

GAME RULES 2022

2027, 2028, 2029 Divisions: NCAA Rules and Regulations

- On flag down situation play continues until usual stoppage or defense gains possession.
 - Ball can come out of the restraining box and play continues.
 - If ball is loose and fouling team commits a technical foul, it is a time serving foul. Faceoff; prior to whistle illegal procedure- 3 a half by a team results in a 30 second penalty.
- Change of Possession Offside- Ball is re-started at location when whistle was blown.
- Time Outs- can only be called in offensive zone or during a dead ball.
- No horns except post flag down. No "Keep it in" in last 2 minutes of game or if officials think a team is stalling. Instead a "Timer On" call will be used. The offensive team must produce a shot on goal within 30 seconds of the "Timer On" call.
- Back Court rules in effect. Once under the 20 second count, if ball crosses midline it is a "Play On" situation.
- Sticks heads must either meet NCAA or Federation standards.
- 20 Seconds to clear the ball. No other counts.
- No dives
- Faceoffs: no knee down, no moto grip

2030, 2031 Same HoganLax rules as above with below exceptions:

• 37" is shortest stick permitted.

2032, 2033 Same HoganLax rules as rules above with below exceptions:

- No body checking. Longest pole is 60" in length.
- No more than 4 sticks between 44"-60."
- Mercy rule, if a team is winning by 5 goals or more, the losing team will be awarded the ball after all goals scored.
- Horns on sidelines and after flag down situations.
- Yes, EMO and EMD. Applicable to all games Time (penalty, game, half) will be kept at the bench.

Applicable to all games

- 2 22-minute halves.
- Game time is running time except in last 2 minutes of game when it is stop start time
- Penalty time is stop-start
- Game time and penalty time will be kept by score keeper
- 1 Time out per game per team, clock stops during time outs
- Field timer must be made aware of any game disputes immediately following the game. Field timer will report issue to Information Tent.