

DISCLAIMER: This cheat sheet is a tool to help educate coaches and officials on the lacrosse rule differences between the various age and playing groups, but it is NOT intended to be a replacement for your reading of the actual rule books.									
NCAA	NFHS	Description	High School (NCAA Rules with THSSL Rules Waivers)	7th and 8th (NFHS/US Lacrosse Youth Rules) -- using U15 Rules	Young Guns (5th and 6th) (NFHS/US Lacrosse Youth Rules) -- U13	4U (NFHS/US Lacrosse Youth Rules) -- U11	2U (NFHS/US Lacrosse Youth Rules) -- U9	All rules same?	
Rule 1 Section 1	Rule 1 Section 1	Number of Players	10 v 10.	10 v 10.	10 v 10.	8 v 8 (Note: this is a GHYLA rule).	8 v 8 (Note: this is a GHYLA rule).	FALSE	
Rule 1 Section 2	Rule 1 Section 2	Distance between cones marking the substitution area/scorer's table box	+/- 10 yards from centerline, making the substitution area 20 yards in length.	+/- 10 yards from centerline, making the substitution area 20 yards in length.	+/- 10 yards from centerline, making the substitution area 20 yards in length.	+/- 5 yards from centerline, making the substitution area 10 yards in length.	+/- 5 yards from centerline, making the substitution area 10 yards in length.	FALSE	
Rule 1 Section 2	Rule 1 Section 2	The Field	The playing field shall be rectangular, 110 yards long and 60 yards wide.	110 yards in length, 53-1/3 to 60 yards in width.	110 yards in length, 53-1/3 to 60 yards in width.	80 yards in length, 40 yards in width (i.e., using the centermost portion of the full field).	80 yards in length, 40 yards in width (i.e., using the centermost portion of the full field).	FALSE	
Rule 1 Section 2, 11	Rule 1 Section 2	Length of a coaches box	20 yards.	15 yards.	15 yards.	15 yards.	15 yards.	FALSE	
Rule 1 Section 17	Rule 1 Section 6	Crosse Overall Length	Short = 40-42 inches; Long = 52-72 inches; Goalie = 40-72 inches.	Short = 40-42 inches; Long = 52-72 inches; Goalie = 40-72 inches.	Short = 40-42 inches; Long = 52-72 inches; Goalie = 40-72 inches.	Short stick = 37-42 inches; Long Pole = 47-54 inches ; Goalie = 37-72 inches.	Short stick = 37-42 inches for "all field players." Goalie = 37-72 inches.	FALSE	
Rule 1 Section 17	Rule 1 Section 6	Crosse head dimensions	Read the rule. Head width is 6" minimum.	Read the rule. Head width is 6.5" minimum. Beginning 1/1/2018, all sticks will use the NCAA rule.	Read the rule. Head width is 6.5" minimum. Beginning 1/1/2018, all sticks will use the NCAA rule.	Read the rule. Head width is 6.5" minimum. Beginning 1/1/2018, all sticks will use the NCAA rule.	Read the rule. Head width is 6.5" minimum. Beginning 1/1/2018, all sticks will use the NCAA rule.	FALSE	
Rule 1 Section 19	Rule 1 Section 6	Length of the dangling end of any string on the crosse	2 inches max.	2 inches max.	2 inches max.	2 inches max.	2 inches max.	TRUE	
Rule 1 Section 19	Rule 1 Section 7	Tape on the plastic	No crosse may have any tape affixed to the plastic. This does not include the crosse of a goalkeeper.	No crosse may have any tape affixed to the plastic. This does not include the crosse of a goalkeeper.	No crosse may have any tape affixed to the plastic. This does not include the crosse of a goalkeeper.	No crosse may have any tape affixed to the plastic. This does not include the crosse of a goalkeeper.	No crosse may have any tape affixed to the plastic. This does not include the crosse of a goalkeeper.	TRUE	
Rule 1 Section 19	Rule 1 Section 7	Contrasting color tape on the faceoff stick	Six inches of contrasting-color tape, paint, or other material is required on any faceoff stick. Thick or sticky material is prohibited.	Not required.	Not required.	Not required.	Not required.	FALSE	
Rule 1 Section 19	Rule 1 Section 7	Shooting strings	Any additional strings or laces (e.g., shooting strings, V channels) must be located within 4" of top of the crosse. No more than one sidewall string on each side is allowed.	Any additional strings or laces (e.g., shooting strings, V channels) must be located within 4" of top of the crosse. No more than one sidewall string on each side is allowed.	Any additional strings or laces (e.g., shooting strings, V channels) must be located within 4" of top of the crosse. No more than one sidewall string on each side is allowed.	Any additional strings or laces (e.g., shooting strings, V channels) must be located within 4" of top of the crosse. No more than one sidewall string on each side is allowed.	Any additional strings or laces (e.g., shooting strings, V channels) must be located within 4" of top of the crosse. No more than one sidewall string on each side is allowed.	TRUE	
Rule 1 Section 19	Rule 1 Section 7	Mesh color	May be of more than one color. Any attempt to mislead an opponent, such as painting a ball, etc., into the weaving is illegal (3-min USC NR and stick stays at table remainder of game).	May be of more than one color. Any attempt to mislead an opponent, such as painting a ball, etc., into the weaving is illegal (3-min USC NR and stick stays at table remainder of game).	May be of more than one color. Any attempt to mislead an opponent, such as painting a ball, etc., into the weaving is illegal (3-min USC NR and stick stays at table remainder of game).	May be of more than one color. Any attempt to mislead an opponent, such as painting a ball, etc., into the weaving is illegal (3-min USC NR and stick stays at table remainder of game).	May be of more than one color. Any attempt to mislead an opponent, such as painting a ball, etc., into the weaving is illegal (3-min USC NR and stick stays at table remainder of game).	TRUE	
Rule 1 Section 19	Rule 1 Section 8	Adjustable-length handles on the crosse	Adjustable-length handles are permitted, but they may not be adjusted during play.	Not allowed.	Not allowed.	Not allowed.	Not allowed.	FALSE	
Rule 1 Section 21	Rule 1 Section 9	Jersey Numbers	No mention.	Stipulates that legal player numbers are 0-99 and that a team may not have both 1 and 01, 2 and 02, etc. as they are considered the same number. Beginning in the 2017-18 school year, double-zero, 01, 02, 03, etc. are not legal numbers.	Stipulates that legal player numbers are 0-99 and that a team may not have both 1 and 01, 2 and 02, etc. as they are considered the same number. Beginning in the 2017-18 school year, double-zero, 01, 02, 03, etc. are not legal numbers.	Stipulates that legal player numbers are 0-99 and that a team may not have both 1 and 01, 2 and 02, etc. as they are considered the same number. Beginning in the 2017-18 school year, double-zero, 01, 02, 03, etc. are not legal numbers.	Stipulates that legal player numbers are 0-99 and that a team may not have both 1 and 01, 2 and 02, etc. as they are considered the same number. Beginning in the 2017-18 school year, double-zero, 01, 02, 03, etc. are not legal numbers.	FALSE	
Rule 1 Section 21	Rule 1 Section 9	Protective Equipment (Arm Pads)	Not required.	Recommended but not required.	Recommended but not required.	Recommended but not required.	Recommended but not required.	TRUE	

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Rule 1 Section 21	Rule 1 Section 9	Protective Equipment (Cup)	No mention.	All players are required to wear a protective cup.	All players are required to wear a protective cup.	All players are required to wear a protective cup.	All players are required to wear a protective cup.	FALSE
Rule 1 Section 23	Rule 1 Section 10	Eye shade (grease or non-glare strips or stickers)	No mention.	Stipulates that eye shade that is not a solid stroke or includes words, numbers, logos, or other symbols are not allowed.	Stipulates that eye shade that is not a solid stroke or includes words, numbers, logos, or other symbols are not allowed.	Stipulates that eye shade that is not a solid stroke or includes words, numbers, logos, or other symbols are not allowed.	Stipulates that eye shade that is not a solid stroke or includes words, numbers, logos, or other symbols are not allowed.	FALSE
Rule 2 Section 1	Rule 2 Section 1	Minimum number of players	No mention.	A game shall not continue if a team has fewer than seven on-field players.	A game shall not continue if a team has fewer than seven on-field players.	A game shall not continue if a team has fewer than five on-field players.	A game shall not continue if a team has fewer than five on-field players.	FALSE
Rule 2 Section 4	Rule 2 Section 3	Maximum number of coaches in the coaches' box	Each team is permitted a maximum of 4 coaches in the coaches' box, per THSL rules.	NFHS and US Lacrosse make no mention of this.	NFHS and US Lacrosse make no mention of this.	NFHS and US Lacrosse make no mention of this.	NFHS and US Lacrosse make no mention of this.	FALSE
Rule 2 Section 4	Rule 2 Section 3	Electronic communication aids on the sidelines	The use of technology on the sideline is permitted for coaching purposes. Such technology shall not be used to dispute officiating decisions.	No mention.	No mention.	No mention.	No mention.	TRUE
Rule 2 Section 6	Rule 2 Section 5	Game Officials	THSL will require 3 officials for Varsity and 2 officials for JV.	Minimum of 3 officials is recommended. However, GHYLA only requires two officials.	Minimum of 3 officials is recommended. However, GHYLA only requires two officials.	Minimum of 3 officials is recommended. However, GHYLA only requires one official.	Minimum of 3 officials is recommended. However, GHYLA only requires one official.	FALSE
Rule 2 Section 6	Rule 2 Section 5	Socks for the officials	No mention.	Black socks for the officials are allowable in lieu of the white stirrup socks.	Black socks for the officials are allowable in lieu of the white stirrup socks.	Black socks for the officials are allowable in lieu of the white stirrup socks.	Black socks for the officials are allowable in lieu of the white stirrup socks.	FALSE
Rule 2 Section 7	Rule 2 Section 6	Geographic jurisdiction of officials pertains to the "facility" not just the field of play	The officials' authority begins when they arrive on the field and ends when they leave the "playing facility."	Specifies that the officials' authority ends when they leave the " immediate playing facility. "	Specifies that the officials' authority ends when they leave the " immediate playing facility. "	Specifies that the officials' authority ends when they leave the " immediate playing facility. "	Specifies that the officials' authority ends when they leave the " immediate playing facility. "	FALSE
Rule 2 Section 7	Rule 2 Section 6	Officials' arrival time on the field	30 minutes prior to the schedule starting time.	20 minutes prior to the schedule starting time.	20 minutes prior to the schedule starting time.	20 minutes prior to the schedule starting time.	20 minutes prior to the schedule starting time.	FALSE
Rule 2 Section 7	Rule 2 Section 7	Electronic communication aids by the officials	Officials are allowed to use a communication device for in-game officiating, if available.	Prohibited.	Prohibited.	Prohibited.	Prohibited.	FALSE
