

# NFHS vs. NCAA Men's Lacrosse Rule Differences for 2017

## Contents

All documented differences.....	1
Rule differences eliminated for 2011–2017 .....	10
Most important rules differences .....	13

### Notes:

- Some sections revised since last year appear on a gray background.
- Please do not post this document on any website; feel free to link to <http://www.umloa.org/documents/> (where the most recent version can always be found).

## All Documented NFHS vs. NCAA Rule Differences for 2017

	<b>Procedures</b>	<b>NFHS</b>	<b>NCAA</b>
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.	Accommodations for disabled or special needs	State associations may authorize (Rule 2-11 Art. 2)	No mention
4.	Hearing instruments	State associations may authorize if medically prescribed and not dangerous	No mention
5.	Meeting with officials during halftime	No mention	Permitted; each team must be allowed to have a representative present
6.	Chief bench official	May be used; detailed description of duties	No mention
7.	Sportsmanship	Officials address coaches/players before game	No mention in rules, but 2013 point of emphasis
8.	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 4.25.7)	Appendix V
9.	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
10.	Procedure for harsh weather conditions	Additional officials’ timeouts to allow players to cool off and get extra water	No mention
11.	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
12.	Expelled player	Adults leave premises. Minors leave premises with school official; otherwise confined to bench	Must leave premises
13.	Physician or trainer expelled	No mention	Rule 5, A.R. 7.
14.	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
15.	Number of officials	Three (or four) are recommended; could play with fewer if necessary	Three officials must be used
16.	Ball retrievers	Specific rules govern ball retrievers (must wear helmets; can’t wear a team color; can’t be directly behind goal; home team must train them)	Mentioned in 2-5 and 6-6-f-6, but no specific guidance is given
17.	Captains	Each team either has a captain or has co-captains (with one designated as “speaking captain” in common terms). Officials can designate a captain on the field if the speaking captain is not on the field	Rule 2-3 now refers to a single captain (however, 4-1 still refers to “captains” at the coin toss)
18.	Number of players	Must have 10 to start game; game cannot continue if team has fewer than 7 on-field (players serving penalties do not count as on-field players per 3-9-15 NFHS Memo)	Must have 10 to start game; no mention of minimum number to continue
19.	Officials on field	At least 20 minutes before scheduled start time	At least 30 minutes before scheduled start time
20.	Communication devices for officials to use during game	No mention	Explicitly allowed if available
21.	Game personnel needed	Timer and scorer (plus ball retrievers or an adequate supply of game balls)	Timer and scorer (on field at least 20 minutes before game) plus a shot clock operator (plus ball retrievers or an adequate supply of game balls)
22.	Jurisdiction ends	When officials leave the facility, but officials maintain administrative jurisdiction until all reports are completed (Rule 2-6 Art. 1 Note)	When the officials leaves the playing facility

	<b>The Field</b>	<b>NFHS</b>	<b>NCAA</b>
23.	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
24.	Line-marking material	Must be non-toxic and non-caustic	No mention
25.	No spectator lines	No penalty; officials inform sponsoring authority if situation is not corrected before game starts	3:00 NR penalty plus possession; notify assigner
26.	Midfield line does not extend from sideline to sideline and through any logos at midfield	Illegal procedure to start game against home team (loss of possession). Officials inform sponsoring authority if situation is not corrected before game starts. Note: shadow or bordered line through logo allowed.	3:00 NR penalty plus possession; notify assigner
27.	Illegal field or goals other than midline	No penalty for field; 3:00 NR plus possession for illegal goals. Officials inform sponsoring authority if situation is not corrected before game starts.	3:00 NR penalty plus possession; notify assigner
28.	Center of field	Center X or contrasting-color 4-inch square	Contrasting-color 4-inch square
29.	Cones and pylons (red or orange)	Must be soft and flexible; only cones by sub area	Must be soft and flexible; pylons or cones by sub area
30.	Measuring distances	No mention	Out of bounds lines shall be measured from the inside edge of the line; field lines (e.g., midfield line, etc.) shall be measured from the center of the line.
31.	Table elevated above field level	No mention	Recommended
32.	Visible shot clock	None	Required (no penalty specified if there isn't one)
33.	Coaches area/bench area	15 yards wide	20 yards wide
	<b>The Ball</b>	<b>NFHS</b>	<b>NCAA</b>
34.	Legal balls	Must bear NFHS authenticating mark and NOCSAE seal; game cannot be played without NOCSAE balls	Must bear NOCSAE seal; game cannot be played without NOCSAE balls
35.	Colors	White, yellow, orange, or lime green.	White, yellow, orange, lime green, or pink.
36.	Slightly textured ball	Permitted if they bear NFHS authenticating mark and NOCSAE seal	Permitted if coaches agree
37.	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 to the defense if it is in the goal when discovered.
38.	Ball supply	At least 4 on each end line and sideline (at table on bench side) to start each period and to be replenished by home team/game management staff; repeated violations could be delay of game against home team	At least 6 on each end line and sideline—and max of 10—to be replenished by home team and game management staff; repeated violations could be delay of game against home team
	<b>Uniform Regulations</b>	<b>NFHS</b>	<b>NCAA</b>
39.	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 but must contrast color of uniform
40.	Legal numbers	Whole numbers from 0–99; starting in 2018, numbers 00–09 will be illegal (0–9 remain legal)	No mention
41.	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)
42.	Jersey colors conflict	Visiting team responsible, but officials may require that home team change	Home team must change colors
43.	Visible compression shorts	Everyone on team must wear same solid color	Everyone must wear same solid color (white, gray, or team color)

