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3	NCAA	NFHS + USLax	Description	High School (NCAA Rules with THSLL Rules Waivers)	7th and 8th (USLax Youth Rules with GHYLA Rules Waivers)	5th and 6th (USLax Youth Rules with GHYLA Rules Waivers)	4U (USLax Youth Rules with GHYLA Rules Waivers)	2U (USLax Youth Rules with GHYLA Rules Waivers)	All rules same?
4	Rule 1 Section 1	Rule 1 Section 1	Number of Players	10 v 10.	10 v 10.	10 v 10.	8 v 8 (2 attack, 3 midfielders, 2 defense, 1 goalkeeper)	5 v 5 with no goalkeepers (all players are roving fielders with no offsides).	FALSE
5	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.	+/- 8 yards from centerline, making the substitution area 16 yards in length.	FALSE
6	Rule 1 Section 2	Rule 1 Section 2	The Field	The playing field shall be rectangular, 110 yards long and 60 yards wide.	110-120 yards in length, 53-1/3 to 60 yards in width.	110-120 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).	60 yards in length, 35 yards in width (i.e., using one restraining area of the full field).	FALSE
7	Rule 1 Section 2 & 11	Rule 1 Section 2	Length of a coaches box	20 yards.	15 yards.	15 yards.	15 yards.	12 yards (goes from the Substitution Area to Goal Line Extended).	FALSE
8	Rule 1 Section 3	Rule 1 Section 3	Goal cages	6' x 6'	6' x 6'	6' x 6'	6' x 6'	6' x 6' (with Hector the Rejector; no goalkeeper)	FALSE
9	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" minimum.	Read the rule. Head width is 6" minimum.	Read the rule. Head width is 6" minimum.	Read the rule. Head width is 6" minimum.	TRUE
10	Rule 1 Section 17	Rule 1 Section 6	Crosse Overall Length	Short = 40-42 inches; Long = 52-72 inches; Goalkeeper = 40-72 inches.	Short = 40-42 inches; Long = 52-72 inches; Goalkeeper = 40-72 inches.	Short = 40-42 inches; Long = 52-72 inches; Goalkeeper = 40-72 inches.	Short stick = 37-42 inches; Long Pole = 47-54 inches; Goalkeeper = 37-54 inches.	Short stick = 37-42 inches for all players. No goalkeeper sticks or D-poles are allowed.	FALSE
11	Rule 1 Section 19	Rule 1 Section 6	Length of the dangling end of any string on the crosse	2 inches max.	TRUE				
12	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
13	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
14	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
15	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 (Note: goalkeepers are not used at this level).	FALSE
16	Rule 1 Section 19	Rule 1 Section 8	Adjustable-length handles on the crosses	Adjustable-length handles are permitted, but they may not be adjusted during play.	Not allowed.	Not allowed.	Not allowed.	Not allowed.	FALSE
17	Rule 1 Section 21	Rule 1 Section 9	Jersey Numbers	No mention.	TRUE				
18	Rule 1 Section 21	Rule 1 Section 9	Protective Equipment (Arm Pads designed for lacrosse)	Not required.	Required for all field players, but optional for goalkeepers.	Required for all field players, but optional for goalkeepers.	Required for all field players, but optional for goalkeepers.	Required for all players.	FALSE
19	Rule 1 Section 21	Rule 1 Section 9	Protective Equipment (Athletic 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
20	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

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21	Rule 1 Section 25	Rule 2 Section 8	Visible score kept	Yes.	Yes.	Yes.	Yes for Playoff Eligible (PE) teams. No for Non-Playoff Eligible (NPE) teams.	No.	FALSE
22	Rule 2 Section 1	Rule 2 Section 1	Maximum number of long crosses (D-poles) in the game per team	Four.	Four.	Four.	Three.	Zero. Long crosses are NOT used at this level.	FALSE
23	Rule 2 Section 1	Rule 2 Section 1	Goalkeeper penalties	Goalkeepers shall serve all of their own penalties.	Goalkeepers serve their own nonreleasable penalties. Any releasable penalties against the goalkeeper will be served by the Nominated Defender or a backup goalkeeper (coach's decision).	Goalkeepers serve their own nonreleasable penalties. Any releasable penalties against the goalkeeper will be served by the Nominated Defender or a backup goalkeeper (coach's decision).	Goalkeepers serve their own nonreleasable penalties. Any releasable penalties against the goalkeeper will be served by the Nominated Defender or a backup goalkeeper (coach's decision).	Not applicable. Goalkeepers are not used at this level.	FALSE
24	Rule 2 Section 1	Rule 2 Section 1	In-Home	Must be a starter in the game. First attack player listed in the scorebook.	Must be a starter in the game. First attack player listed in the scorebook.	Must be a starter in the game. First attack player listed in the scorebook.	Must be a starter in the game. First attack player listed in the scorebook.	Must be a starter in the game. First attack player listed in the scorebook.	TRUE
25	Rule 2 Section 1	Rule 2 Section 1	Nominated Defender	Not used.	Before the start of the game, the head coach shall nominate a starting defender to be the Nominated Defender, who may serve releasable penalties for the goalkeeper.	Before the start of the game, the head coach shall nominate a starting defender to be the Nominated Defender, who may serve releasable penalties for the goalkeeper.	Before the start of the game, the head coach shall nominate a starting defender to be the Nominated Defender, who may serve releasable penalties for the goalkeeper.	Before the start of the game, the head coach shall nominate a starting defender to be the Nominated Defender, who may serve releasable penalties for the goalkeeper.	FALSE
