

NFHS vs. NCAA Men's Lacrosse Rule Differences for 2013

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Note: Some sections revised since last year appear on a gray background.

All Documented NFHS vs. NCAA Rule Differences for 2013

| | Procedures | NFHS | NCAA |
|----|--|---|--|
| 1 | Failure to give 24 hr notice of event that could delay start of game or 2nd half | No mention | Illegal procedure |
| 2 | Forfeits (other than failure to supply a legally-equipped GK) | Procedures determined by state or local associations for pre-game issues; otherwise, see Rule 3-6 | NCAA authority; score is 1-0. If team does not show up, a "no contest" is recorded |
| 3 | Electronic equipment used for coaching during game | Audiotape allowed; computer, film, television, and video prohibited | No mention |
| 4 | Phones and headsets | May be used by coaches but not players | Cannot use to communicate with field players |
| 5 | Artificial limbs | State associations may authorize (Rule 2-11 Art. 2) | No mention |
| 6 | Hearing instruments | State associations may authorize if medically prescribed and not dangerous | No mention |
| 7 | Meeting with officials during halftime | No mention | Permitted; each team must be allowed to have a representative present |
| 8 | Chief bench official | May be used | No mention |
| 9 | Sportsmanship | Officials address coaches/players before game | No mention in rules, but 2013 point of emphasis |
| 10 | Player with signs, symptoms, or behaviors consistent with a concussion | Officials notify coaching staff, and team medical staff evaluates player. Coach must not allow player to return without clearance from an appropriate health-care professional but it is not the officials' duty to enforce (Situation 4.28.7) | Needs clearance from an appropriate health-care professional return; seems to imply this is managed by team personnel and is not the officials' responsibility |
| 11 | Cannons/explosive devices | No mention except that artificial noisemakers can't be used on opponent's half of the field | Prohibited within hearing distance of field |
| 12 | Procedure for harsh weather conditions | Additional officials' timeouts to allow players to cool off and get extra water | No mention |
| 13 | Lightning/thunder procedures | Clear field if you can hear thunder or see lightning; do not allow players to return until 30 minutes with no lightning or thunder | 30-30 rule |
| 14 | Warm-up when replacing goalkeeper | Penalized or injured goalie: substitute is permitted 1:00 warm-up; otherwise must call TO | Timeout required to warm up; be "reasonably lenient" for time to switch gear to backup if needed |
| 15 | Expelled player | Adults leave premises. Minors leave premises with school official; otherwise confined to bench | Must leave premises |
| 16 | Physician or trainer expelled | No mention | Rule 5, A.R. 32. |
| 17 | Suspension of expelled player for subsequent game(s) | Per league policy; official must notify assigner or notify player's school or league about expulsion | Mandatory |
| 18 | Number of officials | Minimum of two; three or four may be used | Minimum of two, with three recommended; starting in 2014, three officials will be required |
| 19 | Jurisdiction ends | When officials leave field of play, but officials maintain administrative jurisdiction until all reports are completed (Rule 2-6 Art. 1 Note) | When the referee approves the score or leaves the field of play after the end of the game |

| | The Field | NFHS | NCAA |
|----|------------------------|---|---|
| 20 | Field width | Field may be 53 1/3 to 60 yds wide (attack area must be 35 yds by 40 yds) | Variations in alterable dimensions must be agreed to in writing prior to game day |
| 21 | Line-marking material | Must be non-toxic and non-caustic | No mention |
| 22 | No spectator lines | No penalty | 3:00 NR penalty plus possession |
| 23 | Illegal field or goals | No penalty for field; 3:00 NR plus possession for illegal goals; illegal procedure if center line doesn't extend all the way across the field/through logos | 3:00 NR penalty plus possession |
| 24 | Center of field | Center X or contrasting-color 4-inch square | Contrasting-color 4-inch square |
| 25 | Substitution area | 10 yards wide (5 yards on either side of midline) | 20 yards wide (10 yards on either side of midline) |

