

## Differences Between 2006 NFHS and NCAA Rules

	Rule	NCAA	NFHS (High school level, not youth)	WMLOA Interpretation of NFHS Rule
1.	Starting game with fewer than 10 players	Forfeit	No mention	Play the game without penalty
2.	Failure to give 24-hour notice to opponent of event that could delay start of game or second half	Illegal procedure	No mention	Play the game without penalty
3.	Forfeits	NCAA authority; score is 1-0. If team does not show up, a "no contest" is recorded	Procedures determined by state or local associations	
4.	Field width	Variations in alterable dimensions must be agreed to in writing prior to game day	Field may be 53 1/3 yards to 60 yards wide without agreement in writing; attack area must be 35 yards by 40 yards	Play the game without penalty
5.	Line-marking material	No mention	Must be non-toxic and non-caustic	Play the game without penalty
6.	No spectator lines	Penalty	No penalty	
7.	Center of field	Contrasting-color 4-inch square	Center X	
8.	Illegal field or goals	3:00 NR penalty plus possession	No penalty for field; 3:00 for illegal goals	
9.	Lime-green balls	Permitted	Prohibited	
10.	Legal balls	No specific markings required	Must bear NFHS authenticating mark	Play the game without penalty
11.	Metal cap on shaft butt end	Explicitly prohibited	Cap must be wood or plastic or be adequately taped to prevent injury	No beer bottle caps, but otherwise use your judgement
12.	Measurement of head length of crosse	From top of head to farthest unexposed edge of ball stop	From top of head to farthest exposed edge of ball stop	
13a.	Crosse with two ball stops...	No mention	3:00 NR penalty	
13b.	...or crosse with ball stop from a different manufacturer	No mention	3:00 NR penalty	No penalty (believed to be overly strict reading by original list maker)
14.	Crosse jammed or adjusted before equipment inspection	1:00 NR USC foul; no mention of disallowing goal for jamming or adjusting	1:00 NR USC foul and goal disallowed (if check is after goal but before play has resumed)	
15.	Hole cut in mesh designed to snare ball during faceoff	No mention	3:00 NR penalty	
16.	Jersey color/numbers	Recommend numbers at least 10/12 inches (front/back); currently require 6/8 inches; need not be solid color	Beginning 2008 must be solid color (plus trim) with numbers at least 8 inches high on front and 12 inches on back	
17.	Jersey trademark	No mention	Limited to 2.25-inch square; can also have American flag and commemorative patch	Play the game without penalty
18.	Jersey length	Need not reach shorts; must be tucked in if jersey extends below waistband	Must reach shorts; must be tucked in if jersey extends below waistband	
19.	Jersey colors conflict	Home team must change colors	Visiting team responsible, but officials may request that home team change	
20.	Uniform shorts	Must be same dominant team color	No mention	Play the game without penalty
21.	Visible compression shorts	Everyone must wear same solid color (white, gray, or team color)	Everyone must wear same solid color	
22.	Sweat pants	Everyone on team must wear same solid color (white, gray, or dominant team color)	Everyone on team must wear same solid color	
23.	Hard substances (e.g., casts)	Officials' discretion	Must be covered with one-half-inch of high-density foam and have doctor's note	
24.	Helmets	Everyone must wear helmets that are same dominant team color	Must be same color or colors; all decals issued by school	
25.	Eye shield	Must be clear (or tinted with medical approval) per bulletin issued to officials	Must be clear by rule; cannot be tinted even with medical approval. No penalty for first violation, but player must leave game.	
26.	Gloves	Required and all players must wear the same color	Required	
27.	Failure to comply with equipment and uniform color provisions	Illegal procedure for all uniform violations	Explicitly mention technical foul for compression shorts (which implies technical foul for other violations)	
28.	Football helmets	Permitted if face mask legal	Prohibited	
29.	Football shoulder pads	Permitted if not used to initiate contact	Prohibited	
30.	Cleats	Cleats no longer than one-half inch	Extensive list of technical specifications	