Rule 2 Section 9	Rule 2 Section 6	Jurisdiction of officials during game stoppages or interruptions	Jurisdiction includes the periods when the game may be stopped for any reason.	Stipulates that the officials maintain administrative responsibilities in games that are interrupted or suspended prior to the conclusion of regulation play.	Stipulates that the officials maintain administrative responsibilities in games that are interrupted or suspended prior to the conclusion of regulation play.	Stipulates that the officials maintain administrative responsibilities in games that are interrupted or suspended prior to the conclusion of regulation play.	Stipulates that the officials maintain administrative responsibilities in games that are interrupted or suspended prior to the conclusion of regulation play.	FALSE
Rule 2 Sections 11-13	Rule 2 Section 3	Maximum number of people at the scorer's table	The scorer's table shall not contain more than 5 people , including three from the home team (fulfilling the roles of the official scorekeeper, spotter, game time, and penalty timer) and two from the visiting team (their scorekeeper and an assistant). The home team site administrator can be a sixth person with full access to the entire facility, including the scorer's table.	NFHS and US Lacrosse make no mention of this.	NFHS and US Lacrosse make no mention of this.	NFHS and US Lacrosse make no mention of this.	NFHS and US Lacrosse make no mention of this.	FALSE
Rule 2 Section 11-12	Rule 2 Sections 8-10	Timekeeper, Scorer, Ball Retrieval	A minimum of 6 balls and a maximum of 10 balls shall be available at each end line and sideline. The number of balls in each area must be equal in each area. On the bench side, balls shall be placed at the scorer's table and outside each bench area. These balls shall be replenished by the home team and game management staff.	Home team must supply a timekeeper, scorer, balls and maintenance of balls on the end line during the game. Four balls on the far sideline, four balls at the scorer's table, and four balls on each endline will be required also.	Home team must supply a timekeeper, scorer, balls and maintenance of balls on the end line during the game. Four balls on the far sideline, four balls at the scorer's table, and four balls on each endline will be required also.	Home team must supply a timekeeper, scorer, balls and maintenance of balls on the end line during the game. Four balls on the far sideline, four balls at the scorer's table, and four balls on each endline will be required also.	Home team must supply a timekeeper, scorer, balls and maintenance of balls on the end line during the game. Four balls on the far sideline, four balls at the scorer's table, and four balls on each endline will be required also.	FALSE

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Rule 2 Section 12	Rule 2 Section 8	Shot-clock fails to reset when ordered by the officials	In cases where the shot clock does not start within five (5) seconds of the officials' signalling the clock to begin, game officials are instructed to stop play and reset the clock to 25 seconds . Note: In the event of an imminent scoring opportunity, officials shall allow the scoring opportunity to continue and stop play to reset the shot clock when complete.	Not applicable.	Not applicable.	Not applicable.	Not applicable.	FALSE
Rule 3 Section 1	Rule 3 Section 1	Length of the Game (Standard quarters)	NCAA uses four 15-minute quarters. Varsity uses four 12-minute quarters. JV uses four 10-minute quarters.	Four 10-minute quarters.	Four 10-minute quarters.	Four 8-minute quarters.	Game will consist of four 12-minute running-time quarters (clock stops only for a team timeout, an official's timeout, or an injury timeout). Note: Penalty is running time and starts with the next restart. Do not use 1.5X for penalty time, as is done in tournaments.	FALSE
Rule 3 Section 2	Rule 3 Section 1	Length of the Game (Mercy Rule for running clock under a score differential situation)	THSL uses an irreversible 15-goal mercy rule for regular-season games that is applicable the entire game when both participants are either Division II or Division III . Not used if one or both teams are Division I . Not used in playoffs . Applies in Div I to both JV and Varsity. Applies in Div I to both district and non-district games. Does not apply to any Division during playoffs.)	Running clock any time there is at least a 12- goal differential in the 2nd half . If gap falls to less than 12 goals, then the game clock switches back to stop-time. Trailing team does not have the option to face or take possession - teams must faceoff. Penalty time is running clock and not increased by 50% as done in tournaments. Penalty clock during the 12-goal mercy rule only stops for timeouts or between periods.	Running clock any time there is at least a 12- goal differential in the 2nd half . If gap falls to less than 12 goals, then the game clock switches back to stop-time. Trailing team does not have the option to face or take possession - teams must faceoff. Penalty time is running clock and not increased by 50% as done in tournaments. Penalty clock during the 12-goal mercy rule only stops for timeouts or between periods.	Running clock any time there is at least a 12- goal differential in the 2nd half . If gap falls to less than 12 goals, then the game clock switches back to stop-time. Note: at a 6-goal differential, the trailing team has the option to face or take possession. Once the 2nd half 12-goal mercy rule is in effect, penalty time is still running clock and not increased by 50% as done in tournaments. Penalty clock during the 12-goal mercy rule only stops for timeouts or between periods.	Not applicable. These games always use a running clock. Traditional penalty time will apply. Penalty time will only stop during timeouts or between periods.	FALSE
Rule 3 Section 3	Rule 3 Section 3	Final Two Minutes of Regulation Play	Not relevant. Last two minutes is no different than the rest of the game. Use "Shot Clock" procedure in Rule 6 Section 11 to address stalling.	In the last two minutes of a game, a team that is leading by a 1-4 goal difference must "get it in" once it has possession of the ball on its attack side of the field, and then "keep it in" its attack box, or else it is a turnover. Note it is not a stalling violation if a defender last touched the ball before it exited the attack box. This does not apply if a team has a 5+ goal lead.	In the last two minutes of a game, a team that is leading by a 1-4 goal difference must "get it in" once it has possession of the ball on its attack side of the field, and then "keep it in" its attack box, or else it is a turnover. Note it is not a stalling violation if a defender last touched the ball before it exited the attack box. This does not apply if a team has a 5+ goal lead.	"Get it in / Keep it in" NOT enforced.	"Get it in / Keep it in" NOT enforced.	FALSE
Rule 3 Section 4	Rule 3 Section 4	Sudden-Victory Overtime	Four-minute overtime periods using sudden victory until a winner is determined. One timeout per team per OT period.	Four-minute overtime periods using sudden victory until a winner is determined, one timeout per team per OT period.	Four-minute overtime periods using sudden victory until a winner is determined, one timeout per team per OT period.	no overtime periods.	no overtime periods.	FALSE
Rule 4 Section 3	Rule 4 Section 3	Face Off Violations	Third team violation and beyond during each half is a technical foul to be served by the in-home. Faceoff violations reset at the start of overtime and accumulate throughout the overtime period.	No penalty other than the awarding of the ball as result of the violation.	No penalty other than the awarding of the ball as result of the violation.	No penalty other than the awarding of the ball as result of the violation.	No penalty other than the awarding of the ball as result of the violation.	FALSE

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Rule 4 Section 3	Rule 4 Section 3	Face Off Procedure	Use the NCAA faceoff procedure (remove hand-whistle from fingers and place it in mouth, indicate faceoff position with foot, say "down", fix sticks and player positions, plant ball, say "set" with hand still on ball (or on the tops of both crosses), release ball, back out, blow whistle, grab whistle out of mouth and put back on hand at your leisure).	Use the NCAA faceoff procedure (remove hand-whistle from fingers and place it in mouth, indicate faceoff position with foot, say "down", fix sticks and player positions, plant ball, say "set" with hand still on ball (or on the tops of both crosses), release ball, back out, blow whistle, grab whistle out of mouth and put back on hand at your leisure).	Use the NCAA faceoff procedure (remove hand-whistle from fingers and place it in mouth, indicate faceoff position with foot, say "down", fix sticks and player positions, plant ball, say "set" with hand still on ball (or on the tops of both crosses), release ball, back out, blow whistle, grab whistle out of mouth and put back on hand at your leisure).	Use the NCAA faceoff procedure (remove hand-whistle from fingers and place it in mouth, indicate faceoff position with foot, say "down", fix sticks and player positions, plant ball, say "set" with hand still on ball (or on the tops of both crosses), release ball, back out, blow whistle, grab whistle out of mouth and put back on hand at your leisure).	Use the NCAA faceoff procedure (remove hand-whistle from fingers and place it in mouth, indicate faceoff position with foot, say "down", fix sticks and player positions, plant ball, say "set" with hand still on ball (or on the tops of both crosses), release ball, back out, blow whistle, grab whistle out of mouth and put back on hand at your leisure).	TRUE
Rule 4 Section 3	Rule 4 Section 3 (of US Lacrosse Youth Rules)	Faceoff Mercy Rule	Not used.	Not used.	Not used.	At any point during a game when there is a six-goal lead, the team that is behind will be given the ball at the midfield line in lieu of a face-off as long as the six-goal lead is maintained, unless waived by the coach of the trailing team.	At any point during a game when there is a six-goal lead, the team that is behind will be given the ball at the midfield line in lieu of a face-off as long as the six-goal lead is maintained, unless waived by the coach of the trailing team.	FALSE
Rule 4 Section 3	Rule 4 Sections 3	Face-off ball pickup procedure	Faceoff violation if a player picks up and carries the ball more than one step in the back of the stick.	Faceoff violation if a player picks up and carries the ball more than one step in the back of the stick.	Faceoff violation if a player picks up and carries the ball more than one step in the back of the stick.	Faceoff violation if a player picks up and carries the ball more than one step in the back of the stick.	Faceoff violation if a player picks up and carries the ball more than one step in the back of the stick.	TRUE