| | The Ball | NFHS | NCAA |
|----|--|--|--|
| 26 | Legal balls | Must bear NFHS authenticating mark; must bear NOCSAE seal starting in 2014 | No specific markings required; must bear NOCSAE seal starting in 2014 |
| 27 | Slightly textured ball | Permitted if they bear NFHS authenticating mark | Permitted if coaches agree |
| 28 | Goal scored with unauthorized ball color | No mention | No goal; officials should stop play and correct the problem if a wrong-color ball is in play. Ball awarded to team in possession, if any, and presumably by AP if ball is loose or is in the goal when discovered. |
| 29 | Ball supply | At least 4 on each end line to start each quarter | At least 6 on each end line and sideline, to be replenished by home team and game management staff |

| | Uniform Regulations | NFHS | NCAA |
|----|----------------------------|---|--|
| 31 | Jersey color/numbers | Must be solid color (plus very limited trim) with numbers at least 8" high on front and 12" on back | Numbers at least 10"/12" (front/back); need not be solid color |
| 32 | Jersey trademark | Limited to 2.25-inch square; can also have US flag and commemorative patch | No mention in rule book; teams must comply with NCAA regulations (but officials do not enforce) |
| 33 | Jersey colors conflict | Visiting team responsible, but officials may require that home team change | Home team must change colors |
| 34 | Visible compression shorts | Everyone on team must wear same solid color | Everyone must wear same solid color (white, gray, or team color) |
| 35 | Sweat pants | Everyone on team must wear same solid color | Everyone on team must wear same solid color (white, gray, or team color) |
| 36 | Uniform violations | One technical foul is assessed prior to the start of the game to cover all violations | Each time a player enters game with one or more uniform violations it constitutes one technical foul |

| | The Crosse | NFHS | NCAA |
|----|---|---|--|
| 37 | Rollout tests | Throat and side only | Throat, side, and scoop |
| 38 | Minimum head width | 6.5" at the widest point, inside measurement | 6.0" at the widest point, inside measurement |
| 39 | Throat width | No mention, except must pass rollout tests | Card/template must fit in throat of stick |
| 40 | Sidewall strings | No mention | Maximum of one |
| 41 | Shooting strings | No mention | Max of 4 inches from the scoop, in an arc |
| 42 | Tape on head | No mention | No tape is allowed on the plastic portion of the head except on a goalkeeper's crosse |
| 43 | Hole cut in mesh designed to snare ball during face-off | 3:00 NR penalty | No mention; could be covered by NCAA Rule 1-18 Note 1 |
| 44 | Multi-colored mesh | No mention | Illegal; 3:00 USC penalty for trying to mislead opponent with ball painted in mesh |
| 45 | Tape rings | Tape rings on shaft > 3.5" circumference and more than 3 inches from the butt end must be removed per 1/27/11 NFHS bulletin; by analogy with 1.8 Situation, USC if brought back into game uncorrected | Prohibited anywhere on the shaft per 1/22/13 bulletin; presumably no penalty but must be fixed before returning. |

| | Personal Equipment | NFHS | NCAA |
|----|-------------------------------|--|--|
| 46 | Mouth guard | Must cover all upper or all lower teeth | Must cover all upper teeth |
| 47 | Hard substances (e.g., casts) | Must be covered with one-half-inch of high-density foam; knee and ankle braces need not be covered if unmodified. Note from doctor no longer required. | Officials' discretion |
| 48 | Helmets | Must be same color or colors; all decals issued by school | Everyone must wear helmets that are same dominant team color |
| 49 | Eye shield | Must be clear by rule; cannot be tinted even with medical approval. Must be molded and non-rigid. Penalty for violation: 1:00 NR per 1.9.2 Situation C | Must be clear (or tinted with medical approval) |