26	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
27	Rule 2 Section 4	Rule 1 Section 10	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.	Allowed on sidelines, but not allowed for the on-field players.	Allowed on sidelines, but not allowed for the on-field players.	Allowed on sidelines, but not allowed for the on-field players.	Allowed on sidelines, but not allowed for the on-field players.	FALSE
28	Rule 2 Section 4	Rule 2 Section 3	Maximum number of coaches in the coaches' box	Each team is permitted a maximum of four coaches in the coaches' box, per THSLL rules.	No mention.	No mention.	No mention.	No mention.	FALSE
29	Rule 2 Section 6	Rule 2 Section 5	Game Officials	THSLL will require 3 officials for Div-1 or Div-2 Varsity games (a third official is optional for Div-3 Varsity games). Only use 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 two official.	None. Coaches will officiate the game.	FALSE
30	Rule 2 Section 6	Rule 2 Section 5	Socks for the officials	No mention.	Short black socks that cover the ankle.	Short black socks that cover the ankle.	Short black socks that cover the ankle.	Not applicable. Coaches will officiate the game.	FALSE
31	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."	The officials' authority begins when they arrive on the field and ends when they leave the "playing facility."	The officials' authority begins when they arrive on the field and ends when they leave the "playing facility."	The officials' authority begins when they arrive on the field and ends when they leave the "playing facility."	Not applicable. Coaches will officiate the game.	FALSE
32	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.	Not applicable. Coaches will officiate the game.	FALSE
33	Rule 2 Section 7	Rule 2 Section 6	Electronic communication aids by the officials	Officials are allowed to use a communication device for in-game officiating, if available.	Officials are allowed to use a communication device for in-game officiating, if available.	Officials are allowed to use a communication device for in-game officiating, if available.	Officials are allowed to use a communication device for in-game officiating, if available.	Not applicable. Coaches will officiate the game.	FALSE
34	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.	Jurisdiction includes the periods when the game may be stopped for any reason.	Jurisdiction includes the periods when the game may be stopped for any reason.	Jurisdiction includes the periods when the game may be stopped for any reason.	Not applicable. Coaches will officiate the game.	FALSE
35	Rule 2 Section 11 & 12	Rule 2 Section 10	Number of replacement balls ready	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.	A minimum of 4 balls and a maximum of 8 balls shall be available at each end line and sideline. The number of balls 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.	A minimum of 4 balls and a maximum of 8 balls shall be available at each end line and sideline. The number of balls 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.	A minimum of 4 balls and a maximum of 8 balls shall be available at each end line and sideline. The number of balls 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.	A minimum of 4 balls and a maximum of 8 balls shall be available at each end line and sideline. The number of balls 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.	FALSE

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36	Rule 2 Section 11 & 13	Rule 2 Section 8 & 9	Maximum number of people at the scorer's table	The scorer's table shall not contain more than five people, including three from the HOME team (fulfilling the roles of the official scorekeeper, spotter, game time, and penalty timer) and two from the VISITOR 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.	No upper limit. Minimum number is two (scorekeeper and timekeeper), but additional assistance is desirable, if available.	No upper limit. Minimum number is two (scorekeeper and timekeeper), but additional assistance is desirable, if available.	No upper limit. Minimum number is two (scorekeeper and timekeeper), but additional assistance is desirable, if available.	No upper limit. Minimum number is two (scorekeeper and timekeeper), but additional assistance is desirable, if available.	FALSE
37	Rule 2 Section 11, 12 & 13	Rule 2 Section 8 & 9	Table staff	HOME: 3 people (timekeeper, scorekeeper, one extra). VISITOR: 2 people (scorekeeper, one extra).	Dedicated timekeeper and scorekeeper. At least one parent/representative per team at the scorer's table keeping time and score.	Dedicated timekeeper and scorekeeper. At least one parent/representative per team at the scorer's table keeping time and score.	Dedicated timekeeper and scorekeeper. At least one parent/representative per team at the scorer's table keeping time and score.	If officials are used in a game, they shall assume all timing responsibilities. If officials are not used, then the coaches shall designate a timekeeper.	FALSE