Rule 4 Section 3	Rule 4 Section 4	Man down face-offs. Positioning of Other Players Before a Faceoff	During the faceoff in all penalty situations, there must be four players in the defensive area and three players in the offensive area. Exception: When a team has three players in the penalty area, a player may come out of his defensive area to take the faceoff, but he must remain outside.	Same as NCAA rule. For every player a team has in its penalty box, it loses one wing man. If three men in the box, then one defensive man will come forward to take the faceoff but he must remain outside.	Same as NCAA rule. For every player a team has in its penalty box, it loses one wing man. If three men in the box, then one defensive man will come forward to take the faceoff but he must remain outside.	Same as NCAA rule. For every player a team has in its penalty box, it loses one wing man. If three men in the box, then one defensive man will come forward to take the faceoff but he must remain outside.	Not applicable. These games never play man down.	FALSE
Rule 4 Section 4	Rule 4 Section 4	Goalkeeper faceoff	No mention. Thus allowed.	GK can faceoff under certain conditions. Not allowed if either team is a man-down. Care should be exercised to ensure that defenders do not try to defend goal without the required safety equipment.	GK can faceoff under certain conditions. Not allowed if either team is a man-down. Care should be exercised to ensure that defenders do not try to defend goal without the required safety equipment.	GK can faceoff under certain conditions. Not allowed if either team is a man-down. Care should be exercised to ensure that defenders do not try to defend goal without the required safety equipment.	GK can faceoff under certain conditions. Not allowed if either team is a man-down. Care should be exercised to ensure that defenders do not try to defend goal without the required safety equipment.	FALSE
Rule 4 Section 6	Rule 4 Section 6	Out of Bounds	Quick restart as soon as player is ready. Do not wait for 5-yards to be established by defender. A violation is a technical foul for delay of game.	The ball shall be awarded at the point where the ball was declared out of bounds. No player will be within five yards of the player with the ball at the restart.	The ball shall be awarded at the point where the ball was declared out of bounds. No player will be within five yards of the player with the ball at the restart.	The ball shall be awarded at the point where the ball was declared out of bounds. No player will be within five yards of the player with the ball at the restart.	The ball shall be awarded at the point where the ball was declared out of bounds. No player will be within five yards of the player with the ball at the restart.	FALSE
Rule 4 Section 6	Rule 4 Section 14	Clearing count satisfied by live-ball timeout?	Yes. A team which moves the ball past the restraining line and calls a live-ball timeout has satisfied the clear.	No. Clear only satisfied by getting a touch into the attack box.	No. Clear only satisfied by getting a touch into the attack box.	No. Clear only satisfied by getting a touch into the attack box.	No. Clear only satisfied by getting a touch into the attack box.	FALSE
Rule 4 Section 8	Rule 4 Section 22	Restart position on defense	Restarts are allowed inside of one's own defensive box (including one's own crease circle).	Restarts are allowed inside of one's own defensive box (including one's own crease circle).	Restarts are allowed inside of one's own defensive box (including one's own crease circle).	Restarts are allowed inside of one's own defensive box (including one's own crease circle).	Restarts are allowed inside of one's own defensive box (including one's own crease circle).	TRUE

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Rule 4 Section 9	Rule 4 Section 7	Ball stuck in crosse, or ball in/under a loose crosse	If the ball becomes stuck in the front or back of the crosse, there shall be an immediate whistle, and the ball shall be awarded to the opposing team. This rule applies when a player loses his crosse and the ball remains in the crosse, per NCAA Rule 4.9.b. Exception: when goalkeeper is within his own crease, award ball to defense.	If a crosse is dropped or checked out of the ball carrier's hands and onto the ground with the ball in or under it, this is withholding, per NFHS Rule 4.7.1.B.	If a crosse is dropped or checked out of the ball carrier's hands and onto the ground with the ball in or under it, this is withholding, per NFHS Rule 4.7.1.B.	If a crosse is dropped or checked out of the ball carrier's hands and onto the ground with the ball in or under it, this is withholding, per NFHS Rule 4.7.1.B.	If a crosse is dropped or checked out of the ball carrier's hands and onto the ground with the ball in or under it, this is withholding, per NFHS Rule 4.7.1.B.	FALSE
Rule 4 Section 10	Rule 4 Section 10	Offside Note: 2U and 4U may use either lines or cones to mark the field boundary lines, including midfield. In these age groups, players must be actively participating to be offside.	A team is considered offside when it has no more than 10 players on the field (including players in the penalty box), AND: a. It has more than six men in its attack half of the field (between the centerline and the end line) including men in the penalty box, OR b. It has more than seven men in its defensive half of the field (between the centerline and the end line) including men in the penalty box. "COUNT FORWARD AND INCLUDE MEN IN THE PENALTY BOX)" NOTE: There is " no free clear for offside. "	A team is considered offside when it has no more than 10 players on the field (including players in the penalty box), AND: a. It has more than six men in its attack half of the field (between the centerline and the end line) including men in the penalty box, OR b. It has more than seven men in its defensive half of the field (between the centerline and the end line) including men in the penalty box. "COUNT FORWARD AND INCLUDE MEN IN THE PENALTY BOX)" NOTE: There is " no free clear for offside. "	A team is considered offside when it has no more than 10 players on the field (including players in the penalty box), AND: a. It has more than six men in its attack half of the field (between the centerline and the end line) including men in the penalty box, OR b. It has more than seven men in its defensive half of the field (between the centerline and the end line) including men in the penalty box. "COUNT FORWARD AND INCLUDE MEN IN THE PENALTY BOX)" NOTE: There is " no free clear for offside. "	A team is considered offside when it has no more than 8 players on the field (including players in the penalty box), AND: a. It has more than five men in its attack half of the field (between the centerline and the end line) including men in the penalty box, OR b. It has more than six men in its defensive half of the field (between the centerline and the end line) including men in the penalty box. "COUNT FORWARD AND INCLUDE MEN IN THE PENALTY BOX)" NOTE: There is " no free clear for offside. "	A team is considered offside when it has no more than 8 players on the field (excluding players in the penalty box), AND: a. It has more than five men in its attack half of the field (between the centerline and the end line), OR b. It has more than six men in its defensive half of the field (between the centerline and the end line). " DO NOT COUNT PLAYERS IN THE PENALTY BOX since the 2U game is never played man-down.)" NOTE: There is " no free clear for offside. "	FALSE
Rule 4 Section 11	Rule 4 Section 9	Shot in flight as time expires	Goal counts as long as it does not deflect off of an offensive player prior to entry.	No change in rule from previous years. A shot in flight is a dead ball. No goal.	No change in rule from previous years. A shot in flight is a dead ball. No goal.	No change in rule from previous years. A shot in flight is a dead ball. No goal.	No change in rule from previous years. A shot in flight is a dead ball. No goal.	FALSE
Rule 4 Section 15	Rule 4 Section 13-14	Advancing the Ball	30 second counts will be used.	The defensive 20 second count and the offensive 10 second count will be enforced.	The defensive 20 second count and the offensive 10 second count will be enforced.	Not used.	Not used.	FALSE
Rule 4 Section 15	Rule 4 Section 31	Get It In/Keep It In	"Get It In" and "Keep it in" have been eliminated. Stalling is prevented by use of the "Shot Clock", "Shot Clock Off", and "Shot Clock Violation" rules, which give a team 30 seconds to shoot and hit pipe or the goalkeeper to avoid a shot clock violation.	"Get It In" is issued when the ball is eliminated of the goal area. When an officials issues a "Get It In" warning the offensive team has 10 seconds to advance the ball into the goal area. "Keep It In" is issued when the ball is inside of the goal area. The team in possession must keep the ball within the goal area.	"Get It In" is issued when the ball is outside of the goal area. When an officials issues a "Get It In" warning the offensive team has 10 seconds to advance the ball into the goal area. "Keep It In" is issued when the ball is inside of the goal area. The team in possession must keep the ball within the goal area.	Does not apply.	Does not apply.	FALSE
Rule 4 Section 15	Rule 4 Section 15	Body Checking	Body checks permitted within 5 yards of the ball.	Legal body and stick checks permitted within 3 yards of the ball, per US Lacrosse Rules Exception.	Legal body and stick checks permitted within 3 yards of the ball, per US Lacrosse Rules Exception.	No body checks at this level.	No body checks at this level.	FALSE
Rule 4 Section 16	Rule 4 Section 14	Over and Back	Once the ball has been successfully advanced into the attack area, if the ball returns to the defensive half of the field [last possessed and last touched by the attacking team], the result will be an immediate turnover and a quick restart for the offended team. If the ball does not touch or go over the midline, no infraction has occurred. Defensive players may legally bat the ball to keep it in the offensive half of the field, but if it is possessed and their feet are in the defensive half, it shall be a turnover.	Once the ball has been successfully advanced into the attack area, if the ball returns to the defensive half of the field [last possessed and last touched by the attacking team], the result will be an immediate turnover and a quick restart for the offended team. If the ball does not touch or go over the midline, no infraction has occurred. Defensive players may legally bat the ball to keep it in the offensive half of the field, but if it is possessed and their feet are in the defensive half, it shall be a turnover.	Once the ball has been successfully advanced into the attack area, if the ball returns to the defensive half of the field [last possessed and last touched by the attacking team], the result will be an immediate turnover and a quick restart for the offended team. If the ball does not touch or go over the midline, no infraction has occurred. Defensive players may legally bat the ball to keep it in the offensive half of the field, but if it is possessed and their feet are in the defensive half, it shall be a turnover.	Since there is no attack box, this rule cannot be used.	Since there is no attack box, this rule cannot be used.	FALSE

NCAA	NFHS	Description	High School (NCAA Rules with THSL Rules Waivers)	7th and 8th (NFHS/US Lacrosse Youth Rules) - - using U15 Rules	Young Guns (5th and 6th) (NFHS/US Lacrosse Youth Rules) - - U13	4U (NFHS/US Lacrosse Youth Rules) - - U11	2U (NFHS/US Lacrosse Youth Rules) - - U9	All rules same?