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| 50 | Sunglasses | May be worn unless an eye shield is also worn | No mention, but likely enforced similarly |
| 51 | Glove color | No mention | Non-GK players must wear same team color |
| 52 | Shoulder pads | Not defined, but generally taken to mean a professionally-manufactured pad somewhere on the shoulder (and marketed as a lacrosse shoulder pad). Velcro portions are considered optional; pads may not be cut or otherwise altered. | Not defined, but generally taken to mean a professionally-manufactured pad somewhere on the shoulder (and marketed as a lacrosse shoulder pad). Pads may not be cut or altered. No mention of Velcro portions. |
| 53 | Football helmets and shoulder pads | Expressly prohibited by rule (1:00 NR penalty) | No mention, but football helmets are not NOCSAE-certified for lacrosse and football shoulder pads are not intended for lacrosse |
| 54 | Cleats | Extensive list of technical specifications | Cleats no longer than 0.5 inches |
| 55 | Protective cup | Recommended for all players | No mention |

| | Timing and Scoring | NFHS | NCAA |
|----|---|---|--|
| 56 | Timer/scorer at game site | No mention | Twenty minutes before the game |
| 57 | Team roster in score book | Must be complete/correct before game starts; team is assessed one technical foul if players added later | No mention about when roster must be complete |
| 58 | Quarters | 12 minutes stop time | 15 minutes stop time |
| 59 | Variations in playing time | Not permitted (unless game is interrupted) | Shorter periods permitted if both teams agree |
| 60 | Mercy rule | Running time in 2nd half if lead is 12 or more | None |
| 61 | Interruption of game because of events beyond the control of game authorities | By agreement of head coaches and referee, game may be terminated or shortened (unless league rules apply) | Game will be continued unless the teams agree otherwise (or unless other league rules apply) |

| | Face-offs | NFHS | NCAA |
|----|--|--|---|
| 62 | Hearing-impaired player | Officials will make adjustments per Rule 4-3-5 | No mention |
| 63 | Violation during face-off, after whistle but before possession | Possible play-on; if ball is awarded it starts one step over center X | Possible play-on; if ball is awarded, it starts at the spot where the ball was or outside box |
| 64 | Wing-line violations on a face-off | Play-on (but ignore if there was a pre-whistle violation by one of the face-off men) | Immediate whistle (ignore if there was a pre-whistle violation by a f/o man); violator charged with a face-off violation to count toward the limit of 2 |
| 65 | Pre-whistle face-off violation | Offended team awarded possession just past mid-field | Play begins immediately with offended team in possession for first two violations in a half by the opponent; after that, a 30-second time-serving penalty is assessed against the in-home. |
| 66 | Post-whistle face-off violation | Offended team awarded possession just past mid-field | If it is related to the face-off players while they are still engaged (e.g., withholding; kicking, holding or pinning the crosse; grabbing ball or opponent's crosse with the hand), it counts toward the violation limit. Restart is at the spot where the ball was (except for a personal foul, which puts ball in the offensive end) |
| 67 | Face-off with players serving penalties | A player or players may come from behind the wing line so the man-down team has 3 players in the midfield area; offside rules must be obeyed | The man-down team will have fewer than 3 people in the mid-field area for the face-off; if a team is down 3 players they may have one come up to take the face-off |
| 68 | Play-on | Can be used for post-whistle violation, including wing-line violation | Avoid using for post-whistle violation if it counts toward the limit of 2 |
| 69 | Contrasting color tape | No mention | Must be applied to the shaft of all face-off player's crosses just below the plastic; violation is a face-off violation and it counts toward the violation limit |
| 70 | A1 loses equipment on face-off in a scrimmage area | Stop play and re-face. | If A1 doesn't immediately take himself out of the play, award possession to Team B. |