44.	Sweat pants	Everyone on team must wear same solid color	Everyone on team must wear same solid color (white, gray, or team color)
45.	Eye shade	Eye shade (grease/non-glare strips/stickers) that is not a solid stroke or includes words, numbers, logos or other symbols within the eye shade is prohibited	No mention
46.	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
	<b>The Crosse</b>	<b>NFHS</b>	<b>NCAA</b>
47.	Minimum head width	6.5" at the widest point, inside measurement	6.0" at the widest point, inside measurement
48.	Throat width	No mention, except must pass rollout tests; will match NCAA rule starting in 2018	Card/template must fit in throat of stick
49.	Tape on plastic throat of crosse	Illegal for a player taking a faceoff (could potentially correct if within the normal 20 seconds; if discovered after "down," immediate delay of game, but player can stay on the field because there is no longer a faceoff)	No tape is allowed on the plastic portion of the head except on a goalkeeper's crosse; 3:00 NR penalty and stick is removed from the game per 2-24-13 NCAA bulletin
50.	Sawing or cutting head of crosse so player can get hand closer to head, or shaving the sidewalls	No mention, but likely treated as an altered crosse and a 3:00 NR penalty with stick confiscated	3:00 NR penalty with stick confiscated
51.	Hole cut in mesh designed to snare ball during faceoff	3:00 NR penalty	No mention; could be covered by NCAA Rule 1-18 Note 1
52.	Multi-colored mesh	No mention	Multi-colored mesh is legal; however, 3:00 USC penalty for trying to mislead opponent with ball painted in mesh
53.	Ball stop	Optional	Optional on plastic heads but required on wooden heads
54.	End caps	All hollow crosse handles must have their open end covered with an end cap manufactured for lacrosse	All hollow crosse handles must have their open end covered with a plastic or rubber end cap manufactured for lacrosse; metal (e.g., bottle caps) is explicitly prohibited.
55.	Longitudinal weaving	Must be attached at the back of the throat of the crosse	"Must be attached to the frame of the throat below the stop. The pocket/net must be completely attached to the side walls, leaving no gaps large enough for a ball to pass through."
56.	Table test	Butt end of the stick should be on the table.	Butt end of the stick should be off the table.
57.	Adjustable-length handles	Illegal.	Legal, but may not be adjusted during play or as an official approaches for a player equipment inspection.
58.	Tape rings or donuts	Tape rings on shaft > 3.5" circumference and more than 3 inches from the butt end must be removed per NFHS 1.6.1 Situation; by analogy with 1.8 Situation, USC if brought back into game uncorrected	Tape rings are allowed per NCAA 1-19, but tape rings or donuts are not allowed near the head of the crosse for faceoff players
	<b>Personal Equipment</b>	<b>NFHS</b>	<b>NCAA</b>
59.	Mouth guard	Must cover all upper or all lower teeth	Must cover all upper teeth
60.	Mouth guard colors	May not be completely white or completely clear	Must be a highly visible color; clear mouth guards are allowed only if the head coach certifies that it must be clear for a medical reason
61.	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
62.	Helmets	Must be same color or colors; all decals issued by school	Everyone must wear helmets that are same dominant team color
63.	Goalie throat protector	Must be manufactured for lacrosse	No mention

