



2026 NCAA Rules and Regulations, with below exceptions

Applicable to all games:

- 2, 22-Minute Halves, Stop time last 2 minutes of game
- Time, penalty, and game kept at the scorer's table
- 1 Timeout per team, clock stops
- Penalty time is stop-start
- Overtime:
 - Pool Play: 1 4-minute sudden victory period, 1 timeout per team. If no one scores, game will end in a tie.
 - Bracket Games: 1 non-timed sudden victory period until winner, 1 timeout per team
- Field timer must be made aware of any game disputes immediately following the game. Field timer will report the issue to Information Tent.

2027-2029 Divisions

- Will play with a 2026NCAA shot clock; No dive
- In 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.
- Change of Possession Offside- Ball is re-started at location whistle blown.
- Time Outs- can only be called in offensive zone or during a dead ball.
- No horns.
- You have 20 seconds to clear the ball over the midline: after 20 seconds of possession, the ball cannot cross back into your defensive half of the field
- Sticks heads must either meet NCAA or Federation standards.
- Faceoff:
 - When a faceoff player commits a violation, they are no longer allowed to participate in the immediate next faceoff
 - SNG: Standing, Neutral Grip

2030 & 2031 Divisions

- Will not play with a shot clock – Referees discretion to impose a 30 second count ("Timer On") and require a shot on goal if it is determined a team is stalling

2032, 2033, & 2034 Divisions – Same HoganLax rules as above with below exceptions:

- 37" is shortest stick permitted.

2035 & 2036 Divisions - Same HoganLax rules as above with below exceptions:

- No "take out" body checks. Body contact is allowed.
- No counts
- 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 at the faceoff dot