| | General Game Play | NFHS | NCAA |
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| 71 | Section describing when a player is in or out of a specific area | None; some situations explained in various parts of the rule book | Covered in Rule 4-6-c |
| 72 | Restarts | No specific guidance on where ball restarts | Rule 4-6-e covers all restarts explicitly |
| 73 | Goalie out of crease when play stops | Goalie is given up to 5 seconds to return to the crease before the restart | Immediate restart if other conditions are met |
| 74 | Defender is within 5 yards of player awarded possession prior to restart | Officials tell the player to move back and give him up to 5 seconds to do so; delay of game penalty assessed if he does not get 5 yards back. Could be an immediate delay of game if player runs in intentionally to delay the restart. | Play restarts immediately. The defender must gain a distance of 5 yards at some point prior to engaging the offensive player or a technical foul will result |
| 75 | Play stops with ball inside the attack area | Restart must be outside of the attack area except for an end line out of bounds (shot, pass, stepped out, kicked out, etc.) | For an end line out of bounds, the restart is just inside the end line. Otherwise, the restart is outside the attack area if offensive team is awarded possession; one pass is permitted to move the ball out. If awarded to the defensive team, the play restarts inside the attack area |
| 76 | Goal cage moves during play | No mention | Allow an imminent scoring opportunity to continue and allow the goal if ball completely passes through the plane formed by the rear edges of the pipes |
| 77 | Foot position for screen | No mention except player must be stationary and motionless | Player must be stationary and motionless, with feet no wider than shoulder width apart |
| 78 | Out of bounds player establishing himself back in | No mention | When he no longer touches out of bounds and touches in bounds with some body part |
| 79 | Player partly in bounds and partly out touching ball | If touched passively, no mention; if touched intentionally, illegal procedure | Ball is out off of that player regardless of whether it touches part of him or his crosse in bounds or out of bounds; illegal procedure if touched intentionally |
| 80 | Offside | Ball awarded as any other technical foul except when Team A is offside and in possession in its offensive end ball is awarded to Team B at center X | Restarts where the ball was when play was suspended or outside the attack area |
| 81 | Play stopped for injured player | Player must leave game until the next dead ball after the ensuing restart; team may not call TO to keep player in the game | Not explicitly mentioned; common interpretation is that the team may call a timeout to keep the player in the game |
| 82 | Officials counting players | Must ensure 10 total players on field and serving penalties prior to the start of the game | Must ensure 10 total players on field and serving penalties prior to the start of each period and after every goal. |
| 83 | Attacking player touches goal or net with crosse (not as part of a shot) while playing loose ball | No mention | Explicitly legal |
| 84 | GK intentionally loses or breaks equipment to try to stop play | No mention | Two-minute non-releasable USC penalty |
| 85 | Goalie in crease contacts attackman on follow-through after a clearing pass | No mention, but normally called goalie interference | Goalie interference against the attackman if follow-through is legitimate (Rule 6,A.R. 9) |
| 86 | GK pulls goal over head to prevent goal | Recommended 3:00 NR penalty (4.20.3 Situation C) | No mention; could result in USC penalty or expulsion for flagrant misconduct |
| 87 | Head coach/field player from team in poss. calls live ball TO | Permitted no matter where the ball is on the field | Permitted with player in possession in contact with ground past offensive restraining line |
| 88 | Team A awarded possession after shot behind B's goal, Team A calls timeout, Team B commits dead-ball foul | Restart is where the ball went out of bounds per 7.3 Situation C | Restart moved to the alley per NCAA Rule 4-6-e-4 |

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| Equipment Inspections and Violations | NFHS | NCAA |
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| 89 | Mouthpiece violation | 1-minute NR Personal foul | Technical foul |
| 90 | Routine equipment checks | 2012 point of emphasis: four checks per team per game (with <i>at least</i> one check per team per half) conducted in dead-ball situations (e.g., after goals, before face-offs, during time-outs, between periods); all equipment inspected | Only stick inspected. By rule, at least one check per team per half must be conducted in dead-ball situations. COC mechanic is to perform at least 6 checks per game. |
| 91 | A1 pulls strings after goal and <i>before</i> official requests it or pulls strings or adjusts crosse <i>after</i> official requests it | No goal if player just scored; 1:00 NR USC penalty. Continue with equipment check if planned. | No goal if player just scored; 1:00 NR USC penalty. Official has discretion over whether to continue check per COC mechanics. |
| 92 | Jewelry | Prohibited (exception: religious/medical, which must be taped to body); 1:00 NR | Permitted unless deemed dangerous by officials |
| 93 | Multiple crosse and equipment violations | Penalize only the most serious violation | Penalize most serious crosse violation and most serious equipment violation (4:00 NR maximum) |
| 94 | Player without required equipment other than crosse | Stop play if player is in or enters scrimmage area. Ball awarded to team in possession or by AP (or to defense in alley for loose ball in crease) | Stop play if player is in or enters scrimmage area. Technical foul to participate if ball is loose or player is from team not in possession. For player from team in possession, no foul and team retains possession. |
| 95 | Player loses required equipment, shoots and scores | If player is unguarded, play continues and goal counts; if player is guarded, stop play | No goal, but offense is awarded possession |

