

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 to 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. I 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; repeated violations could be delay of game against home team

	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 I-18 Note I
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 I/27/11 NFHS bulletin; by analogy with 1.8 Situation, USC if brought back into game uncorrected	New bulletin states that tape rings are now again allowed.

	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)
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	Tape on face-off player's shaft, contrasting the color of shaft, gloves, and head	No mention	Must apply 6" 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
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 (two passes would result in the loss of the fast restart). 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

	Equipment Inspections and Violations	NFHS	NCAA
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
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 there is an uneven penalty situation; if there is a timer-on situation and the penalty situation becomes uneven, either due to a new penalty or due to a penalty releasing, the timer-on situation is canceled.
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 intentionally 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 issue 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
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 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
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.

I24	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)
I25	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
I26	Inadvertent flags/horns	Ball awarded to team in possession when flag is thrown; if loose, AP (no mention of inadv. horn)	Award possession or face off depending on the result of the play (see Rule 7-13)
I27	Mistakes by officials	Addressed in Rule 7-13 but there is no analogue to NCAA Rule 7-12	Addressed in Rule 7-12
I28	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
I29	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
I30	Signal #18	Inadvertent flag	Disregard flag (inadvertent flag or technical foul wiped out by goal)
I31	Signal #3	No goal or technical foul wiped out by goal	No goal
I32	Signal #9	Failure to advance (4-, 20-, or 10-second violation)	Failure to advance (4- or 30-second) or timer violation
I33	Not pictured	Not applicable	Football "fair catch" signal for canceling "timer on" situation

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

B1 holds or pins A1'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 A1'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
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, 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 midfield	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 there is an uneven penalty situation
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