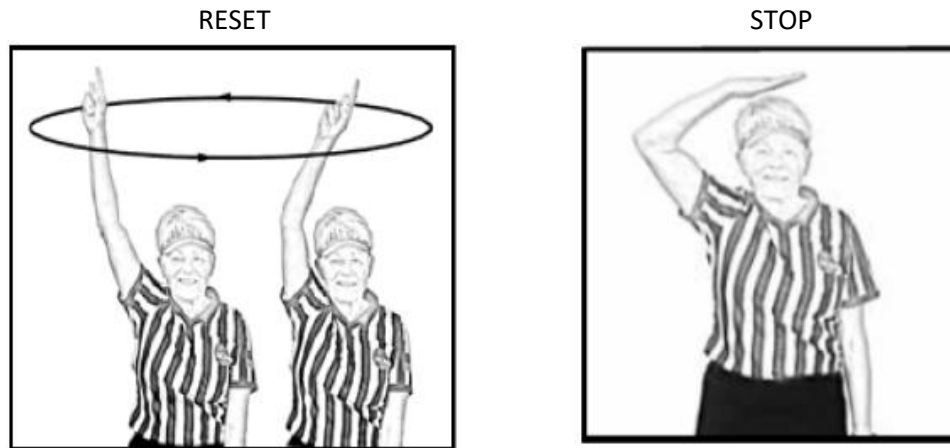
NYSPHSAA GLAX SHOT/POSSESSION CLOCK RULES
(provided by NYSCOGL Chairperson, Jason Brightful)

The possession clock is being piloted for the 2025 season on Varsity contests only.

1. Two visible 90-second possession clocks shall be located at each end of the field visible to players, coaches, and game officials.
 - a. If only one clock is available, then it shall be located at midfield opposite the table.
 - b. If the possession clock malfunctions:
 - Possession clock and operator must be at the table.
 - Digital handheld countdown timer is recommended.
 - Refer to game clock if handheld timer is not available.
 - Verbally countdown final 10-seconds to officials and coaches.
 - Horn should sound the expiration of the shot clock.
2. The home team shall provide a trained possession clock operator.
 - a. If the possession clock is not operated at field level, the home team must ensure that direct two-way communication is available at all times between the table and the clock operators.
3. 90-Second Possession Clock Operation
 - a. After a team has gained possession of the ball, a visible 90-second possession clock will start.
 - b. At the EXPIRATION of the 90-seconds:
 - Possession will be awarded to the opposing team at the spot of the ball.
 - No player may be closer than 4 meters to the free position.
 - The player taking the free position may self-start.
 - If the ball is in the air at the time of the violation, the free position is administered relative to where the ball lands.
 - c. The possession clock STOPS:
 - Any time the game clock is stopped.
 - Any defensive foul in the Critical Scoring Area.
 - Team timeouts (does not reset possession clock).
 - Officials' timeouts.
 - d. The possession clock RESETS on the following:
 - Shot on goal that is saved by the goalkeeper/crosse, in or out of the goal circle, and whether possessed or deflected off the goalkeeper/crosse.
 - Shot on goal that hits a goal pipe.
 - Any green, yellow or red card issued.
 - Offside violation.
 - Change of possession.

4. Officials' Possession Clock Signals

- a. Officials will signal RESET possession clock with one arm raised above their head in a circular motion. Clock operator must not reset on a shot unless the officials have clearly signaled reset.
- b. Officials will signal STOP possession clock on defensive fouls in the CSA with a tapping motion to the top of the head. Possession clock stops any time the game clock is stopped.



5. Shot on goal requirements and situations:

- a. The ball must be released from the shooter's stick:
 - Prior to the expiration of the possession clock.
 - Above the Goal Line Extended.
- b. If a shot occurs during a flag situation and the officials judge the foul affected the shot and administer a free position, then the possession clock STOPS and DOES NOT RESET (even if the shot hits the goalkeeper or a goal pipe).
- c. If officials signal reset and the ball is loose, clock operators shall reset and hold the possession clock at 90-seconds and restart possession clock when a team gains clear possession.

6. Offsides (Rule 8)

- a. Stop game clock. Reset possession clock. Restart both clocks on the official's restart whistle.
- b. Offsides by the defense MAY be a held whistle. Officials must evaluate if the attack is on a scoring play/maintaining advantage. A goal scored while the defense is offside shall count and play is resumed with a draw (notes page 52).
- c. Offsides by the offense and the defense gains possession of the ball before the foul can be called, the official may hold the whistle and not penalize the offside (notes page 51).

GIRLS LACROSSE SHOT/POSSESSION CLOCK OPERATOR INSTRUCTIONS

(provided by NYSCOGL Chairperson, Jason Brightful)

BEFORE GAME:

Meet officials on-field in Substitution Area 15-minutes before game time.

DURING GAME:

- Be patient and wait for officials' signals.
- Do not automatically reset the shot clock because you see a shot hit goalkeeper/goal pipe, or think possession has changed. Other things can happen. Wait for the officials' signals.
This is very important, or we will waste time fixing the shot clock.
- Make note of time on shot clock for every reset in case you need to go back.

START 90-second shot clock:

1. Possession after the draw.
2. Player starts after a change of possession or starts from a free position in the CSA.

RESET shot clock to 90-seconds after:

1. Valid shot hits goalkeeper, goalkeeper crosse, or goal-pipe (see FLAG below)
2. Card (Green, Yellow, or Red)
3. Offsides
4. Change of Possession

STOP shot clock:

1. Defensive fouls in the CSA.
2. Any time officials stop game clock.

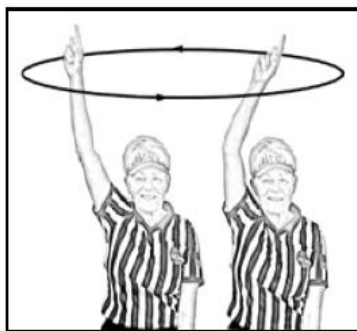
FLAG: WAIT for officials' signal. Officials may signal RESET or STOP.

RESET and HOLD:

1. Shot deflects off goalkeeper, goalkeeper crosse, or goal-pipe and is loose. RESET and HOLD until a team has clear possession.
2. Shot deflects off goalkeeper, goalkeeper crosse, or goal-pipe and goes out of bounds. RESET and HOLD until player inbounds ball.
3. Out of Bounds Change of Possession. RESET and HOLD until player inbounds ball.

END of shot clock: SOUND HORN when shot clock hits 0 (zero).

RESET



STOP