Rule 4 Section 16	Rule 4 Section 13	Play-on during advance the ball clears on the defensive side of the field	30-second count is curtailed by any play-on. A subsequent loose ball picked up by the same clearing team starts a fresh 30-second count.	20-second count is curtailed by any play-on. A subsequent loose ball picked up by the same clearing team starts a fresh 20-second count.	20-second count is curtailed by any play-on. A subsequent loose ball picked up by the same clearing team starts a fresh 20-second count.	Not used.	Not used.	FALSE
Rule 4 Section 16	Rule 4 Section 14	Play-on during advance the ball clears on the offensive side of the field	30-second count is curtailed by any play-on. A subsequent loose ball picked up by the same clearing team starts a fresh 30-second count.	10-second count is curtailed by any play-on. A subsequent loose ball picked up by the same clearing team starts a fresh 10-second count.	10-second count is curtailed by any play-on. A subsequent loose ball picked up by the same clearing team starts a fresh 10-second count.	Not used.	Not used.	FALSE
Rule 4 Section 18	Rule 4 Section 16	Checking with Crosse	Legal stick and body checks are permitted when the opponent has possession of the ball or is within five yards of a loose ball.	Legal body and stick checks permitted within three yards of the ball, per US Lacrosse Rules Exception.	Legal body and stick checks permitted within three yards of the ball, per US Lacrosse Rules Exception.	Legal body and stick checks permitted within three yards of the ball, per US Lacrosse Rules Exception.	Legal body and stick checks permitted within three yards of the ball, per US Lacrosse Rules Exception.	FALSE
Rule 4 Section 20	Rule 4 Section 22	Goalie time to get back on shot	No time is granted for the goalie to return to his crease.	The goalkeeper shall be given a maximum of five seconds to reenter the crease before any restart.	The goalkeeper shall be given a maximum of five seconds to reenter the crease before any restart.	The goalkeeper shall be given a maximum of five seconds to reenter the crease before any restart.	The goalkeeper shall be given a maximum of five seconds to reenter the crease before any restart.	FALSE
Rule 4 Section 21	Rule 4 Section 18.1.E	Forming a wall of players to block the goal	No mention.	Prohibited. One or more defenders from Team B are standing in the crease in front of the goal with a clear intention of blocking shots, not defending another player. RULING: Immediate whistle (unless shot is already in flight). Conduct foul on player who committed the infraction. A second violation by the same player should be enforced as unsportsmanlike conduct (releasable).	Prohibited. One or more defenders from Team B are standing in the crease in front of the goal with a clear intention of blocking shots, not defending another player. RULING: Immediate whistle (unless shot is already in flight). Conduct foul on player who committed the infraction. A second violation by the same player should be enforced as unsportsmanlike conduct (releasable).	Prohibited. One or more defenders from Team B are standing in the crease in front of the goal with a clear intention of blocking shots, not defending another player. RULING: Immediate whistle (unless shot is already in flight). Conduct foul on player who committed the infraction. A second violation by the same player should be enforced as unsportsmanlike conduct (releasable).	Prohibited. One or more defenders from Team B are standing in the crease in front of the goal with a clear intention of blocking shots, not defending another player. RULING: Immediate whistle (unless shot is already in flight). Conduct foul on player who committed the infraction. A second violation by the same player should be enforced as unsportsmanlike conduct (releasable).	FALSE
Rule 4 Section 21	Rule 4 Section 19	Jump or dive into crease on a shot	If an attacking player, in possession of the ball and outside the crease area, dives or jumps (becomes airborne of his own volition), prior to, during or after the release of the shot and lands in the crease, the goal shall be disallowed. An attacking player may legally score a goal and touch the crease area, provided the ball enters the goal before the contact with the crease and his feet are grounded prior to, during and after a shot.	If an attacking player, in possession of the ball and outside the crease area, dives or jumps (becomes airborne of his own volition), prior to, during or after the release of the shot and lands in the crease, the goal shall be disallowed. An attacking player may legally score a goal and touch the crease area, provided the ball enters the goal before the contact with the crease and his feet are grounded prior to, during and after a shot.	If an attacking player, in possession of the ball and outside the crease area, dives or jumps (becomes airborne of his own volition), prior to, during or after the release of the shot and lands in the crease, the goal shall be disallowed. An attacking player may legally score a goal and touch the crease area, provided the ball enters the goal before the contact with the crease and his feet are grounded prior to, during and after a shot.	If an attacking player, in possession of the ball and outside the crease area, dives or jumps (becomes airborne of his own volition), prior to, during or after the release of the shot and lands in the crease, the goal shall be disallowed. An attacking player may legally score a goal and touch the crease area, provided the ball enters the goal before the contact with the crease and his feet are grounded prior to, during and after a shot.	If an attacking player, in possession of the ball and outside the crease area, dives or jumps (becomes airborne of his own volition), prior to, during or after the release of the shot and lands in the crease, the goal shall be disallowed. An attacking player may legally score a goal and touch the crease area, provided the ball enters the goal before the contact with the crease and his feet are grounded prior to, during and after a shot.	TRUE
Rule 4 Section 23	Rule 4 Section 21	Sideline substitution horn	Substitution horns are no longer used, but a sideline horn is still required at the scorer's table for use by table personnel to contact the officials and for other uses.	Substitution horns are no longer used, but a sideline horn is still required at the scorer's table for use by table personnel to contact the officials and for other uses.	Substitution horns are no longer used, but a sideline horn is still required at the scorer's table for use by table personnel to contact the officials and for other uses.	Substitution horns are no longer used, but a sideline horn is still required at the scorer's table for use by table personnel to contact the officials and for other uses.	Substitution horns are no longer used, but a sideline horn is still required at the scorer's table for use by table personnel to contact the officials and for other uses.	TRUE
Rule 4 Section 26	Rule 4 Section 24	Official's Timeout	An official may suspend play at his discretion. If a player loses any of his required equipment in a scrimmage area or a player is apparently injured play shall be suspended immediately.	An official may suspend play at his discretion. If a player loses any of his required equipment in a scrimmage area or a player is apparently injured play shall be suspended immediately.	An official may suspend play at his discretion. If a player loses any of his required equipment in a scrimmage area or a player is apparently injured play shall be suspended immediately.	An official may suspend play at his discretion. If a player loses any of his required equipment in a scrimmage area or a player is apparently injured play shall be suspended immediately.	An official may suspend play at his discretion. If a player loses any of his required equipment in a scrimmage area or a player is apparently injured play shall be suspended immediately.	TRUE
Rule 4 Section 27	Rule 4 Section 25	Team Timeouts	When the ball is dead, only a member of either team who is on the field or the team's head coach may request a timeout. During live action play, timeouts can be called only by the team in possession inside its offensive restraining line.	When the ball is dead, only a member of either team who is on the field or the team's head coach may request a timeout. During live action play, timeouts can be called anywhere on the field only by the team with possession of the ball.	When the ball is dead, only a member of either team who is on the field or the team's head coach may request a timeout. During live action play, timeouts can be called anywhere on the field only by the team with possession of the ball.	When the ball is dead, only a member of either team who is on the field or the team's head coach may request a timeout. During live action play, timeouts can be called anywhere on the field only by the team with possession of the ball.	When the ball is dead, only a member of either team who is on the field or the team's head coach may request a timeout. During live action play, timeouts can be called anywhere on the field only by the team with possession of the ball.	FALSE

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Rule 4 Section 27	Rule 4 Section 25	Timeout during dead ball	For dead ball situations in the interior of the field of play, only the team entitled to the quick restart may call a timeout.	Dead ball timeouts are allowed anywhere on the field and by either team, regardless of a quick restart pending.	Dead ball timeouts are allowed anywhere on the field and by either team, regardless of quick restart pending.	Dead ball timeouts are allowed anywhere on the field and by either team, regardless of quick restart pending.	Dead ball timeouts are allowed anywhere on the field and by either team, regardless of quick restart pending.	FALSE
Rule 4 Section 27	Rule 4 Section 26, Rule 7 Section 3	End line timeout	Restart at spot (unless penalty; then restart outside the box).	Restart at spot (unless penalty; then restart outside the box).	Restart at spot (unless penalty; then restart outside the box).	Restart at spot (unless penalty; then restart outside the box).	Restart at spot (unless penalty; then restart outside the box).	TRUE
Rule 4 Section 28-30	Rule 4 Section 27	Illegal Equipment	Very similar to NFHS procedure.	A coach may request the inspection of any one player on the opposing team during a dead ball situation. Assuming no violations were found in the previous request, if a head coach makes a subsequent request in which no violations are found the head coach's team will be penalized by the loss of a timeout. If no timeouts remain a technical foul will be called.	A coach may request the inspection of any one player on the opposing team during a dead ball situation. Assuming no violations were found in the previous request, if a head coach makes a subsequent request in which no violations are found the head coach's team will be penalized by the loss of a timeout. If no timeouts remain a technical foul will be called.	A coach may request the inspection of any one player on the opposing team during a dead ball situation. Assuming no violations were found in the previous request, if a head coach makes a subsequent request in which no violations are found the head coach's team will be penalized by the loss of a timeout. If no timeouts remain a technical foul will be called.	A coach may request the inspection of any one player on the opposing team during a dead ball situation. Assuming no violations were found in the previous request, if a head coach makes a subsequent request in which no violations are found the head coach's team will be penalized by the loss of a timeout. If no timeouts remain a technical foul will be called.	FALSE