| | Counting and Stalling | NFHS | NCAA |
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| 96 | Stalling | “Get it in” and “Keep it in” | Thirty-second timer procedure |
| 97 | Stalling during penalty situations | Stall warnings may be issued if team in possession is man up or man down | The timer procedure is not used if either team has one or more players serving penalties, including an even penalty situation |
| 98 | Last 2:00 of 4th quarter | Automatic stall warning for team in lead | No <i>automatic</i> warning; stall warning may be issued |
| 99 | Stalling when defense not playing the ball | If Team A has possession in the attack area and Team B is not playing the ball, no stall warning can be issued | If Team A has possession in the attack area between the goal line extended and the restraining line and Team B is not playing the ball, no stall warning can be issued |
| 100 | Ball crosses midfield | If Team A has gained the attack area and then <i>carries</i> the ball to the defensive end or <i>intentionally</i> passes to the defensive end, this triggers a stall warning | If Team A has gained the attack area and the ball returns to the defensive end, it triggers a stall warning unless it was due to a shot or a deflection by Team B |
| 101 | Defensive clearing counts and offensive counts | Twenty seconds after possession is gained or play starts to move the ball into the offensive end; once in the offensive end with possession, ball must enter the attack area within 10 seconds, then no counts unless there is a “get-it-in”/“keep-it-in” warning | Thirty seconds after possession is gained to move the ball into the attack area, after which there are no counts unless there is a stall warning |
| 102 | Team A brings ball into the attack area and then the ball returns to its defensive end | If Team A carried the ball into its defensive end or intentionally passed the ball to its defensive end, they will be warned to “Get it in” and “Keep it in”; if the ball is otherwise loose or an intentional pass is tipped by Team B before crossing midfield, a 20- or 10-count starts depending on where Team A regains possession | If Team A was the last to touch the ball (not on a shot), they will issued a stall warning upon possession; otherwise, Team A has a new 30-second count if they recover the ball. |

| | Substitution | NFHS | NCAA |
|-----|---|---|--|
| 103 | Substitute deliberately violates rules for entering field | Releasable 1:00 USC foul | Illegal procedure |
| 104 | Twenty-second (timer) substitution | Allowed when there is a sideline out of bounds and a coach calls for a horn, teams are called back from a timeout or to start a period, after a goal, and after a time-serving penalty is reported. | Allowed when teams are called back from a timeout or to start a period, after a goal, and after a time-serving penalty is reported. No sideline horns. |
| 105 | Box sub procedures | Limited to one player at a time | No limit |

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| 106 | Delayed box substitution (A1 leaves and is not immediately replaced by A2) | Releasable 1:00 USC foul if deliberate; illegal procedure otherwise; silent play-on mechanic approved at 2012 US Lacrosse Convention NFHS meeting | Silent play-on, with technical foul called if sub gets involved in play; offside rules still apply |
| 107 | During timer subs, 20-sec. timer sounds; Team A has too many or too few players | Illegal procedure technical foul on Team A | Illegal procedure for too many men; no mention of too few men |