64.	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)
65.	Sunglasses	May be worn unless an eye shield is also worn	No mention, but likely enforced similarly
66.	Glove color	No mention	Non-GK players must wear same team color
67.	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.
68.	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
69.	Cleats	Extensive list of technical specifications	Cleats no longer than 0.5 inches
70.	Protective cup	Recommended for all players	No mention
71.	Camera on helmet or device to allow a remote camera to track player	Illegal per 1.10.1 Situation F	No mention, but could be covered by 1-21-a. In addition, a camera could be considered a helmet modification.
	<b>Timing and Scoring</b>	<b>NFHS</b>	<b>NCAA</b>
72.	Timer/scorer at game site	No mention	Twenty minutes before the game
73.	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
74.	Quarters	12 minutes stop time	15 minutes stop time
75.	Variations in playing time	Not permitted (unless game is interrupted)	Shorter periods permitted if both teams agree
76.	Mercy rule	Running time in 2nd half if lead is 12 or more	None
77.	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)
	<b>Faceoffs</b>	<b>NFHS</b>	<b>NCAA</b>
78.	Directive to "play the ball"	No mention (but can't hold or pin hands or cross to the ground or body check a player on the ground)	When the two faceoff players are engaged, they must make an attempt to play the ball (2017-18 P.O.E.)
79.	Six inches of color on shaft contrasting head, shaft, and any colors on the gloves	Paint, tape, or another covering	Paint, tape, or another covering; may not be thick or sticky.
80.	Hearing-impaired player	Officials will make adjustments per Rule 4-3-g	Appendix VI
81.	Head position on faceoff	Reverse surfaces of the crosses must match evenly; per 2017 NFHS Rules Interpretation Meeting, "top to stop" is appropriate	The open 10" parts of the heads must match evenly—"top to stop"—with the center of the ball 5" from the top of each head
82.	Violation during faceoff, after whistle but before possession	Possible play-on	Immediate whistle and charged faceoff violation if it occurs as part of the faceoff while players are still engaged; possible play-on otherwise; if ball is awarded, it starts at the spot where the ball was or outside box

83.	Wing-line violations on a faceoff	Play-on (but ignore if there was a pre-whistle violation by one of the faceoff men)	Immediate whistle (ignore if there was a pre-whistle violation by a f/o man); violator charged with a faceoff violation to count toward the limit of 2
84.	Pre-whistle faceoff violation	Offended team awarded possession just past mid-field (must move ball into offensive end so there is a 10-count on the restart)	Play begins immediately with offended team in possession for first two violations in a half (or first two violations in any number of OT periods) by the opponent; after that, a 30-second time-serving penalty is assessed against the in-home for each violation
85.	Post-whistle pre-possession faceoff technical foul	Offended team awarded possession at the spot where the ball was	If it is related to the faceoff 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
86.	Play-on during faceoff	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
87.	Using fingers or hands off the crosse to play the ball, or pinching the ball between hands on the crosse	USC	USC plus charged faceoff violation
88.	On the faceoff whistle, B1 plays A1's body instead of the ball	Could be spearing or an illegal body check depending on the level and location of contact; no mention of requirement for B1 to play the ball	Per NILOA memo, the B1 must play the ball and not the opponent; could be a technical (and charged faceoff violation) or personal foul depending on the contact.
89.	Faceoff when Team A is down 3 players	A1 may come up from defensive area to take the faceoff and will not be called for offside while in faceoff position	A1 may come up from defensive area to take the faceoff; no exception for offside
90.	A1 loses equipment on faceoff 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.
	<b>General Game Play</b>	<b>NFHS</b>	<b>NCAA</b>
91.	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 Rules 4-7-c and 4-7-d
92.	Restarts	Some guidance on where ball restarts (Rule 4-22)	Rule 4-8 covers all restarts explicitly
93.	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 requirements are met
94.	Goalie intentionally drops ball or flips it to himself in the crease to get an additional 4-count	Count continues per 4.19.3 Situation B	Turnover per Rule 4, A.R. 90 (doesn't specifically cover an intentional drop, but reasoning by analogy gives the same ruling)
95.	Defenders in crease to block shots	It is a conduct foul to have a defender in the crease (other than the goalie) for the purpose of blocking shots; second offense on same player is a releasable USC.	No mention
96.	Picking up ball in in back of crosse not on a faceoff	Legal if ball is not stuck	Illegal
97.	Team A commits a technical foul resulting in a turnover	During the dead ball, either team may call timeout	During the dead ball, only Team B may call timeout
98.	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. Immediate delay of game if player runs in from outside 5 yards 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