Rule 5 Section 3	Rule 5 Section 4	Checks Involving the Head or Neck (nonreleasable)	A player shall not initiate contact to the opponent's head or neck. A player shall not block an opponent with the head or initiate contact with the head (spearing). Mandatory 1-3 minute nonreleasable penalty. Excessive violation may result in ejection.	A player shall not initiate contact to the opponent's head or neck. A player shall not block an opponent with the head or initiate contact with the head (spearing). Mandatory 2-3 minute nonreleasable penalty.	A player shall not initiate contact to the opponent's head or neck. A player shall not block an opponent with the head or initiate contact with the head (spearing). Mandatory 2-3 minute nonreleasable penalty.	A player shall not initiate contact to the opponent's head or neck. A player shall not block an opponent with the head or initiate contact with the head (spearing). Mandatory 2-3 minute nonreleasable penalty.	A player shall not initiate contact to the opponent's head or neck. A player shall not block an opponent with the head or initiate contact with the head (spearing). Mandatory 2-3 minute nonreleasable penalty.	FALSE
Rule 5 Section 4	Rule 5 Section 10	Unsportsmanlike Conduct	Arguing with the official (maligning), threatening or obscene language, taunting, baiting, playing the ball with hands or fingers on a faceoff.	Arguing with the official (maligning), threatening or obscene language, taunting, baiting, playing the ball with hands or fingers on a faceoff.	Arguing with the official (maligning), threatening or obscene language, taunting, baiting, playing the ball with hands or fingers on a faceoff.	Arguing with the official (maligning), threatening or obscene language, taunting, baiting, playing the ball with hands or fingers on a faceoff.	Arguing with the official (maligning), threatening or obscene language, taunting, baiting, playing the ball with hands or fingers on a faceoff.	TRUE
Rule 5 Section 5	Rule 5 Section 3	Checks against a defenseless player	No mention in NCAA rules. However, THSL wants officials to address this. For THSL safety and sportsmanship reasons, the THSL has instructed the officials to manage this through the definitions and interpretations in the NCAA rules around egregious and vicious hits and associated penalties as appropriate in individual THSL game situations.	A body-check that targets a player in a defenseless position. This includes, but is not limited to: (i) body checking a player from his "blind side"; (ii) body checking of a player who has his head down in an attempt to play a loose ball; and (iii) body checking a player whose head is turned away to receive a pass, even if that player turns toward the contact immediately before the body check. Mandatory 2-3 minute nonreleasable penalty.	A body-check that targets a player in a defenseless position. This includes, but is not limited to: (i) body checking a player from his "blind side"; (ii) body checking of a player who has his head down in an attempt to play a loose ball; and (iii) body checking a player whose head is turned away to receive a pass, even if that player turns toward the contact immediately before the body check. Mandatory 2-3 minute nonreleasable penalty.	Body checking is not allowed.	Body checking is not allowed.	FALSE

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Rule 5 Section 5	Rule 5.3.6, a requirement of the US Lax Youth Rules only,... not in the NFHS Rules)	Take-out Checks (non-releasable)	No specific rule at this level.	Are not permitted. A take-out check is: (1) Any avoidable body check of an opponent after he has passed the ball, (2) Any body check in which the player lowers his head or shoulders with the force and intent to put the other player on the ground, or (3) A body check considered more aggressive or more physical than necessary to stop the advancement of the player carrying the ball or to keep or more a player aware from a loose ball. This includes but is not limited to - (i) any check in which a player makes contact with sufficient force and intent to knock down the opposing player, (ii) Any in which a player makes contact with sufficient force and intent to injure the imposing player, (iii) any check made in a reckless or intimidating manner, or (iv) any body check on a player in a defenseless position.	Are not permitted. A take-out check is: (1) Any avoidable body check of an opponent after he has passed the ball, (2) Any body check in which the player lowers his head or shoulders with the force and intent to put the other player on the ground, or (3) A body check considered more aggressive or more physical than necessary to stop the advancement of the player carrying the ball or to keep or more a player aware from a loose ball. This includes but is not limited to - (i) any check in which a player makes contact with sufficient force and intent to knock down the opposing player, (ii) Any in which a player makes contact with sufficient force and intent to injure the imposing player, (iii) any check made in a reckless or intimidating manner, or (iv) any body check on a player in a defenseless position.	Body checking is not allowed.	Body checking is not allowed.	FALSE
Rule 5 Section 5.d (A.R. 9)	Rule 5 Section 3 Article 7 (Youth Rules only)	Late Hit	Unnecessary roughness if the body check is late. Note that a late hit is not a violation of the Illegal Body Check rule, per NCAA Rulebook.	An avoidable body-check of an opponent after he has passed or shot the ball is an illegal body check .	An avoidable body-check of an opponent after he has passed or shot the ball is an illegal body check .	Body checking is not allowed.	Body checking is not allowed.	FALSE
Rule 5 Section 5	Rule 5 Section 9	Unnecessary Roughness	An excessively violent infraction of the rules against holding and pushing. Deliberate or excessively violent contact made by a defensive player against an offensive player who has established a screening position. Any deliberate or excessively violent contact with the body or crosse. A check delivered with a gloved hand may not be delivered with a punching blow. May be releasable or nonreleasable, at the discretion of the official.	An excessively violent infraction of the rules against holding and pushing. Deliberate or excessively violent contact made by a defensive player against an offensive player who has established a screening position. Any deliberate or excessively violent contact with the body or crosse. A check delivered with a gloved hand may not be delivered with a punching blow. All Unnecessary Roughness must be nonreleasable , per US Lacrosse Youth Rules.	An excessively violent infraction of the rules against holding and pushing. Deliberate or excessively violent contact made by a defensive player against an offensive player who has established a screening position. Any deliberate or excessively violent contact with the body or crosse. A check delivered with a gloved hand may not be delivered with a punching blow. All Unnecessary Roughness must be nonreleasable , per US Lacrosse Youth Rules.	An excessively violent infraction of the rules against holding and pushing. Deliberate or excessively violent contact made by a defensive player against an offensive player who has established a screening position. Any deliberate or excessively violent contact with the body or crosse. A check delivered with a gloved hand may not be delivered with a punching blow. All Unnecessary Roughness must be nonreleasable , per US Lacrosse Youth Rules.	An excessively violent infraction of the rules against holding and pushing. Deliberate or excessively violent contact made by a defensive player against an offensive player who has established a screening position. Any deliberate or excessively violent contact with the body or crosse. A check delivered with a gloved hand may not be delivered with a punching blow. All Unnecessary Roughness must be nonreleasable , per US Lacrosse Youth Rules.	FALSE
Rule 5 Section 6	Rule 5 Section 3	Illegal Body Checking	Body checking of an opponent who is not in possession of the ball or within five yards of the ball. Body check of an opponent from the rear or below the waist. Body checking an opponent who has any part of his body other than his feet is on the ground.	Body checking of an opponent who is not in possession of the ball or within three yard of the ball. Body check of an opponent from the rear or below the waist. Body checking an opponent who has any part of his body other than his feet is on the ground.	Body checking of an opponent who is not in possession of the ball or within three yard of the ball. Body check of an opponent from the rear or below the waist. Body checking an opponent who has any part of his body other than his feet is on the ground.	No body checking of any kind is permitted. Legal pushes (RULE 6 SECTION 9, Pushing) and holds (RULE 6 SECTION 3, Holding, ARTICLE 3) are allowed. In all loose ball situations players should "play the ball," but incidental contact, "boxing out", or screening techniques during such play shall not be considered a violation of this rule. If a loose ball is not moving, stuck, or the players are having difficulty picking the ball up the referee may restart play following the alternate possession rule.	No body checking of any kind is permitted. Legal pushes (RULE 6 SECTION 9, Pushing) and holds (RULE 6 SECTION 3, Holding, ARTICLE 3) are allowed. In all loose ball situations players should "play the ball," but incidental contact, "boxing out", or screening techniques during such play shall not be considered a violation of this rule. If a loose ball is not moving, stuck, or the players are having difficulty picking the ball up the referee may restart play following the alternate possession rule.	FALSE

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Rule 5 Section 7	Rule 5 Section 7	Slashing	Swinging a crosse at an opponent's crosse or body with deliberate viciousness or reckless abandon regardless of whether the opponents crosse or body is struck. If the player in possession of the ball attempts to protect his crosse with something other than his head or neck and the defensive player strikes that part of his body it is not considered a slash.	Swinging a crosse at an opponent's crosse or body with deliberate viciousness or reckless abandon regardless of whether the opponents crosse or body is struck. If the player in possession of the ball attempts to protect his crosse with something other than his head or neck and the defensive player strikes that part of his body it is not considered a slash. One-hand stick checks are considered slashing, even if the swing misses.	Swinging a crosse at an opponent's crosse or body with deliberate viciousness or reckless abandon regardless of whether the opponents crosse or body is struck. If the player in possession of the ball attempts to protect his crosse with something other than his head or neck and the defensive player strikes that part of his body it is not considered a slash. One-hand stick checks are considered slashing, even if the swing misses.	Swinging a crosse at an opponent's crosse or body with deliberate viciousness or reckless abandon regardless of whether the opponents crosse or body is struck. If the player in possession of the ball attempts to protect his crosse with something other than his head or neck and the defensive player strikes that part of his body it is not considered a slash. One-hand stick checks are considered slashing, even if the swing misses.	Swinging a crosse at an opponent's crosse or body with deliberate viciousness or reckless abandon regardless of whether the opponents crosse or body is struck. If the player in possession of the ball attempts to protect his crosse with something other than his head or neck and the defensive player strikes that part of his body it is not considered a slash. One-hand stick checks are considered slashing, even if the swing misses.	FALSE