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31.	Illegal cleats	1 minute NR penalty	No penalty mentioned; cleats must be removed from game	
32.	Mouthpiece violation	Technical foul	1-minute NR Personal foul	<b>Change in 2006:</b> mouthpieces may not be clear or white
33.	Goal scored by A1, then a non-crosse equipment violation is discovered	Goal is allowed, and technical foul or personal foul penalty is enforced	No mention	Same as NCAA
34.	Inspecting of crosse	Procedure outlined in appendix	No procedure outlined	Same as NCAA
35.	Equipment check each half	Only stick inspected (per bulletin)	All equipment inspected	Inspect at random times, not just at end of period
36.	Jewelry	Permitted unless deemed dangerous by officials	Prohibited (exception: religious/medical, which must be taped to body); 1:00 NR	
37.	Electronic equipment used for coaching during game	No mention	Audiotape allowed; computer, film, television, and video prohibited	
38.	Phones and headsets	Cannot be used to communicate with players on the field	May be used by coaches but not players	
39.	Coaches' Certification	Brief version permitted	Full version required	Use brief version
40.	Artificial limbs	No mention	State associations may authorize if they believe they are not dangerous and they confer no advantage	Allowed in Maryland; use your judgement to determine if it is properly padded
41.	Hearing instruments	No mention	State associations may authorize if medically prescribed and not dangerous	Allowed
42.	Timer and scorer on the field	Twenty minutes before the game	No mention	Must be present for instructions before game begins
43.	Required timer/scorer equipment	Working horn, table, scorebook, and working clock; illegal procedure if not provided	Working horn; illegal procedure if not provided	Same as NCAA
44.	Team roster in scorebook	No mention about when roster needs to be complete	Must be complete and correct before game starts; if players are added later, team is assessed one technical foul.	<b>New in 2006</b>
45.	Coaches' communication with officials	No mention	Only the head coach communicates with officials	
46.	Meeting with officials when 4:00 remains in halftime	Permitted; each team must be allowed to have a representative present.	No mention	Discouraged (coach may request "rules timeout" during game), but if you consider it appropriate, each team must have a representative present
47.	Chief bench official	No mention	May be used	
48.	Quarters	15 minutes stop time	12 minutes stop time	
49.	Variations in playing time	Shorter periods permitted if both teams agree	Not permitted	
50.	Mercy rule	None	Running time in second half when one team leads by 12 or more	<b>Change in 2006</b> (was 10 in 2005)
51.	Interruption of game because of events beyond the control of game authorities	Game will be continued unless the teams agree otherwise (or unless other league rules apply)	By agreement of head coaches and referee	Exception: lightning (use 30 minute rule per Frederick/Washington County policy)
52.	Sportsmanship	No mention.	Officials should address coaches and players before the game	
53.	Faceoff position	Sticks outside 4-inch-wide center line	Sticks within 4-inch-wide center line	
54.	Start of faceoff	Official tells players "Down," then blows whistle when players are in position.	Official tells players "Down," then says "Set" when players are in position	
55.	Faceoff positioning violation	Play-on; if ball is awarded, it starts at the spot where the ball was or outside box	Play-on; if ball is awarded it starts one step over center X	
56.	Penalty expires before possession during faceoff	Player must wait for possession even if wing area is left vacant	Player may return to field provided the wing area was left vacant for faceoff	
57.	Simultaneous technical fouls (or personal fouls with total penalty time equal) when there is a faceoff pending	Faceoff	Alternate possession	
58.	Technical foul while ball is in flight, then ball is caught by passer's teammate	Play-on when foul occurs; play-on ends when ball is caught	Flag down, time-serving technical foul	

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59.	Shot out of bounds	When the ball breaks the plane of the sideline or endline	When the ball touches the sideline or endline or something out of bounds	Same as NCAA
60.	Offsides	Restarts where ball was when whistle blew or outside the attack area.	Ball awarded at spot of ball (if in offended team's offensive end) or just over center X (if in defensive end)	If in attack area, move outside
61.	Regular substitution	Horn required on sideline out of bounds	Horn required on sideline out of bounds, goal, or time-serving penalty	
62.	Special substitution while play is suspended for equipment violations	Permitted	Prohibited	
63a.	Player loses required equipment on the way to the goal <u>while unguarded</u> , shoots and scores	Goal is disallowed; player who loses equipment must get rid of ball immediately or is guilty of illegal procedure	Goal is allowed	
63b.	Player loses required equipment on the way to the goal <u>while being guarded</u> , shoots and scores	Goal is disallowed; player who loses equipment must get rid of ball immediately or is guilty of illegal procedure	Goal is disallowed; play should be stopped by whistle immediately once required equipment is lost	Immediate whistle
64.	Play stopped for injured player	Not explicitly mentioned; common interpretation is that the team may call a timeout to keep the player in the game	Player must leave game until the next allowable point of substitution; team may not call a timeout to keep player in the game	<b>Change in 2006</b>
65.	Unconscious player	May return to game	Needs written clearance from MD or DO to return	
66.	Advancing ball out of defensive end	Must touch on or over midfield line with one foot	Must cross midfield line with both feet	
67.	Stalling when ball is in attack area	Team B must play ball before warning is issued to Team A.	Warning can be issued at any time	
68.	Stall warning in last 2:00 of fourth quarter when score is tied	Team can be warned for stalling	No stalling warning can be issued	
69.	Stalling warning when Team A is man-down due to penalty	Team A may be warned for stalling	No general rule, but Situation 6-10-A seems to imply that it cannot be called	
70.	Airborne player	Player is where he left from (except attack area for purposes of 10-count)	No general rule	
71.	Player (including goalkeeper) jumps from out of the crease, catches pass, lands in the crease	Violation	Legal play	Violation, same as NCAA
72.	Attacking player touches goal or net with his crosse (not as part of a shot) while playing loose ball	Explicitly legal (A.R. 96, new in 2006)	No mention	Same as NCAA
73.	Head coach or on-field player from team in possession calling timeout during live ball	Only permitted if player in possession is in contact with the ground in his attack area	Permitted no matter where the ball is on the field	
74.	Timeout called while ball is on endline	Play restarts with ball inside the box	No mention	Same as NCAA
75.	Procedure for high heat and humidity	No mention	Additional officials' timeouts to allow players to cool off and get extra water	
76.	Warm-up when replacing goalkeeper	Timeout required to warm up; be "reasonably lenient" for time to switch	One-minute permitted if goalie is penalized or injured; otherwise must call TO	
77.	Broken goalie stick or dislodged goalie equipment	Play suspended immediately	Unclear. Play suspended immediately per 4-27-5, but play continues in Situation 6-5-G	Same as NCAA
78.	Coach-requested equipment checks	No exceptions to the "one 'free' check" rule	No penalty for second or subsequent requests during a charged timeout or between periods	Same as NCAA (wording is confusing, but intent is clear)
79.	Tripping	Player must stumble or fall for tripping to be called	Player need not fall for tripping to be called	Penalty should be called is a player is disadvantaged (i.e. stumbles) by being "obstructed below the waist"; he does <u>not</u> have to fall.
80.	Body check during "buddy pass"	Not specifically mentioned, but can be construed as unnecessary roughness	Specifically addressed as unnecessary roughness	
81.	Substitute deliberately violating rules for entering field of play	Illegal procedure	Releasable 1:00 USC foul	
82.	Delayed substitution	Silent play-on, with foul called if sub gets involved in play; offside rules still apply	Releasable 1:00 USC foul	