| | Personal and Technical Fouls | NFHS | NCAA |
|-----|--|---|--|
| 108 | Tripping when player “stumbles” | No mention | Tripping may be called even if player doesn't fall |
| 109 | Body check during “buddy pass” | Specifically addressed as unnecessary roughness | Not specifically mentioned, but could be construed as unnecessary roughness |
| 110 | A1, in possession, runs over stationary defender B1 | Specifically addressed as unnecessary roughness | No mention |
| 111 | Illegal body check of a player on the ground | Illegal to <i>body check</i> a player with any body part other than the feet on the ground | Illegal to <i>initiate contact</i> with a player who has any body part other than the feet on the ground |
| 112 | Second NR USC foul against same player or coach | Expulsion and 3:00 NR penalty | Usual penalty is assessed |
| 113 | Player takes a dive or feigns receiving a foul | No mention (but some have argued that this could be covered under Rule 6-6-3-d) | Illegal procedure |
| 114 | Deliberate violent foul late in game or after the final horn | No mention, but could be ruled as an ejection for flagrant misconduct | Expulsion per Rule 5 A.R. 33 |
| 115 | Conduct foul | May be issued for a player committing “any act considered misconduct by an official” or trying to “interrupt or confuse” opponent’s play by “unnecessary yelling or gestures” | These clauses are not present |
| 116 | Pushing if player turns, causing what would have been a legal push to become illegal | No mention (but typically not called as a foul) | No foul if a player about to be pushed legally turns his back and because of that is pushed from behind |

| | Penalty Enforcement | NFHS | NCAA |
|-----|--|---|--|
| 117 | Section explaining when to stop play or delay whistle | None | Rule 7-1-b |
| 118 | Multiple penalties | Any number of players from one team may be in the penalty area | Penalties “stack”; a team is never down more than 3 men at once |
| 119 | Player deliberately leaves penalty area early; goal is scored by opponent | Unexpired time wiped out for releasable penalty, but player must serve new 30 seconds; unclear on face-off | Unexpired time wiped out for releasable penalty and new foul cancelled by goal |
| 120 | Flag down | Whistle blows when ball or player in possession leaves the attack area, ball touches ground (not on a shot), defense gains possession, or a shot is completed | Play continues until any of the usual conditions for stopping play occurs or the defense gains possession; ball can come out of attack area and touch ground |
| 121 | Loose-ball foul with flag down | Not possible, since whistle blows when ball touches ground | Loose-ball technical and personal fouls by the defense result in additional flags; play continues |
| 122 | Loose-ball personal foul | Immediate whistle and flag in all situations | Immediate whistle/flag if no flag already down; flag down/slow whistle if there is already a flag down (both fouls on defense) |
| 123 | Pass to GK enters goal on flag down | No goal. | Goal. |
| 124 | Shot during flag down hits GK or goal, rebounds, hits something other than GK, then goes in goal | No goal if rebound hits official or any player other than GK | Goal (whistle does not blow under NCAA procedure when ball becomes loose) |

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| 125 | Penalty on B1 is released or waved off by a goal, then a goal by A1 is disallowed because A1's crosse is illegal | B1 must serve remainder of penalty | No mention (but presumably B1 must serve remainder of penalty) |
|-----|--|------------------------------------|--|

| | Errors | NFHS | NCAA |
|-----|--|--|---|
| 126 | Inadvertent flags/horns | Ball awarded to team in possession when flag is thrown; if loose, AP (no mention of inad. horn) | Award possession or face off depending on the result of the play (see Rule 7-13) |
| 127 | Mistakes by officials | Addressed in Rule 7-13 but there is no analogue to NCAA Rule 7-12 | Addressed in Rule 7-12 |
| 128 | B1 released early from penalty, play stops and restarts, then B2 scores goal | The head coach must bring the issue to the officials' attention prior to the next live ball; since there was a stop and restart, the goal cannot be erased | The goal can be erased as long as the issue is brought to the officials' attention prior to the second live ball per Rule 7 A.R. 69 |
| 129 | Challenging the application of a rule by head coach | Permitted; if appeal denied, coach is charged TO (or technical) and may use remainder of TO | No mention; can speak with officials only during halftime |

| | Signals | NFHS | NCAA |
|-----|----------------|--|--|
| 130 | Signal #18 | Inadvertent flag | Disregard flag (inadvertent flag or technical foul wiped out by goal) |
| 131 | Signal #3 | No goal or technical foul wiped out by goal | No goal |
| 132 | Signal #9 | Failure to advance (4-, 20-, or 10-second violation) | Failure to advance (4- or 30-second) or timer violation |