38	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
39	Rule 3 Section 1	Rule 3 Section 1	Duration of the Game	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 two 12 -minute running-time halves (clock stops only for a team timeout, an official's timeout, or an injury timeout) with a four -minute halftime. 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
40	Rule 3 Section 2	Rule 3 Section 1	Length of the Game (Mercy Rule for running clock under a score differential situation)	THSLL 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 at least one Division I team is playing (but can be used, if both coaches agree). Applies to JV and Varsity. Applies to district and non-district games. Never used 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. 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.	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
41	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
42	Rule 3 Section 3 & 4	Rule 3 Section 2	Time interval between periods	Halftime = 10 minutes. After all other periods = 2 minutes.	Halftime = 5 minutes. After all other periods = 2 minutes.	Halftime = 5 minutes. After all other periods = 2 minutes.	Halftime = 5 minutes. After all other periods = 2 minutes.	Halftime = 4 minutes.	FALSE
43	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

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44	Rule 4 Section 3	Rule 4 Section 3	Faceoff 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
45	Rule 4 Section 3	Rule 4 Section 3	Faceoff 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 until the game ends.	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
46	Rule 4 Section 3	Rule 4 Section 3	No faceoffs after goal scored	Not applicable.	Not applicable.	Not applicable.	Not applicable.	Start both halves with a faceoff. Otherwise, after a goal is scored, award ball to other team at midfield.	FALSE
47	Rule 4 Section 3	Rule 4 Section 3	Faceoff Mercy Rule	Not used.	Not used.	Not used.	Not used.	Faceoff mercy rule is used after every goal scored, so the other team gets the ball at midfield.	FALSE
48	Rule 4 Section 3	Rule 4 Section 3	Faceoff 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
49	Rule 4 Section 3	Rule 4 Section 4	Man-down faceoffs. 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 penalty 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 penalty 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 penalty 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
50	Rule 4 Section 3 & 4	Rule 4 Section 4	Play ONLY the ball on faceoff	Point of emphasis for 2019: "The overriding principle is for both [faceoff] players to play the ball."	Point of emphasis for 2019: "The overriding principle is for both [faceoff] players to play the ball."	Point of emphasis for 2019: "The overriding principle is for both [faceoff] players to play the ball."	For small-sided play only (i.e., reduced-size fields), all players are released from their positions on the sound of the whistle during a faceoff. However, ALL players must play the ball until possession is gained and may not contact their opponents.	For small-sided play only (i.e., reduced-size fields), all players are released from their positions on the sound of the whistle during a faceoff. However, ALL players must play the ball until possession is gained and may not contact their opponents.	FALSE
51	Rule 4 Section 3, 4 & 5	Rule 4 Section 4	Player restraints during the faceoff scrum	Goalkeepers, attack, and defenders all remain restrained behind their restraining line until the faceoff ends.	Goalkeepers, attack, and defenders all remain restrained behind their restraining line until the faceoff ends.	Goalkeepers, attack, and defenders all remain restrained behind their restraining line until the faceoff ends.	Confine the attack and defensive players behind their restraining line (not goal line extended). The restraining line will be fifteen yards (in the direction of the midline) from goal line extended. Goalkeepers are confined to their crease during a faceoff. All players are released when possession is gained or the ball crosses a restraining line.	N/A. All players are roving fielders and may participate as soon as the whistle blows for the first-half faceoff or the second half faceoff.	FALSE
52	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
53	Rule 4 Section 6	Rule 4 Section 6	Out of Bounds	Quick restart as soon as player is ready. Officials do NOT wait for 5-yards to be established by defender. A "halo" 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. Officials shall ensure that no player is 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. Officials shall ensure that no player is 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. Officials shall ensure that no player is 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. Officials shall ensure that no player is within five yards of the player with the ball at the restart.	FALSE
