

All Documented NFHS vs. NCAA Rule Differences 2008

	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	Procedures determined by state or local associations	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.	Coaches' Certification	Full version required	Brief version permitted
6.	Artificial limbs	State associations may authorize if safe and fair	No mention
7.	Hearing instruments	State associations may authorize if medically prescribed and not dangerous	No mention
8.	Meeting with officials during halftime	No mention	Permitted; each team must be allowed to have a representative present
9.	Chief bench official	May be used	No mention
10.	Sportsmanship	Officials address coaches/players before game	No mention
11.	Unconscious player	Needs written clearance from MD or DO to return	May return to game
12.	Procedure for high heat and humidity	Additional officials' timeouts to allow players to cool off and get extra water	No mention
13.	Warm-up when replacing goalkeeper	Penalized or injured goalie is permitted 1:00 warm-up; otherwise must call TO	Timeout required to warm up; be "reasonably lenient" for time to switch
14.	Team A refuses to put a legally-equipped goalkeeper on the field	Legally-equipped goalkeeper is required, but it does not explicitly state what happens if a team does not produce one (implied forfeit per 1-6 Art. 1)	Team A forfeits
15.	Expelled player	Adults leave premises. Minors leave premises with school official; otherwise confined to bench	Must leave premises
16.	Suspension of expelled player for subsequent game(s)	Per league policy; assignor must notify player's school of expulsion	Mandatory

	The Field	NFHS	NCAA
17.	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
18.	Line-marking material	Must be non-toxic and non-caustic	No mention
19.	No spectator lines	No penalty	3:00 NR penalty plus possession
20.	Center of field	Center X	Contrasting-color 4-inch square
21.	Illegal field or goals	No penalty for field; 3:00 for illegal goals	3:00 NR penalty plus possession

	The Ball	NFHS	NCAA
22.	Lime-green balls	Prohibited	Permitted
23.	Legal balls	Must bear NFHS authenticating mark	No specific markings required
24.	Ball color if coaches disagree	No mention	White balls will be used
25.	Slightly textured ball	Permitted if they bear NFHS authenticating mark	Permitted if coaches agree

	Uniform Regulations	NFHS	NCAA
26.	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) by 2009; currently require 6"/8"; need not be solid color
27.	Jersey trademark	Limited to 2.25-inch square; can also have US flag and commemorative patch	No mention

28.	Jersey colors conflict	Visiting team responsible, but officials may request that home team change	Home team must change colors
29.	Visible compression shorts	Everyone on team must wear same solid color	Everyone must wear same solid color (white, gray, or team color)
30.	Sweat pants	Everyone on team must wear same solid color	Everyone on team must wear same solid color (white, gray, or team color)
31.	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
32.	Crosse specifications	No changes	Extensive changes take effect in 2010
33.	Metal cap on shaft butt end	Cap must be wood or plastic or be taped to prevent injury; unclear if metal cap can be taped	Explicitly prohibited
34.	Ball stop	Not required but may be used	Not required but may be used if no larger than 2" x 1.5" x 0.25"
35.	Crosse with 2 ball stops	3:00 NR penalty; crosse may return if adjusted	No mention, but must pass rollout test
36.	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
37.	Multi-colored mesh	No mention	Illegal; 3:00 USC penalty for trying to mislead opponent with ball painted in mesh
38.	Length of hanging strings	Limited to 6"	Limited to 2"

	Personal Equipment	NFHS	NCAA
39.	Mouth guard	Must cover all upper or all lower teeth	Must cover all upper teeth
40.	Hard substances (e.g., casts)	Must be covered with one-half-inch of high-density foam and have doctor's note	Officials' discretion
41.	Helmets	Must be same color or colors; all decals issued by school	Everyone must wear helmets that are same dominant team color
42.	Eye shield	Must be clear by rule; cannot be tinted even with medical approval. No penalty for first violation	Must be clear (or tinted with medical approval)
43.	Glove color	No mention	Non-GK players must wear same team color
44.	Palmless or fingerless gloves	Illegal if altered by the player; legal if manufactured that way (per NFHS rules committee 1/18/07)	Illegal
45.	Shoulder pads	No Velcro portion may be removed if attached when pads are removed from original package; pads may not be cut or altered	Pads may not be cut or altered
46.	Cleats	Extensive list of technical specifications	Cleats no longer than 0.5 inches