NCAA vs. NFHS Rules Differences Eliminated in Recent Years

The following is a list of rule differences between NCAA and NFHS that were eliminated in the past few years. In other words, these are cases where the rules *used to be* different but are now the same. Review this list to ensure that you still aren't calling things differently when those differences no longer exist.

| Topic | Specific Change for 2013 |
|---|---|
| Coach in table area | During live or dead ball to exchange a crosse with a player or a dead ball to talk with timer or scorer |
| Lime green balls | Permitted |
| Ball color if coaches disagree | White |
| Ball stop | Not required but one may be used if no larger than 2" x 1.5" x 0.25" |
| Length of hanging strings | Limited to 2" |
| Required equipment for timer/scorer | Working horn, table, score book, and working clock; illegal procedure if not provided |
| Cadence on face-off | Officials will vary time from "set" to whistle by rule; mechanic is to delay 0.5–2.0 seconds |
| Face-off positioning | Gloves may not touch the midline |
| A1 intentionally uses hand or fingers off the crosse to grasp/direct ball on face-off | One-minute NR USC penalty |
| A1 grabs opponents crosse with open hand or fingers on face-off | One-minute NR USC penalty |
| Airborne player | Player is where he left from in all situations, including ending a count; situations summarized in Rule NCAA 4-6-d |
| Team A is awarded possession and no Team A player picks up ball within 5 seconds (not in a 20-second-timer situation) | Illegal procedure |
| Home team does not provide horn, timing device, score book, or table | Illegal procedure |
| Restart for simul. fouls with both teams serving time | Restart is at the spot where the ball was (or moved to the alley if in the attack area) for live- or dead-ball fouls (no free clear) |
| "Unavoidable" body check | Concept is no longer present in either rule book |
| Inadvertent whistles | Ball awarded to team in possession or entitled to possession; otherwise, alternate possession (unless in crease; then ball goes to defense) |

| Topic | Specific Change for 2012 |
|-----------------------------|---|
| End caps for hollow handles | Metal caps explicitly prohibited even if taped. All hollow-crosses must have rubber or plastic end cap (tape alone is insufficient). Non-compliant sticks must be removed from the game and not brought back without being fixed. |
| Face-off position | Sticks and gloves outside 4-inch-wide center |

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| BI holds or pins AI's crosse to ground using his crosse or any body part on face-off | Illegal per Rule 4-3 regardless of whether the ball is under AI's stick. |
| Penalty expires before possession during face-off | Player must wait for possession to be called or the face-off to otherwise end before re-entering the field |
| Officials checking the score | Must verify the score with the scorer at the end of each period |
| Dropped crosse with ball in it | If ball stays in or under crosse when dropped, withholding regardless of whether the ball is "stuck" |
| Fouling out | Player is disqualified for accruing 5 minutes of personal fouls |

| Topic | Specific Change for 2011 |
|--|--|
| Play stopped for lost/broken GK equip. with ball in crease | Ball awarded to the defense in the alley |
| Start of face-off | Down, "set," whistle |
| AI ducks before body check | No foul if what would have been a legal check becomes illegal because the player ducked (see new NFHS Rule 5-3-6) |
| Player kicks dropped crosse, without ball in it | No foul if accidental; USC if done intentionally to keep player from recovering |
| Coaches' Certification | Brief version permitted |
| Illegal offensive screen | Contact must occur for there to be a foul even if the screening position is illegal or the screener is moving (NCAA Rule 6-5, NFHS 6.4 Situation A Note) |