54	Rule 4 Section 6	Rule 4 Section 13	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. Teams must still complete their clears following a live-ball timeout. Live-ball timeouts (i.e., by the offensive team) reset the clearing count (20-seconds if on defensive half or 10-seconds if on offensive half), per NFHS Rule 4.13 SITUATION A.	No. Teams must still complete their clears following a live-ball timeout. Live-ball timeouts (i.e., by the offensive team) reset the clearing count (20-seconds if on defensive half or 10-seconds if on offensive half), per NFHS Rule 4.13 SITUATION A.	Not applicable. Advance-the-ball counts are not used at this level.	Not applicable. Advance-the-ball counts are not used at this level.	FALSE

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55	Rule 4 Section 8	Rule 4 Section 22	Restart position on defense	Restarts are allowed inside of one's own defensive area (including one's own crease circle).	Restarts are allowed inside of one's own defensive area (including one's own crease circle).	Restarts are allowed inside of one's own defensive area (including one's own crease circle).	Restarts are allowed inside of one's own defensive area (including one's own crease circle).	Restarts are allowed inside of one's own defensive area (including one's own crease circle).	TRUE
56	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. Exception: when goalkeeper is within his own crease, award ball to defense.	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. Exception: when goalkeeper is within his own crease, award ball to defense.	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. Exception: when goalkeeper is within his own crease, award ball to defense.	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. Exception: when goalkeeper is within his own crease, award ball to defense.	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. Exception: when goalkeeper is within his own crease, award ball to defense.	TRUE
57	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 area), AND: a. It has more than six players in its attack half of the field (between the centerline and the end line) including players in the penalty area, OR b. It has more than seven players in its defensive half of the field (between the centerline and the end line) including players in the penalty area. "COUNT FORWARD AND INCLUDE PLAYERS IN THE PENALTY AREA)" 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 area), AND: a. It has more than six players in its attack half of the field (between the centerline and the end line) including players in the penalty area, OR b. It has more than seven players in its defensive half of the field (between the centerline and the end line) including players in the penalty area. "COUNT FORWARD AND INCLUDE PLAYERS IN THE PENALTY AREA)" 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 area), AND: a. It has more than six players in its attack half of the field (between the centerline and the end line) including players in the penalty area, OR b. It has more than seven players in its defensive half of the field (between the centerline and the end line) including players in the penalty area. "COUNT FORWARD AND INCLUDE PLAYERS IN THE PENALTY AREA)" 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 area), AND: a. It has more than five players in its attack half of the field (between the centerline and the end line) including players in the penalty area, OR b. It has more than six players in its defensive half of the field (between the centerline and the end line) including players in the penalty area. "COUNT FORWARD AND INCLUDE MEN IN THE PENALTY AREA)" NOTE: There is "no free clear for offside."	Not used.	FALSE
58	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.	Goal counts as long as it does not deflect off of an offensive player prior to entry.	Goal counts as long as it does not deflect off of an offensive player prior to entry.	Goal counts as long as it does not deflect off of an offensive player prior to entry.	Goal counts as long as it does not deflect off of an offensive player prior to entry.	TRUE
59	Rule 4 Section 15	Rule 4 Section 13 & 14	Advancing the Ball	30-second counts will be used.	20-second defensive count (break plane of center line; ball can be either loose or possessed). 10-second offensive count (touch into attack box).	20-second defensive count (break plane of center line; ball can be either loose or possessed). 10-second offensive count (touch into attack box).	Not used.	Not used.	FALSE
60	Rule 4 Section 15	Rule 4 Section 15	Body Checking	Body checks permitted within five yards of the ball.	Body checks permitted within three yards of the ball.	Body checks permitted within three yards of the ball.	No body checks at this level.	No body checks at this level.	FALSE
61	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 (from above GLE) and hit goal pipe or the goalkeeper to avoid a shot clock violation.	"Get It In" and "Keep it in" applies during last two minutes for the team that is 1-4 goals ahead. Does not apply when score is tied or when one team has a 5+ goal load.	"Get It In" and "Keep it in" applies during last two minutes for the team that is 1-4 goals ahead. Does not apply when score is tied or when one team has a 5+ goal load.	Does not apply.	Does not apply.	FALSE