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83.	Legally-equipped goalie on the field with goalie crosse	Required; illegal procedure for violation	Not explicitly required; implied in Rule 2-1	Same as NCAA
84.	Multiple penalties	Penalties "stack"; a team is never down more than 3 men at once	Any number of players from one team may be in the penalty area	
85.	Player deliberately leaves penalty area early and goal is scored	Unexpired time wiped out and new foul cancelled by goal	Unexpired time wiped out, but player must serve new 30 second penalty (Illegal Procedure)	No faceoff; award ball to other team
86.	Player takes a dive or feigns receiving a foul	Illegal procedure	No mention	Same as NCAA - but call USC if you consider it appropriate
87.	Body check	Players must be in control; all body checks are considered avoidable	Allows the concept of an "unavoidable" body check	Same as NCAA
88a.	Flagrant misconduct before the final horn	Expulsion foul must be assessed, with suspension to be served	Expulsion foul must be assessed	<b>Change in 2006</b> ; basically same as NCAA, but suspension for next game is up to league (be sure to report the ejection to your assignor)
88b.	Flagrant misconduct after the final horn	Expulsion foul must be assessed, with suspension to be served	Not explicitly addressed, but officials have jurisdiction until they leave the field	Basically same as NCAA, but suspension for next game is up to league (be sure to report the ejection to your assignor)
89.	Flag down procedure	Once ball enters the attack area, play continues until defense gains possession, ball leaves attack area, or a goal is scored	Whistle blows when ball touches ground (not on a shot) or a shot is completed	
90.	Expelled player	Must leave premises	Adults must leave premises. Minors must leave premises with school official; otherwise confined to bench	
91.	Second non-releasable unsportsmanlike conduct foul against same player or coach	Usual penalty is assessed	Expulsion and 3:00 NR penalty	
92.	Suspensions for expulsions	Mandatory	Per league policy; assignor must notify player's school of expulsion	
93.	Shot during flag down hits GK or goal, rebounds, hits something other than GK and then goes in goal	Goal (whistle does not blow under new procedure unless ball leaves the attack area or the defense gains possession)	No goal if rebound hits official or any player other than GK	
94.	Inadvertant flags and whistles	Explicit procedure	No mention	Same as NCAA
95.	Challenging the application of a rule by head coach	No mention; can speak with officials only when 4:00 remains in halftime	Permitted; if appeal is denied, coach is charged TO (or technical foul) and may use remainder of time in TO, if any	
96.	Coin toss	Same as NFHS	Winner receives choice of goal to attack or first alternate possession.	<b>Change in 2006</b>
97.	Ball in flight at end of period	Same as NFHS	No possession, even if caught by a teammate.	<b>Change in 2006</b>
98.	Ball caught in field player's crosse	Immediate whistle, award based on alternate possession	Immediate whistle, award ball to other team	<b>Change in 2006</b> ; watch for plunging on faceoffs
99.	Head comes off crosse on a shot	No mention	Immediate whistle, award ball to other team	<b>Change in 2006</b>
100.	Clearing by defense	Ball must be cleared across center line within 20 seconds of gaining possession.	Same as NCAA	<b>Change in 2006</b>
101.	Problems with goalkeeper's equipment	No mention	Immediate whistle, award ball to team in possession	<b>Change in 2006</b>
102.	Multiple simultaneous fouls	Same as NCAA	Non-releasable fouls served first	<b>Change (really a clarification) in 2006</b>