

ULAX RULES - 2018

Season Play – every 60 minutes

- 2 – 25 minutes halves
- 5 minute half time / 5 minutes between games

Rule Specifications

- ONE TIME OUT PER TEAM PER HALF ALLOWED.
- Table personnel will keep penalty time
- Referees will keep game time
- Stick checks will be left to the officials' discretion.
- 4 long poles maximum on the field
- No horns
- No mercy rule
- There will be a 10 or 20 second count per NFHS if the box is lined.
- Delay of game warning/call will be left to the officials' discretion.
- **NFHS Rules Apply** - One handed checks are allowed but must not be a slash.
- Penalty Time - 30 second technical foul. NOT 45 RUNNING.
- Penalty Time - 60 second personal foul NOT 90 RUNNING.
- If either (or both) team(s) does (do) not have 10 players at the beginning of the game, the captains will meet and confer to determine whether the game will still count towards the regular season standings. In which case, the captains can agree to play the game in a different format (e.g., 8 on 8). If an agreement is not reached, the team that does not have 10 players will forfeit the game and the teams will play an exhibition match with the players that are present. If both teams do not have 10 players and an agreement is not reached between the captains, the game will be recorded as a tie.
- Fighting will not be tolerated (see "Ejections" section below)
- EXCEPTIONS to NFHS Rules:
 - Penalty time starts on the restart of whistle
 - In Home can serve a goalie penalty if no second goalie available

EJECTIONS

- Game ejections will be handled by the officials and left to their discretion. League ejections are handled by the ULAX league manager and left to the manager/league's discretion.