	Timing and Scoring	NFHS	NCAA
47.	Timer/scorer at game site	No mention	Twenty minutes before the game
48.	Required timer/scorer equipment	Working horn; illegal procedure if not provided	Working horn, table, scorebook, and working clock; illegal procedure if not provided
49.	Team roster in scorebook	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
50.	Quarters	12 minutes stop time	15 minutes stop time
51.	Variations in playing time	Not permitted (unless game is interrupted)	Shorter periods permitted if both teams agree
52.	Mercy rule	Running time in 2nd half if lead is 12 or more	None
53.	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
54.	Face-off position	Sticks within 4-inch-wide center line	Sticks and gloves outside 4-inch-wide center line
55.	Start of face-off	Official tells players "Down," then "Set," then blows whistle	Official tells players "Down," then blows whistle when players are in position
56.	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
57.	Penalty expires before possession during face-off	Player may return to field provided the wing area was left vacant for face-off	Player must wait for possession even if wing area is left vacant
58.	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 (but ignore if there was a pre-whistle violation by one of the face-off men)
59.	Pre-whistle face-off violation	Offended team awarded possession just past mid-field	Offending team's face-off man must sub out; play begins immediately with offended team in possession

	General Game Play	NFHS	NCAA
60.	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
61.	Player partly in bounds and partly out touching ball	If touched passively, no mention; if touched intentionally, illegal procedure	Ball is out on that player regardless of whether it touches part of him or his crosse in bounds or out of bounds; illegal procedure if touched intentionally
62.	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
63.	Play stopped for injured player	Player must leave game until the next allowable point of substitution; 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
64.	Airborne player	No general rule (but an airborne player is not in the attack area for purposes of 10-count)	Player is where he left from (except attack area for purposes of 10-count)
65.	Attacking player touches goal or net with crosse (not as part of a shot) while playing loose ball	No mention	Explicitly legal
66.	Dislodged or broken goalie equipment (other than stick) or broken goalie stick	Suspend play immediately for broken equipment; technical foul if goalie plays on after losing equipment	Play suspended immediately for broken or dislodge equipment (other than dropped crosse) (exception: allow shot in flight to come to conclusion)
67.	GK intentionally loses or breaks equipment to try to stop play	No mention	Two-minute non-releasable USC penalty
68.	Failure to have a legally-equipped goalie on the field	States that it is "illegal" without specifying a penalty (implied illegal procedure per 6.5 Situation B)	Illegal procedure
69.	Goalie in crease contacts attackman on follow-through after a clearing pass	No mention	Goalie interference against the attackman if follow-through is legitimate
70.	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
71.	Endline timeout	Play starts outside the attack area except on a shot out of bounds	Play restarts with ball inside the attack area

	Counting and Stalling	NFHS	NCAA
72.	Offensive 10-second count for Team A	Starts with: (1) Team A possession in Zone 3 or (2) after the ball exits Zone 4 while loose, A1 gains possession outside of Zone 4	Starts when ball or player in possession: (1) leaves Zone 4 and touches something outside of Zone 4 or (2) touches something on or over midfield to end 20-second count
73.	Timeout called while 10- or 20-second count is in effect	The count is determined by the location of the ball on the restart	Once an offensive 10-count begins, all successive counts are 10-counts unless there is an intervening defensive possession, even after a timeout

74.	Stalling when ball is in attack area	Warning can be issued at any time	Team B must play ball before warning is issued to Team A
75.	Stall warning in last 2:00 of fourth quarter with tie score	No mention	Team can be warned for stalling
76.	Team A is under stall warning (not in the last 2:00) with flag down; B1 gains possession	When play restarts, the stall warning will not be in effect	When play restarts, the stall warning will be in effect