99.	Play stops with ball inside the attack area	Restart must be laterally outside of the attack area except for an end line out of bounds (shot, pass, stepped out, kicked out, etc.) or if there is a turnover due to a technical foul by the offensive team	For an end line out of bounds, the restart is just inside the end line. The restart is laterally outside the attack area if offensive team is awarded possession in a slow restart. On a quick restart, one pass is permitted to move the ball anywhere outside the attack area (two passes would result in the loss of the quick restart). If awarded to the defensive team, the play restarts inside the attack area.
100.	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
101.	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
102.	Player partly in bounds and partly out touching ball	If touched passively, no mention (but normally called as out on the player who was touched by the ball); 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
103.	Goal with time winding down	Ball must enter goal before the clock hits zero to be counted	Ball must leave offensive player's crosse before clock hits zero; officials must withhold whistle to see if goal is legally scored (differences between ball hitting offensive and defensive player after the clock hits 0)
104.	Goal scored by AI at end of regulation and horn sounds	If goal is scored before horn, put small amount of time on clock and faceoff; Coach B can call for equipment check up until play starts	If goal is scored before horn, put small amount of time on clock and faceoff; Coach B can call for equipment check up until play starts; if shot is before horn but goal is after horn at the end of fourth quarter, no check allowed unless score is tied
105.	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
106.	Player bleeding or with blood on uniform	Play stopped at earliest opportunity that does not interfere with an imminent scoring opportunity; player must be removed from game and is treated as an injured player (cannot return until after the next dead ball after the ensuing restart and until situation is corrected; team cannot call timeout to keep player in the game)	Play stopped at earliest opportunity that does not interfere with an imminent scoring opportunity; player must be removed from game (cannot return until situation is corrected; team can call timeout to keep player in the game as long as situation is corrected; needs approval from medical personnel)
107.	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.
108.	Attacking player touches goal or net with crosse (not as part of a shot) while playing loose ball	No mention	Explicitly legal
109.	GK intentionally loses or breaks equipment to try to stop play	No mention, but likely enforced as USC (officials should still stop play immediately)	Two-minute nonreleasable USC penalty (officials should still stop play immediately)
110.	GK legitimately loses protective gear or breaks protective gear or crosse	Officials should stop play immediately	Officials should stop play immediately; GK should verbally notify officials during play (if he does and there is no broken equipment, 2:00 NR USC).
111.	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)
112.	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
113.	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
114.	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 4-8-4



115.	Player not in possession jumps or dives, gains possession, shoots, ball enters in goal, then player lands in crease	No mention	Not covered in rule book, but per NILOA presentation, goal is disallowed if the jump carries him into the crease, but is allowed if he is legally or illegally forced into the crease as long as the ball is in the goal before contact with the crease.
	<b>Equipment Inspections and Violations</b>	<b>NFHS</b>	<b>NCAA</b>
116.	Coach-requested equipment inspection	Head coach may request inspection of any player's crosse and equipment during any dead ball	Head coach may request inspection of any player's crosse and equipment during any dead ball except after a change-of-possession technical foul (per NILOA 2016 PowerPoint Slide #36)
117.	Routine equipment checks	2012 point of emphasis: four checks per team per game (with at least one check per team per half) conducted in dead-ball situations (e.g., after goals, before faceoffs, during timeouts, 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. NILOA mechanic is to perform at least 6 checks per game.
118.	A1 pulls strings after goal and before official requests it or pulls strings or adjusts crosse after 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 NILOA mechanics.
119.	Jewelry	Prohibited (exception: religious/medical, which must be taped to body); 1:00 NR	Permitted unless deemed dangerous by officials
120.	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)
121.	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.
122.	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
	<b>Counting and Stalling</b>	<b>NFHS</b>	<b>NCAA</b>
123.	Stalling	"Get it in" and "Keep it in"	Thirty-second "shot clock" procedure
124.	Stalling during penalty situations	Stall warnings may be issued if team in possession is man up or man down	The shot clock procedure is not used if there is an uneven penalty situation; if there is a shot clock situation and the penalty situation becomes uneven, either due to a new penalty or due to a penalty releasing, the shot clock situation is canceled.
125.	Last 2:00 of 4th quarter	Automatic stall warning for team in lead by 1–4 goals	No automatic warning; shot clock may be started
126.	Stalling when defense not playing the ball in the attack area between GLE and end line	If Team A has possession in the attack area and Team B is not playing the ball, no stall warning can be issued	A shot clock may be initiated even if the defense is not playing the ball
127.	Stalling ends	Stall warning ends when the defense gains possession, a goal is scored, or the period ends resulting in a faceoff	Shot clock ends when the defense gains possession, a goal is scored, the period ends, a shot released above the GLE contacts the goal or the GK; clock resets on a foul by defense or defensive timeout.
128.	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; a live-ball timeout past the offensive restraining line ends the 30 even if ball does not enter attack area. Note: A timeout in the alley counts as a "touch" for ending the count and for "over-and-back" purposes.



