

### Most Important NFHS vs. NCAA Rule Differences 2014

Procedures	NFHS	NCAA/Inter-Ac
Stick requirements	6 1/2" Minimum at top; no intermediate minimums	NCAA: 6" minimum at top, template- <b>Inter-AC:</b> NFHS Stick Specs
Tape on stick head	OK- except at throat	Not allowed for anyone but the goalie <b>Inter-AC:</b> NFHS Specs
Tape on stick shaft	OK- except at throat	Contrasting color tape required on top 6" of shaft <b>Inter-AC:</b> NFHS Specs
Mouth guard	1:00 non-releasable personal foul	Technical foul
Eye Shade	Must be a single solid stroke, no logos or characters; May not extend outside the eye-socket or below the cheekbone	No restrictions
Mercy rule	Running time in 2nd half if lead is 12 or more	None
Face-off violations	Offended team awarded possession just past mid- field	Restart at spot where the ball; time-serving 30-second foul on 3rd team violation in each half
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
Goalie out of crease when play stops	Goalie has up to 5 seconds to return to the crease before restart	Don't wait for goalies
Defender is within 5 yards of on restart	Defender must be 5 yards away at restart	Play restarts immediately. The defender must gain a distance of 5 yards before playing the ball-carrier or technical foul
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 at the spot- even in the crease; moves out of box for offense or after a flag
Live Ball Team Time-Outs w/ possession	Permitted anywhere on the field	Permitted with player in possession in contact with ground past offensive restraining line
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-ON" procedure
Stalling during penalty situations	Stall warnings may be issued if team in possession is man up or man down	No "TIMER-ON" when there is an uneven penalty situation
Last 2:00 of 4th quarter	Automatic stall warning for team in lead; immediate whistle for second flag in some circumstances	No <i>automatic</i> warning; "TIMER-ON" may be initiated
Second NR USC foul (same person)	Expulsion	No expulsion
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 personal foul, but no "defenseless player" language
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)
End of flag down	Ball leaves attack area; ball touches ground (not on a shot); shot is completed; defense gains possession	Play continues until <b>GOODIE*</b> (see below)
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 specific challenge procedure
MECHANICS	Trail keeps 20-sec clear beeper; SS keeps 10-sec hand count	SS keeps clear beepers and hand counts

\***GOODIE:** Goal, Out-of-bounds, Offensive foul, Defensive possession, Injury, Expiration of game-clock/Expiration of TIMER-ON/Equipment violation.