	Substitution	NFHS	NCAA
77.	Regular substitution	Horn required on sideline out of bounds, goal, or time-serving penalty	Horn required on sideline out of bounds
78.	Special sub. while play is suspended for equip. violations	Prohibited	Permitted
79.	Substitute deliberately violating rules for entering field of play	Releasable 1:00 USC foul	Illegal procedure
80.	Delayed special substitution (A1 leaves and is not immediately replaced by A2)	Releasable 1:00 USC foul if deliberate; illegal procedure otherwise	Silent play-on, with technical foul called if sub gets involved in play; offside rules still apply
81.	During regular substitution, 20-second timer goes off with Team A having 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

	Equipment Inspections and Violations	NFHS	NCAA
82.	Mouthpiece violation	1-minute NR Personal foul	Technical foul
83.	Equipment check each half	All equipment inspected	Only stick inspected
84.	Equipment inspections requests	No limit on number per dead ball	One per team per dead ball
85.	Jewelry	Prohibited (exception: religious/medical, which must be taped to body); 1:00 NR	Permitted unless deemed dangerous by officials
86.	Coach-requested equipment checks	No penalty for second or subsequent requests during a charged timeout or between periods	No exceptions to the "one 'free' check" rule
87.	Player pulls strings on crosse after scoring a goal	If a player pulls a string after the officials request to inspect the crosse, there is a 1:00 NR USC penalty and the goal is disallowed	If a player pulls a string before or after the officials request to inspect the crosse, there is a 1:00 NR USC penalty and the goal is disallowed
88.	Multiple equipment violations other than the crosse	One non-releasable personal foul	Unclear (but common interpretation of Rule 5 A.R. 13 is that one NR personal foul is assessed)
89.	Player loses required equipment without being guarded, shoots and scores	Goal is allowed	Goal disallowed (player who loses equip. must get rid of ball immediately or is guilty of illegal procedure)

	Personal and Technical Fouls	NFHS	NCAA
90.	Body check	Allows the concept of an "unavoidable" body check	All body checks are considered avoidable
91.	Tripping foul if player "stumbles"	No mention	Tripping may be called even if player doesn't fall
92.	Body check during "buddy pass"	Specifically addressed as unnecessary roughness	Not specifically mentioned, but can be construed as unnecessary roughness
93.	Player takes a dive or feigns receiving a foul	No mention	Illegal procedure
94.	Player kicks dropped crosse, with or without ball in it	No mention	Specifically addressed in Rule 6 A.R. 43 and A.R. 44

95.	Second NR USC foul against same player or coach	Expulsion and 3:00 NR penalty	Usual penalty is assessed
96.	Goalie interference while there is a flag down	No mention	Time-serving technical foul

	Penalty Enforcement	NFHS	NCAA
97.	Simultaneous technicals (or personals with total penalty time equal) with face-off pending	Alternate possession	Face-off
98.	Period ends with AI serving a penalty and a flag down for a foul by BI	Team A starts next period with possession	Since the flag-down creates an even situation, the next period starts with a face-off
99.	Technical foul while ball is in flight, then ball is caught by passer's teammate	Flag down, time-serving technical foul	Play-on when foul occurs; play-on ends when ball is caught
100.	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
101.	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
102.	Flag down procedure	Whistle blows when ball touches ground (not on a shot) or a shot is completed	Once ball enters the attack area, play continues until one of a number of conditions is met
103.	Play suspended after a foul with ball in the attack area	Move the ball to the closest point outside the attack area	Move the ball into the alley
104.	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 inside the attack area)
105.	Penalty on BI is released or waved off by a goal, then a goal by AI is disallowed because AI's crosse is illegal	BI must serve remainder of penalty	No mention (but presumably BI must serve remainder of penalty)

	Errors	NFHS	NCAA
106.	Inadvertent whistles	Ball awarded to team in possession; if loose, AP (unless in crease; then ball goes to defense)	Ball awarded to team in possession or <i>entitled to possession</i> ; otherwise, alternate possession (unless in crease; then ball goes to defense)
107.	Inadvertent flags/horns	Ball awarded to team in possession when flag is thrown; if loose, AP (no mention of horn)	Award possession or face off depending on the result of the play (7-13)
108.	Mistakes by officials	No mention	Addressed in 7-12
109.	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