	<b>Substitution</b>	<b>NFHS</b>	<b>NCAA</b>
129.	Substitute deliberately violates rules for entering field	Releasable 1:00 USC foul (illegal procedure if not deliberate and an advantage is gained)	Illegal procedure
130.	Delayed box substitution (A1 leaves and is not immediately replaced by A2)	Silent play-on per 4-21 Situation; official determines if Team A gains an advantage from the delayed sub (regardless of whether the advantage is directly by A2). Releasable 1:00 USC foul if deliberate; illegal procedure otherwise.	Silent play-on, with technical foul called if A2 participates in play, even if deliberate.
131.	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
	<b>Personal and Technical Fouls</b>	<b>NFHS</b>	<b>NCAA</b>
132.	Tripping when player “stumbles”	No mention	Tripping may be called even if player doesn't fall
133.	Body checking a player in a defenseless position	Personal foul: 2:00 or 3:00 NR penalty (possible ejection)	No mention, but could be construed as unnecessary roughness (1:00, 2:00, or 3:00 releasable)
134.	Body check during “buddy pass”	Specifically addressed as “defenseless player”	Not specifically mentioned, but could be construed as unnecessary roughness
135.	A1, in possession, runs over stationary defender B1	Specifically addressed as unnecessary roughness	No mention, but could be unnecessary roughness
136.	Check delivered with gloved hands and thrusting motion	“Punching blow” is unnecessary roughness, but no mention of “thrusting motion”	“Punching blow” and “thrusting motion” are both unnecessary roughness
137.	Illegal body check of a player on the ground	Illegal to body check a player with any body part other than the feet on the ground	Illegal to initiate contact with a player who has any body part other than the feet on the ground
138.	Second NR USC foul against same player or coach	Expulsion and 3:00 NR penalty	Usual penalty is assessed
139.	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. 34
140.	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
141.	Checks to the head and neck	Personal foul: 2:00 or 3:00 NR penalty (possible ejection)	Personal foul: 1:00, 2:00, or 3:00 NR penalty (possible ejection)
142.	Legal screen requirements	Stationary and motionless, feet no wider than shoulder-width, crosse may not be extended outside frame of body	Motionless, feet no wider than shoulder-width, crosse may not be extended outside frame of body; player must stay within vertical plane; cannot lean into or extends hips into path of opponent even if feet are stationary.
143.	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
	<b>Penalty Enforcement</b>	<b>NFHS</b>	<b>NCAA</b>
144.	Section explaining when to stop play or delay whistle	None	Rule 7-1-b
145.	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
146.	Flag down in last 2 minutes	If there is a second flag-down with the team in the lead in the attack area, play stops unless a scoring play is imminent	No mention