Rule 5 Section 7	Rule 5 Section 7	Contact of crosse to helmet	NCAA Rule 5.7.c.11 stipulates "Contact in and of itself does not constitute a foul. The contact must be a definite blow or strike." The word "brush" is not mentioned in the NCAA Rules.	The key is to distinguish between a blow and a brush . A blow is defined as a definite blow or strike, while a brush is defined as slight or incidental contact. NFHS 5.4.1 Situation A states, "A1 attempts to check B1's stick but instead A1's stick makes slight contact with B1's head or neck. RULING: no foul. This is a brush." NFHS 5.7.1 Situation states, "B1, while playing A1, makes contact on A1's head with his crosse. RULING: Contact itself does not constitute a foul. The contact shall be a definite blow or strike. Otherwise, it is considered a brush." The youth rules state, "There is a concern that slashing is too common in boys' youth lacrosse. The ONLY permissible check with the crosse is on the opponent's crosse or his gloved hand on his own crosse. Thus, any blow with the crosse anywhere else on an opponent is SLASHING, and must be called."	The key is to distinguish between a blow and a brush . A blow is defined as a definite blow or strike, while a brush is defined as slight or incidental contact. NFHS 5.4.1 Situation A states, "A1 attempts to check B1's stick but instead A1's stick makes slight contact with B1's head or neck. RULING: no foul. This is a brush." NFHS 5.7.1 Situation states, "B1, while playing A1, makes contact on A1's head with his crosse. RULING: Contact itself does not constitute a foul. The contact shall be a definite blow or strike. Otherwise, it is considered a brush." The youth rules state, "There is a concern that slashing is too common in boys' youth lacrosse. The ONLY permissible check with the crosse is on the opponent's crosse or his gloved hand on his own crosse. Thus, any blow with the crosse anywhere else on an opponent is SLASHING, and must be called."	The key is to distinguish between a blow and a brush . A blow is defined as a definite blow or strike, while a brush is defined as slight or incidental contact. NFHS 5.4.1 Situation A states, "A1 attempts to check B1's stick but instead A1's stick makes slight contact with B1's head or neck. RULING: no foul. This is a brush." NFHS 5.7.1 Situation states, "B1, while playing A1, makes contact on A1's head with his crosse. RULING: Contact itself does not constitute a foul. The contact shall be a definite blow or strike. Otherwise, it is considered a brush." The youth rules state, "There is a concern that slashing is too common in boys' youth lacrosse. The ONLY permissible check with the crosse is on the opponent's crosse or his gloved hand on his own crosse. Thus, any blow with the crosse anywhere else on an opponent is SLASHING, and must be called."	The key is to distinguish between a blow and a brush . A blow is defined as a definite blow or strike, while a brush is defined as slight or incidental contact. NFHS 5.4.1 Situation A states, "A1 attempts to check B1's stick but instead A1's stick makes slight contact with B1's head or neck. RULING: no foul. This is a brush." NFHS 5.7.1 Situation states, "B1, while playing A1, makes contact on A1's head with his crosse. RULING: Contact itself does not constitute a foul. The contact shall be a definite blow or strike. Otherwise, it is considered a brush." The youth rules state, "There is a concern that slashing is too common in boys' youth lacrosse. The ONLY permissible check with the crosse is on the opponent's crosse or his gloved hand on his own crosse. Thus, any blow with the crosse anywhere else on an opponent is SLASHING, and must be called."	FALSE
Rule 5 Section 8	Rule 5 Section 8	Tripping	A player may not trip an opponent with his crosse or any part of his body. If an opponent falls over a player's crosse when that player is attempting to scoop a loose ball, no foul has been committed.	A player may not trip an opponent with his crosse or any part of his body. If an opponent falls over a player's crosse when that player is attempting to scoop a loose ball, no foul has been committed.	A player may not trip an opponent with his crosse or any part of his body. If an opponent falls over a player's crosse when that player is attempting to scoop a loose ball, no foul has been committed.	A player may not trip an opponent with his crosse or any part of his body. If an opponent falls over a player's crosse when that player is attempting to scoop a loose ball, no foul has been committed.	A player may not trip an opponent with his crosse or any part of his body. If an opponent falls over a player's crosse when that player is attempting to scoop a loose ball, no foul has been committed.	TRUE
Rule 5 Section 9	Rule 5 Section 5	Illegal Crosse	A player using an illegal crosse found illegal because it was altered to gain an advantage will receive a three minute non-releasable penalty and the illegal crosse will remain in the table area for the remainder of the game.	A player using an illegal crosse found illegal because it was altered to gain an advantage will receive a three minute non-releasable penalty and the illegal crosse will remain in the table area for the remainder of the game.	A player using an illegal crosse found illegal because it was altered to gain an advantage will receive a three minute non-releasable penalty and the illegal crosse will remain in the table area for the remainder of the game.	A player using an illegal crosse found illegal because it was altered to gain an advantage will receive a three minute non-releasable penalty and the illegal crosse will remain in the table area for the remainder of the game.	A player using an illegal crosse found illegal because it was altered to gain an advantage will receive a three minute non-releasable penalty and the illegal crosse will remain in the table area for the remainder of the game.	TRUE
Rule 5 Section 10	Rule 5 Section 6	Use of Illegal Equipment	Mouth guard violation is a technical foul.	Mouth guard violation is a technical foul.	Mouth guard violation is a technical foul.	Mouth guard violation is a technical foul.	Mouth guard violation is a technical foul.	TRUE

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Rule 5 Section 11	Rule 5 Section 2	Cross-Check	A player may not check his opponent with his crosse in a cross-check position. That is, a check with the part of the handle of the crosse that is in between the player's hand, either by thrusting away from the body or by holding it extended from the body.	A player may not check his opponent with his crosse in a cross-check position. That is, a check with the part of the handle of the crosse that is in between the player's hand, either by thrusting away from the body or by holding it extended from the body.	A player may not check his opponent with his crosse in a cross-check position. That is, a check with the part of the handle of the crosse that is in between the player's hand, either by thrusting away from the body or by holding it extended from the body.	A player may not check his opponent with his crosse in a cross-check position. That is, a check with the part of the handle of the crosse that is in between the player's hand, either by thrusting away from the body or by holding it extended from the body.	A player may not check his opponent with his crosse in a cross-check position. That is, a check with the part of the handle of the crosse that is in between the player's hand, either by thrusting away from the body or by holding it extended from the body.	TRUE
Rule 5 Section 12	Rule 5 Section 11	Fouling Out	Any player who accumulates five minutes in personal foul penalty time will be disqualified from the game. THSL mandates that if a player receives two of the same US Lacrosse Section 11 penalties in a game, or Fouls Out due to accumulation of five personal foul penalty minutes, the player will be automatically ejected from the current THSL game, and suspended from the next THSL game.	Any player who accumulates four personal fouls or five minutes in personal foul penalty time will be disqualified from the game. Player can remain on his team's bench, and he does not have to exit the premises. GHYLA has granted a waiver to keep the 2016 rule, which is 4 personal fouls , and not adopt the 2017 rule, which is 3 personal fouls.	Any player who accumulates four personal fouls or five minutes in personal foul penalty time will be disqualified from the game. Player can remain on his team's bench, and he does not have to exit the premises. GHYLA has granted a waiver to keep the 2016 rule, which is 4 personal fouls , and not adopt the 2017 rule, which is 3 personal fouls.	Any player who accumulates four personal fouls or five minutes in personal foul penalty time will be disqualified from the game. Player can remain on his team's bench, and he does not have to exit the premises. GHYLA has granted a waiver to keep the 2016 rule, which is 4 personal fouls , and not adopt the 2017 rule, which is 3 personal fouls.	Any player who accumulates four personal fouls or five minutes in personal foul penalty time will be disqualified from the game. Player can remain on his team's bench, and he does not have to exit the premises. GHYLA has granted a waiver to keep the 2016 rule, which is 4 personal fouls , and not adopt the 2017 rule, which is 3 personal fouls.	FALSE
Rule 5 Section 14	Rule 5 Section 12	Expulsion / Ejection	Expulsion and 3-minute USC NR for fighting, flagrant misconduct, or egregious behavior (abusive, profane, or violent). Also, THSL requires a one-game suspension for four accumulated USC (either releasable or nonreleasable) fouls in a season, and this applies to both coaches and players . A second accumulation of four USC penalties results in a two-game suspension and possible league expulsion.	Expulsion and 3-minute nonreleasable penalty for two nonreleasable unsportsmanlike conduct fouls , fighting, leaving the bench during an altercation, flagrant misconduct, or tobacco/smokeless tobacco use. Expelled person shall be removed from the premises if there is authorized school personnel present to supervise the ejected student. If no authorized school personnel is available, the student shall be confined to the bench area. The officiating assigning authority is responsible for notifying the appropriate school of the ejection. First expulsion = 1 game suspension; Second expulsion = 2-game suspension; Third expulsion = expelled for remainder of season.	Expulsion and 3-minute nonreleasable penalty for two nonreleasable unsportsmanlike conduct fouls , fighting, leaving the bench during an altercation, flagrant misconduct, or tobacco/smokeless tobacco use. Expelled person shall be removed from the premises if there is authorized school personnel present to supervise the ejected student. If no authorized school personnel is available, the student shall be confined to the bench area. The officiating assigning authority is responsible for notifying the appropriate school of the ejection. First expulsion = 1 game suspension; Second expulsion = 2-game suspension; Third expulsion = expelled for remainder of season.	Expulsion and 3-minute nonreleasable penalty for two nonreleasable unsportsmanlike conduct fouls , fighting, leaving the bench during an altercation, flagrant misconduct, or tobacco/smokeless tobacco use. Expelled person shall be removed from the premises if there is authorized school personnel present to supervise the ejected student. If no authorized school personnel is available, the student shall be confined to the bench area. The officiating assigning authority is responsible for notifying the appropriate school of the ejection. First expulsion = 1 game suspension; Second expulsion = 2-game suspension; Third expulsion = expelled for remainder of season.	Expulsion and 3-minute nonreleasable penalty for two nonreleasable unsportsmanlike conduct fouls , fighting, leaving the bench during an altercation, flagrant misconduct, or tobacco/smokeless tobacco use. Expelled person shall be removed from the premises if there is authorized school personnel present to supervise the ejected student. If no authorized school personnel is available, the student shall be confined to the bench area. The officiating assigning authority is responsible for notifying the appropriate school of the ejection. First expulsion = 1 game suspension; Second expulsion = 2-game suspension; Third expulsion = expelled for remainder of season.	FALSE

NCAA	NFHS	Description	High School (NCAA Rules with THSL Rules Waivers)	7th and 8th (NFHS/US Lacrosse Youth Rules) - - using U15 Rules	Young Guns (5th and 6th) (NFHS/US Lacrosse Youth Rules) - - U13	4U (NFHS/US Lacrosse Youth Rules) - - U11	2U (NFHS/US Lacrosse Youth Rules) - - U9	All rules same?
