

SCLAX GAME RULES (Revised 02/09/23)

PLAY IS GOVERNED BY NFHS 2023 RULES WITH THE FOLLOWING EXCEPTIONS:

- **Time:** Four 20-minute running time quarters. The clock goes to stop time in the last two minutes of the game if the goal differential is two or less goals.
- **Advancing the Ball:** After gaining possession of the ball, a team must advance the ball into its attack area within 30 seconds. Automatic stall warning at end of 4th period: A team must “get it in and keep it in” in the last 2 minutes. If the field has a box, play the box if the score differential is two goals or less. If the field does not have a box, both teams must agree prior to the game on the parameters of this rule.
- **Overtime:** Overtime will be sudden death four-minute stop clock periods until a goal is scored. Overtimes will be stop clock. Penalties in overtime will be regular 30 second, one minute etc.
- **Penalty Time:** Penalty time does not start until the whistle is blown to start play. Time served is time and a half.
- **Long sticks:** The maximum allowable number of long sticks on the field is five.
- **Equipment:** Palms of gloves can be cut out. Arm pads, shoulder pads, and mouthpieces are not required. Shoulder pads cannot be altered even though they are not required equipment.
- **Expulsion from game:** Officials must report to their assignor, the name and the number of any player expelled from a game for using racial epithets, receiving two “maligning of officials” fouls, or violating Section 13 of Rule 5 (Fighting). The assignor reports this information to the league.
- **Foul Language** will be tolerated per the following conditions:
 - The language is not directed at a player from the opposing team
 - The language is not directed at any of the officials
 - The language is not directed at a spectator
 - If in the opinion of the officials the language is at a volume that can easily be heard by spectators in the stands the officials can issue a “conduct” penalty and proceed “up the ladder” on additional violations.