147.	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
148.	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)
149.	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)
150.	Multiple bench penalties	First served by in-home, second served by attack player closest to in-home in scorebook	First served by in-home, second served by "an additional attack player"
151.	Stacking enforcement	For a stacking situation with 4 or more penalties being reported at the same time, enforce in order fouls were committed or, if not known, then enforce most serious fouls first (with NR and longer fouls being considered more serious)	Nonreleasable penalties are always enforced first; otherwise, they are enforced in sequence, if known, or based on severity (longer penalties serving first) if not.
152.	End line out of bounds, followed-by dead-ball time-serving simultaneous fouls	Restart inside the attack area per NFHS Rule 7-3 Exception	Restart outside the attack area per NCAA Rule 7-3 Exception
153.	Player already serving a releasable penalty is assessed a NR penalty	No mention	The nonreleasable penalty time will be served ahead of the releasable time.
154.	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)
	<b>Errors</b>	<b>NFHS</b>	<b>NCAA</b>
155.	Inadvertent flags/horns	Ball awarded to team in possession when flag is thrown; if loose, AP (no mention of inad. horn or what happens when a goal is scored)	Award possession or faceoff depending on the result of the play (see Rule 7-13)
156.	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. 67
157.	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
	<b>Signals</b>	<b>NFHS</b>	<b>NCAA</b>
158.	Waving flag	Inadvertent flag (Signal #18)	Disregard flag (inadvertent flag or technical foul wiped out by goal) (Signal #19)
159.	Signal #3	No goal or technical foul wiped out by goal	No goal
160.	Signal #9	Failure to advance (4-, 20-, or 10-second violation)	Failure to advance (4- or 30-second) or shot clock violation
161.	Counts	From hand at navel to 45° from vertical outside body	From hand at chest to hand outside body, with arm moving parallel to ground
162.	Illegal offensive screen	Slicing at vertical arm	Punching at vertical arm
163.	Faceoff	Fingertips together, then out	Hands start out and then bring fingertips together
164.	Alternate possession	Faceoff signal, then point in direction of play	Start with fingertips together, then point in direction of play
165.	Inadvertent whistle	Straight arm with fist directed at press box	Simulate removing whistle from mouth
166.	NCAA #15	Not applicable	Football "fair catch" signal for canceling "shot clock" situation
167.	Signal #14	Get it in or keep it in	Shot clock on

## 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 2017
Ground anchors for flat-iron goals on natural grass	Now optional for both NCAA and NFHS.
Period ends with shot by A1 in flight and uneven penalty situation	Faceoff to start the next period (in NFHS, period ends when clock expires; for NCAA, a goal is still possible, but there will be a faceoff regardless of whether a goal is scored or the ball is saved by the goalkeeper)
Pass by B2 to GK B1 enters goal on flag down	No goal; Team B awarded possession and a free clear
Mouthpiece violation	Technical foul (loss of possession or 30-second penalty)

Topic	Specific Change for 2016
Shooting string	Shooting strings within 4" of scoop, measured in an arc.
Sidewall strings	Only 1 sidewall string allowed.
Faceoff procedure	"Down," officials places ball between heads, "set" with hand on ball or sticks, officials backs out and blows whistle while moving
Ball in back of head on faceoff	Ball cannot remain in the back of the head for more than 1 step or a turnover results
Ball crosses midfield after gaining the attack area	Over-and-back rule ( <b>Note:</b> As of 2017, a live-ball timeout in the alley counts as a "touch" in the attack area for NCAA lacrosse.)
Restart location for post-whistle faceoff violation	Play restarts where the ball was when the officials stopped play
Number contrast on jerseys	Uniform numbers must clearly contrast color of the rest of the jersey (light numbers on dark jerseys and vice versa)
Faceoff player uses body part against own crosse or opponent's crosse	Illegal, even if the body part is not on top of the crosse
Shooting strings rule apply to goalkeeper	The shooting strings rule will not apply to goalkeepers for NCAA or NFHS.
Player in possession deliberately leaves feet by jumping or diving before, during, or after shooting	If the player lands in the crease, and the ball enters the goal, no goal no matter how the player got there (even if he is pushed or checked legally or illegally into the crease while airborne). However, see difference #115.
Mistakes by officials	NCAA 7-12 and NFHS 7-13-2 are now identical

Topic	Specific Change for 2015
Lightning policies	Clear field for audible thunder <b>or</b> visible bolts of lightning; do not allow play to resume until 30 minutes with no audible thunder or visible bolts of lightning
Rollout tests	Throat, scoop, and side rollout tests now done for both NCAA and NFHS.
Foot position on offensive screen	Player must be stationary and motionless, with feet no wider than shoulder width apart
Player takes a dive or feigns receiving a foul	Illegal procedure in both NCAA and NFHS
Player deliberately leaves penalty area early; goal is scored by opponent	Unexpired time wiped out for releasable penalty and new foul cancelled by goal