Rule 6 Section 4	Rule 6 Section 3	Holding	A player shall not impede the movement of an opponent or his crosse. A player may not; use the handle of his crosse between his hands to hold an opponent, step on the crosse of an opponent, hold an opponent with his crosse, hold or pin an opponent's crosse against the body of the opponent with his crosse, hold an opponent with his free hand, hold the crosse of the opponent with any part of his body, use his crosse to hold or pin his opponent's cross to the ground on a face-off. Holding is permitted; an opponent with possession of the ball or within three yards of a loose ball may be held from the front or side, an opponent in possession of the ball may be played with a hold check from the rear if the hold no more than equal pressure. A player may hold the crosse of an opponent with his crosse when the opponent has possession of the ball, a player within three yards of a loose ball may hold the crosse of his opponent with his own crosse.	A player shall not impede the movement of an opponent or his crosse. A player may not; use the handle of his crosse between his hands to hold an opponent, step on the crosse of an opponent, hold an opponent with his crosse, hold or pin an opponent's crosse against the body of the opponent with his crosse, hold an opponent with his free hand, hold the crosse of the opponent with any part of his body, use his crosse to hold or pin his opponent's cross to the ground on a face-off. Holding is permitted; an opponent with possession of the ball or within three yards of a loose ball may be held from the front or side, an opponent in possession of the ball may be played with a hold check from the rear if the hold no more than equal pressure. A player may hold the crosse of an opponent with his crosse when the opponent has possession of the ball, a player within three yards of a loose ball may hold the crosse of his opponent with his own crosse.	A player shall not impede the movement of an opponent or his crosse. A player may not; use the handle of his crosse between his hands to hold an opponent, step on the crosse of an opponent, hold an opponent with his crosse, hold or pin an opponent's crosse against the body of the opponent with his crosse, hold an opponent with his free hand, hold the crosse of the opponent with any part of his body, use his crosse to hold or pin his opponent's cross to the ground on a face-off. Holding is permitted; an opponent with possession of the ball or within three yards of a loose ball may be held from the front or side, an opponent in possession of the ball may be played with a hold check from the rear if the hold no more than equal pressure. A player may hold the crosse of an opponent with his crosse when the opponent has possession of the ball, a player within three yards of a loose ball may hold the crosse of his opponent with his own crosse.	A player shall not impede the movement of an opponent or his crosse. A player may not; use the handle of his crosse between his hands to hold an opponent, step on the crosse of an opponent, hold an opponent with his crosse, hold or pin an opponent's crosse against the body of the opponent with his crosse, hold an opponent with his free hand, hold the crosse of the opponent with any part of his body, use his crosse to hold or pin his opponent's cross to the ground on a face-off. Holding is permitted; an opponent with possession of the ball or within three yards of a loose ball may be held from the front or side, an opponent in possession of the ball may be played with a hold check from the rear if the hold no more than equal pressure. A player may hold the crosse of an opponent with his crosse when the opponent has possession of the ball, a player within three yards of a loose ball may hold the crosse of his opponent with his own crosse.	A player shall not impede the movement of an opponent or his crosse. A player may not; use the handle of his crosse between his hands to hold an opponent, step on the crosse of an opponent, hold an opponent with his crosse, hold or pin an opponent's crosse against the body of the opponent with his crosse, hold an opponent with his free hand, hold the crosse of the opponent with any part of his body, use his crosse to hold or pin his opponent's cross to the ground on a face-off. Holding is permitted; an opponent with possession of the ball or within three yards of a loose ball may be held from the front or side, an opponent in possession of the ball may be played with a hold check from the rear if the hold no more than equal pressure. A player may hold the crosse of an opponent with his crosse when the opponent has possession of the ball, a player within three yards of a loose ball may hold the crosse of his opponent with his own crosse.	TRUE
Rule 6 Section 5	Rule 6 Section 4	Illegal Offensive Screening	An offensive player must be stationary and motionless before contact occurs on a screen, and feet should be no wider than shoulder width. Note: There has to be contact to be called illegal offensive screening.	An offensive player must be stationary and motionless before contact occurs on a screen, and feet should be no wider than shoulder width. Note: There has to be contact to be called illegal offensive	An offensive player must be stationary and motionless before contact occurs on a screen, and feet should be no wider than shoulder width. Note: There has to be contact to be called illegal offensive	An offensive player must be stationary and motionless before contact occurs on a screen, and feet should be no wider than shoulder width. Note: There has to be contact to be called illegal offensive	An offensive player must be stationary and motionless before contact occurs on a screen, and feet should be no wider than shoulder width. Note: There has to be contact to be called illegal offensive	TRUE
Rule 6 Section 6	Rule 6 Section 5	Illegal Procedure	Read the rule.	Read the rule.	Read the rule.	Read the rule.	Read the rule.	TRUE
Rule 6 Section 6	Rule 6 Section 5	Simulation by taking a dive or feigning a slash to the head or body in order to deceive an official	Illegal procedure. Technical foul.	Illegal procedure. Technical foul.	Illegal procedure. Technical foul.	Illegal procedure. Technical foul.	Illegal procedure. Technical foul.	TRUE
Rule 6 Section 6	Rule 6 Section 5	Player releases himself early from penalty box but his team gets scored on anyway	In the event that a goal is scored by the opponent, the unexpired penalty time is nullified and the 30-second (early release) penalty is erased.	In the event that a goal is scored by the opponent, the unexpired penalty time is nullified and the 30-second (early release) penalty is erased.	In the event that a goal is scored by the opponent, the unexpired penalty time is nullified and the 30-second (early release) penalty is erased.	In the event that a goal is scored by the opponent, the unexpired penalty time is nullified and the 30-second (early release) penalty is erased.	In the event that a goal is scored by the opponent, the unexpired penalty time is nullified and the 30-second (early release) penalty is erased.	TRUE
Rule 6 Section 6	Rules 4.24.1, 4.24.6, 4.3.2.B, and 1.9.3	Player loses any of his required equipment during live action	Officials are instructed to differentiate between an offensive and a defensive player when it comes to the loss of equipment. If the offensive player in possession loses his equipment, play should be stopped immediately and the ball is awarded back to Team A. If a defensive player loses a piece of equipment, he must discontinue playing. If he continues to play, flag down slow whistle. If the official judges that any player is in danger, play should be stopped immediately.	Play shall be suspended immediately if a player loses any of the mandatory equipment in a scrimmage area. Otherwise, the official shall delay the whistle but not drop a flag, in the same manner as set forth in Rule 7-8. [Note: allow play to continue if the player who lost his equipment is not involved in the play. The player is not flagged for his unintentional loss of equipment unless he continues to participate in the play.]	Play shall be suspended immediately if a player loses any of the mandatory equipment in a scrimmage area. Otherwise, the official shall delay the whistle but not drop a flag, in the same manner as set forth in Rule 7-8. [Note: allow play to continue if the player who lost his equipment is not involved in the play. The player is not flagged for his unintentional loss of equipment unless he continues to participate in the play.]	Play shall be suspended immediately if a player loses any of the mandatory equipment in a scrimmage area. Otherwise, the official shall delay the whistle but not drop a flag, in the same manner as set forth in Rule 7-8. [Note: allow play to continue if the player who lost his equipment is not involved in the play. The player is not flagged for his unintentional loss of equipment unless he continues to participate in the play.]	Play shall be suspended immediately if a player loses any of the mandatory equipment in a scrimmage area. Otherwise, the official shall delay the whistle but not drop a flag, in the same manner as set forth in Rule 7-8. [Note: allow play to continue if the player who lost his equipment is not involved in the play. The player is not flagged for his unintentional loss of equipment unless he continues to participate in the play.]	FALSE

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Rule 6 Section 7	Rule 1 Section 10	Electronic communication aids	A player, coach, athletic trainer or other person officially connected with a team shall not use artificial aids (i.e., electronic devices, megaphones) in communicating verbally with players on the field. Visual communication (e.g., signs) is permitted. Coaches can use devices to communicate with each other, but if a team uses to communicate with press box, then it must offer the same communication method to the other team. Coaches can use electronic communications with fans, other coaches, scouts using any means, but since these are not part of the playing facility, there is no requirement to offer the same communication method to the opposing team.	Revises the rules regarding the use of electronic equipment to allow coaches, non-playing team members, athletic trainers and/or others officially connected with a team to use such equipment while still prohibiting the use of electronic audio equipment to communicate with the 10 on-field players. The use of video monitoring, replay equipment, or personal wireless communication devices by the officials in making any decision relating to the game is prohibited.	Revises the rules regarding the use of electronic equipment to allow coaches, non-playing team members, athletic trainers and/or others officially connected with a team to use such equipment while still prohibiting the use of electronic audio equipment to communicate with the 10 on-field players. The use of video monitoring, replay equipment, or personal wireless communication devices by the officials in making any decision relating to the game is prohibited.	Revises the rules regarding the use of electronic equipment to allow coaches, non-playing team members, athletic trainers and/or others officially connected with a team to use such equipment while still prohibiting the use of electronic audio equipment to communicate with the 10 on-field players. The use of video monitoring, replay equipment, or personal wireless communication devices by the officials in making any decision relating to the game is prohibited.	Revises the rules regarding the use of electronic equipment to allow coaches, non-playing team members, athletic trainers and/or others officially connected with a team to use such equipment while still prohibiting the use of electronic audio equipment to communicate with the 10 on-field players. The use of video monitoring, replay equipment, or personal wireless communication devices by the officials in making any decision relating to the game is prohibited.	FALSE
Rule 6 Section 7	Rule 1 Section 10	Remote-control flying cameras or drones	Not allowed.	Not allowed.	Not allowed.	Not allowed.	Not allowed.	TRUE
Rule 6 Section 7	Rule 6 Section 6	Conduct Foul	Coaches should stay within the coaches box except when permission is granted by the official, tend to an injured player, warm-up a goalie, or during halftime. Arguing with officials (non-maligning).	Coaches should stay within the coaches box except when permission is granted by the official, tend to an injured player, warm-up a goalie, or during halftime.	Coaches should stay within the coaches box except when permission is granted by the official, tend to an injured player, warm-up a goalie, or during halftime.	Coaches should stay within the coaches box except when permission is granted by the official, tend to an injured player, warm-up a goalie, or during halftime.	Coaches should stay within the coaches box except when permission is granted by the official, tend to an injured player, warm-up a goalie, or during halftime.	TRUE