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Most Important NFHS vs. NCAA Rule Differences 2013

| Procedures | NFHS | NCAA |
|---|---|---|
| Substitution area | 10 yards wide (5 yards on either side of midline) | 20 yards wide (10 yards on either side of midline) |
| Stick requirements | Refer to full list of rule differences | Refer to full list of rule differences |
| Mouth guard | Must cover all upper or all lower teeth; mouth guard violations are 1:00 NR personal fouls | Must cover all upper teeth; mouth guard violations are technical fouls |
| Glove color | No mention | Non-GK players must wear same team color |
| Mercy rule | Running time in 2nd half if lead is 12 or more | None |
| Violation during face-off, after whistle but before possession | Possible play-on; if ball is awarded it starts one step over center X | Possible play-on; if ball is awarded, it starts at the spot where the ball was or outside box |
| Face-off violations | Offended team awarded possession just past mid-field | Quick restart at spot where the ball was; limit of 2 per team per half before technical fouls are assessed |
| Face-off with players serving penalties | A player or players may fill the wing area; offside rules must be obeyed | Wing areas may not be filled, but a team down 3 men can have a player come up to face off |
| Goalie out of crease when play stops | Goalie is given up to 5 seconds to return to the crease before the restart | Immediate restart if other conditions are met |
| Defender is within 5 yards of on restart | Give player up to 5 seconds to move back; if he doesn't, technical foul | Play restarts immediately. The defender must gain a distance of 5 yards or a technical foul will result |
| Play stops with ball inside the attack area | Restart must be outside attack area except for end line OOB (shot, pass, stepped out, kicked out, etc.) | Quick restart for defense, moves out of box for offense or if there is a flag |
| Offside | When Team A is offside and in possession in its offensive end ball is awarded to Team B at center X | Restarts where the ball was when play was suspended or outside the attack area |
| Head coach/field player from team in poss. calls live ball TO | Permitted no matter where the ball is on the field | Permitted with player in possession in contact with ground past offensive restraining line |
| Jewelry | Prohibited (exception: religious/medical, which must be taped to body); 1:00 NR | Permitted unless deemed dangerous by officials |
| Player without required equipment other than crosse in scrimmage area | Stop play if player is in or enters scrimmage area. Ball awarded to team in possession or by AP (or to defense in alley for loose ball in crease) | Stop play. Technical foul to participate if ball is loose or player is from defense. For player from team in possession, no foul and team retains possession. |
| Stalling | "Get it in" and "Keep it in" | Thirty-second timer procedure |
| Stalling during penalty situations | Stall warnings may be issued if team in possession is man up or man down | The timer procedure is not used if either team has one or more players serving penalties, |
| Last 2:00 of 4th quarter | Automatic stall warning for team in lead | No <i>automatic</i> warning; stall warning may be issued |
| Defensive clearing counts and offensive counts | Twenty seconds to cross midfield, then ball must enter the attack area within 10 seconds, | Thirty seconds after possession is gained to move the ball into the attack area |
| Twenty-second (timer) substitution | Sideline out of bounds horn, teams called back from a timeout or to start a period, after a goal, and after a time-serving penalty is reported | Allowed when teams are called back from a timeout or to start a period, after a goal, and after a time-serving penalty is reported. No sideline horns. |
| During timer subs, 20-sec. timer sounds; Team A has too many or too few players | Illegal procedure technical foul on Team A | Illegal procedure for too many men; no mention of too few men |
| Second NR USC foul (same person) | Expulsion and 3:00 NR penalty | Usual penalty is assessed |
| Conduct foul | Includes "any act considered misconduct" or trying to "interrupt or confuse" opponent's play | These clauses are not present |
| Multiple penalties | Any number of players may be in the penalty area | A team is never down more than 3 men at once |
| End of flag down | Ball leaves attack area; ball touches ground (not on a shot); shot is completed; defense gains possession | Play continues until any of the usual conditions for stopping play occurs or the defense gains possession; |
| Flag down; loose-ball foul by def. | Impossible; whistle blows when ball touches ground | Additional flags; play continues |
| Flag down; pass enters own goal | No goal. | Goal. |
| Challenging the application of a rule by head coach | Permitted; if appeal denied, coach is charged TO (or technical) and may use remainder of TO | No mention; can speak with officials only during halftime |