Topic	Specific Change for 2014
Electronic equipment used for coaching during game	Now explicitly allowed under NFHS and NCAA rules as long as it is not used to communicate with players on the field.
Substitution area	Now 20 yards wide (10 yards on either side of midfield) under both NCAA and NFHS Rules.
Offside enforcement	Restarts where the ball was when play was suspended or outside the attack area (there is no longer a free clear for Team B if Team A is offside with possession under NFHS rules).
Offside definition	Offside is now defined as having more than 7 players total in defensive end plus the penalty area <b>or</b> more than 6 players total in the offensive end plus the penalty area; a silent play-on is used if a team has too few players in either end (a foul may be called if the delayed sub gains an advantage).
Twenty-second timer (substitution)	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.
Box sub procedures	There is now no limit on the number of players who can sub through the sub area simultaneously
Multiple penalties	Penalties “stack”; a team is never down more than 3 men at once. The fourth player penalized waits outside the penalty area by the timer/scorer and takes the place of the first player released; the released player exits to the bench and not onto the field.

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 if they bear required markings
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

A1 intentionally uses hand/fingers to grasp/direct ball or uses open hand or fingers on opponent's crosse on faceoff	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)
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.
Faceoff position	Sticks and gloves outside 4-inch-wide center line
B1 holds or pins A1's crosse to ground using his crosse or any body part on faceoff	Illegal per Rule 4-3 regardless of whether the ball is under A1's stick.
Penalty expires before possession during faceoff	Player must wait for possession to be called or the faceoff 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
A1 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, w/o 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 2017

Procedures	NFHS	NCAA
Stick requirements	Refer to full list of rule differences	Refer to full list of rule differences
Mouth guard	Cover all upper or lower teeth	Cover all upper teeth
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 faceoff, after whistle but before possession	Possible play-on	Avoid play-on
Faceoff violation by Team B	No limit; could be releasable USC per NFHS 5-10-e	Limit of 2 per team per half
Goalie out of crease on stoppage	Goalie gets up to 5 seconds to return to crease	Immediate restart if other conditions are met
Defender is w/in 5 yards on restart	Player gets 5-count to move back or gets technical if he was within 5 when play stopped; technical foul if he was more than 5 yards away and ran in	Play restarts immediately. Defender must gain 5 yds.
Stoppage with ball in attack area	Restart outside attack area except for end line OOB or offensive technical	Quick restart for defense, moves out of box for offense or if there is a flag (one pass allowed)
Jewelry	Prohibited; 1:00 NR	Permitted unless deemed dangerous by officials
Player w/o required equip. 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 shot clock procedure
Stalling during penalty situations	Stall warnings may be issued if team in possession is man up or man down	The shot clock procedure is not used when there is an uneven penalty situation
Last 2:00 of 4th quarter	Automatic stall warning for team in lead by 1–4 goals; immediate whistle for second flag in some circumstances	No automatic warning; shot clock 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
During timer subs, 20-sec. timer sounds; Team A has too many or too few players	Illegal procedure technical foul on Team A for too many or too few men on field	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
Checks to the head and neck	Minimum 2:00 NR penalty	Minimum 1:00 NR penalty
Checking a defenseless player	Minimum 2:00 NR penalty	Could be 1:00-3:00 unnecessary roughness
Tape on head	Not allowed for anyone taking a faceoff	Not allowed for anyone but goalie (3:00 NR foul)
Loose-ball personal foul	Immediate whistle and flag in all situations	Immediate whistle/flag if no flag already down; FDSW if already a flag down (both fouls on defense)
Conduct foul	Includes “any act considered misconduct” or trying to “interrupt or confuse” opponent’s play	These clauses are not present
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 defense	Impossible; whistle blows when ball touches ground	Additional flags; play continues
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
Shot in flight when horn sounds	Goal cannot score	Goal can be scored in some circumstances
Timeouts	Live ball: can be called by offense anywhere on the field. Dead ball: either team can call.	Live ball: offense can call past restraining line. Dead ball: either team can call except on change of possession foul (then only offense).
Ball in back of head <b>not</b> on faceoff	Illegal if stuck	Can’t pick up ball in back of head; can’t be stuck.