Rule 6 Section 7	Rule 6 Section 6 (of NFHS Rules) Rule 2 Section 3 (of US Lax Youth Rules)	Coaches on the Field of Play	Not allowed, except at half-time, to warm up a goalkeeper, or to tend to an injured player. Note: coaches must remain in their coaches' boxes during timeouts (except at halftime) or between periods (except at halftime).	Not allowed, except at half-time, to warm up a goalkeeper, or to tend to an injured player. Note: coaches must remain in their coaches' boxes during timeouts (except at halftime) or between periods (except at halftime).	Not allowed, except at half-time, to warm up a goalkeeper, or to tend to an injured player. Note: coaches must remain in their coaches' boxes during timeouts (except at halftime) or between periods (except at halftime).	Not allowed, except at half-time, to warm up a goalkeeper, or to tend to an injured player. Note: coaches must remain in their coaches' boxes during timeouts (except at halftime) or between periods (except at halftime).	At the U9 level, if the coaches from both teams agree, one coach per team may be allowed on the field during play to provide instruction during the game. Teams are encouraged to take advantage of this teaching opportunity but this presence does not authorize the coach on the field to address the game officials or - unless agreed to by the other teams coach - members of the opposing team. Coaches are encouraged to stay wider than the face off wing lines extended to the end line and not get in the way of players or officials.	FALSE
Rule 6 Section 8	Rule 6 Section 7	Interference	A player shall not interfere in any manner with the free movement of an opponent except when that opponent has possession of the ball, the ball is within flight and within five yards of both players or both players are within five yards of a loose ball.	A player shall not interfere in any manner with the free movement of an opponent except when that opponent has possession of the ball, the ball is within flight and within three yards of both players or both players are within three yards of a loose ball.	A player shall not interfere in any manner with the free movement of an opponent except when that opponent has possession of the ball, the ball is within flight and within three yards of both players or both players are within three yards of a loose ball.	A player shall not interfere in any manner with the free movement of an opponent except when that opponent has possession of the ball, the ball is within flight and within three yards of both players or both players are within three yards of a loose ball.	A player shall not interfere in any manner with the free movement of an opponent except when that opponent has possession of the ball, the ball is within flight and within three yards of both players or both players are within three yards of a loose ball.	FALSE
Rule 6 Section 10	Rule 6 Section 9	Pushing	A player shall not shove or push a player from the rear.	A player shall not shove or push a player from the rear.	A player shall not shove or push a player from the rear.	A player shall not shove or push a player from the rear.	A player shall not shove or push a player from the rear.	TRUE

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Rule 6 Section 11	Rule 6 Section 10	Stalling	The shot clock is a 30-second period that stops and starts in sync with the game clock. When a team in possession of the ball in its offensive half of the field is given a stall warning, the team is required to take a shot within 30 seconds. The stall warning will be initiated by the officials verbally & visually issuing a "shot clock" call. A shot is defined as an attempt to score that is on goal (saved by the goalkeeper, rebound off of the goalkeeper, hits the goal pipe, or goal scored). If the 30 seconds expires without a shot released on goal, the ball is awarded to the defensive team. A shot must be taken at or above the goal line extended to satisfy the criteria. A shot taken from behind the goal line extended does not satisfy this criteria, unless that shot results in a goal. Neither team shall be called for stalling during a man advantage , per NCAA Rule 6.11.b.6. Thus, an existing shot-clock expires any time an EMO occurs (i.e., a player releases from the penalty area to create an EMO). An end of period also terminates a shot clock.	A team in possession of the ball in its offensive half of the field may be warned to "get it in/keep it in." This warning shall be made when, in the judgment of the officials, that team is keeping the ball from play by not attacking the goal. A visual 10-second count will start when warning the team to "get it in." If the offensive team has the ball in the goal area, the defensive team must attempt to play the ball within the goal area in order for a stalling warning to be issued against the offensive team. A team shall try to create a scoring opportunity even when man-down , per NFHS 6.10.1 SITUATION A.	A team in possession of the ball in its offensive half of the field may be warned to "get it in/keep it in." This warning shall be made when, in the judgment of the officials, that team is keeping the ball from play by not attacking the goal. A visual 10-second count will start when warning the team to "get it in." If the offensive team has the ball in the goal area, the defensive team must attempt to play the ball within the goal area in order for a stalling warning to be issued against the offensive team. A team shall try to create a scoring opportunity even when man-down , per NFHS 6.10.1 SITUATION A.	Per NFHS Rule 6.10.2, "Get it in / Keep it in" is not used for stalling at these levels. However, if a game official detects an effort to stall the advancement of the ball in either the defensive clearing area or the offensive zone outside the goal area, the official will give a verbal command to "advance the ball" followed by a visual 5-second hand count. If the team so warned does not attempt to advance the ball within the 5-second count to within five yards of an opposing player, a turnover will occur with restart at the point of the stalling infraction (or laterally outside the goal area)	Per NFHS Rule 6.10.2, "Get it in / Keep it in" is not used for stalling at these levels. However, if a game official detects an effort to stall the advancement of the ball in either the defensive clearing area or the offensive zone outside the goal area, the official will give a verbal command to "advance the ball" followed by a visual 5-second hand count. If the team so warned does not attempt to advance the ball within the 5-second count to within five yards of an opposing player, a turnover will occur with restart at the point of the stalling infraction (or laterally outside the goal area)	FALSE
Rule 6 Section 12	Rule 6 Section 11	Warding Off	A player in possession of the ball shall not use his free hand or arm or any other part of his body to hold, push or control the direction of the movement of the crosse or body of the player applying the check. A player in possession of the ball may protect his crosse with his hand, arm or any other part of his body when his opponent makes a play to check his crosse.	A player in possession of the ball shall not use his free hand or arm or any other part of his body to hold, push or control the direction of the movement of the crosse or body of the player applying the check. A player in possession of the ball may protect his crosse with his hand, arm or any other part of his body when his opponent makes a play to check his crosse.	A player in possession of the ball shall not use his free hand or arm or any other part of his body to hold, push or control the direction of the movement of the crosse or body of the player applying the check. A player in possession of the ball may protect his crosse with his hand, arm or any other part of his body when his opponent makes a play to check his crosse.	A player in possession of the ball shall not use his free hand or arm or any other part of his body to hold, push or control the direction of the movement of the crosse or body of the player applying the check. A player in possession of the ball may protect his crosse with his hand, arm or any other part of his body when his opponent makes a play to check his crosse.	A player in possession of the ball shall not use his free hand or arm or any other part of his body to hold, push or control the direction of the movement of the crosse or body of the player applying the check. A player in possession of the ball may protect his crosse with his hand, arm or any other part of his body when his opponent makes a play to check his crosse.	TRUE
Rule 6 Section 13	Rule 6 Section 12	Picking up ball using back of crosse (except during faceoffs)	Except during faceoffs, picking up the ball with the back of the crosse is withholding.	No mention. Thus, allowed.	No mention. Thus, allowed.	No mention. Thus, allowed.	No mention. Thus, allowed.	FALSE
Rule 6 Section 13	Rule 6 Section 12	Withholding Ball from Play	When a loose ball is on the ground a player shall not lie on the ball, trap it with his crosse longer than is necessary for him to control the ball and pick it up with one continuous motion.	When a loose ball is on the ground a player shall not lie on the ball, trap it with his crosse longer than is necessary for him to control the ball and pick it up with one continuous motion.	When a loose ball is on the ground a player shall not lie on the ball, trap it with his crosse longer than is necessary for him to control the ball and pick it up with one continuous motion.	When a loose ball is on the ground a player shall not lie on the ball, trap it with his crosse longer than is necessary for him to control the ball and pick it up with one continuous motion.	When a loose ball is on the ground a player shall not lie on the ball, trap it with his crosse longer than is necessary for him to control the ball and pick it up with one continuous motion.	TRUE
Rule 7 Section 8-9	Rule 7 Section 8	Slow-Whistle Technique	Play is only whistled dead when ball goes out of bounds, change of possession, or a score.	Play is only whistled dead when ball goes out of bounds, change of possession, score, ball exits attack box, ball hits the ground, or shot is taken that does not result in a goal. Also blow whistle if the trailing team commits a defensive penalty in the leading team's goal/attack box during the last two minutes of regulation play unless a score is imminent.	Play is only whistled dead when ball goes out of bounds, change of possession, score, ball exits attack box, ball hits the ground, or shot is taken that does not result in a goal. Also blow whistle if the trailing team commits a defensive penalty in the leading team's goal/attack box during the last two minutes of regulation play unless a score is imminent.	Play is only whistled dead when ball goes out of bounds, change of possession, score, ball exits attack box, ball hits the ground, or shot is taken that does not result in a goal.	Play is only whistled dead when ball goes out of bounds, change of possession, score, ball exits attack box, ball hits the ground, or shot is taken that does not result in a goal.	FALSE

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Rule 7 Section 8-9	Rule 7 Sections 8, 9	Shot during a slow whistle	Play continues even if a goal is not scored. Whistle is not blown until conditions of NCAA Rule 7.8 are met. Back-pass during a slow whistle or flag-down to one's own goalkeeper who misses and the ball goes into net is a NO GOAL.	Allow a bounce shot. Cannot deflect off of an offensive player who provides "positive impetus" to the shot (an unintentional deflection off an offensive player is OK, per NFHS Rule 7.9.2.F.) If shot taken does not result in a goal scored, then blow the play dead. If shot bounces off of cage, then it is dead unless it rebounds off of the goalie into the goal (NFHS Rule 7.8.3).	Allow a bounce shot. Cannot deflect off of an offensive player who provides "positive impetus" to the shot (an unintentional deflection off an offensive player is OK, per NFHS Rule 7.9.2.F.) If shot taken does not result in a goal scored, then blow the play dead. If shot bounces off of cage, then it is dead unless it rebounds off of the goalie into the goal (NFHS Rule 7.8.3).	Allow a bounce shot. Cannot deflect off of an offensive player who provides "positive impetus" to the shot (an unintentional deflection off an offensive player is OK, per NFHS Rule 7.9.2.F.) If shot taken does not result in a goal scored, then blow the play dead. If shot bounces off of cage, then it is dead unless it rebounds off of the goalie into the goal (NFHS Rule 7.8.3).	Allow a bounce shot. Cannot deflect off of an offensive player who provides "positive impetus" to the shot (an unintentional deflection off an offensive player is OK, per NFHS Rule 7.9.2.F.) If shot taken does not result in a goal scored, then blow the play dead. If shot bounces off of cage, then it is dead unless it rebounds off of the goalie into the goal (NFHS Rule 7.8.3).	FALSE