62	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.	The clearing counts are affected by any play-on (but NOT a flag-down). A subsequent loose ball picked up by the same clearing team starts a fresh 20 -second defensive clearing count.	The clearing counts are affected by any play-on (but NOT a flag-down). A subsequent loose ball picked up by the same clearing team starts a fresh 20 -second defensive clearing count.	Not used.	Not used.	FALSE
63	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.	The clearing counts are affected by any play-on (but NOT a flag-down). A subsequent loose ball picked up by the same clearing team starts a fresh 10 -second offensive clearing count.	The clearing counts are affected by any play-on (but NOT a flag-down). A subsequent loose ball picked up by the same clearing team starts a fresh 10 -second offensive clearing count.	Not used.	Not used.	FALSE

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64	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
65	Rule 4 Section 18	Rule 4 Section 16	Checking with Crosse	To be legal, checking an opponent's crosse must be delivered by a player who has both hands on his own crosse. Checks must be made to players in possession of the ball, within 5 yards of a loose ball, or to a player within five yards of a ball in flight.	To be legal, checking an opponent's crosse must be delivered by a player who has both hands on his own crosse. Checks must be made to players in possession of the ball, within 3 yards of a loose ball, or to a player within three yards of a ball in flight.	In all cases, stick checks must be made with two hands on the crosse and to the crosse of an opponent or the opponent's gloved hand on the crosse. An opponent must be in possession of the ball or within 3 yards of a loose ball. Only checks with the crosse, as listed below, are legal: (a) Lift the bottom hand or the head of the stick, whichever is below the chest area. (b) Poke the bottom hand or the head of the stick, whichever is below the chest area. (c) Downward check initiated from below both players' shoulders.	In all cases, stick checks must be made with two hands on the crosse and to the crosse of an opponent or the opponent's gloved hand on the crosse. An opponent must be in possession of the ball or within 3 yards of a loose ball. Only checks with the crosse, as listed below, are legal: (a) Lift the bottom hand or the head of the stick, whichever is below the chest area. (b) Poke the bottom hand or the head of the stick, whichever is below the chest area. (c) Downward check initiated from below both players' shoulders.	In all cases, stick checks must be made with two hands on the crosse and to the crosse of an opponent or the opponent's gloved hand on the crosse. An opponent must be in possession of the ball or within 3 yards of a loose ball. Only checks with the crosse, as listed below, are legal: (a) Lift the bottom hand or the head of the stick, whichever is below the chest area. (b) Poke the bottom hand or the head of the stick, whichever is below the chest area. (c) Downward check initiated from below both players' shoulders.	FALSE
66	Rule 4 Section 20	Rule 4 Section 22	Goalkeeper time to get back to his crease	No time is granted for the goalkeeper 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.	Not applicable. Goalkeepers are not used at this level.	FALSE
67	Rule 4 Section 21	Rule 4.18.1 Situation 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
68	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
69	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
70	Rule 4 Section 23 & 24	Rule 4 Section 21	Player substitution	Allowable during live-ball or dead-ball.	Allowable during live-ball or dead-ball.	Allowable during live-ball or dead-ball.	Allowable during live-ball or dead-ball.	Allowable during live-ball or dead-ball.	TRUE
71	Rule 4 Section 25	Rule 4 Section 23	Teams switch sides	After each quarter or overtime period.	After each quarter or overtime period.	After each quarter or overtime period.	After each quarter.	At halttime only.	FALSE

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72	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
73	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, live-ball timeouts can be called only by the team in possession inside its own offensive area (i.e., across the attacking team's 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, live-ball timeouts can be called anywhere on the field, but 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, live-ball timeouts can be called anywhere on the field, but 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, live-ball timeouts can be called anywhere on the field, but only by the team with possession of the ball.	Not applicable. Timeouts are not used at this level.	FALSE
74	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.	Either team may call timeout during any dead-ball situation.	Either team may call timeout during any dead-ball situation.	Either team may call timeout during any dead-ball situation.	Not applicable. Timeouts are not used at this level.	FALSE
75	Rule 4 Section 27	Rule 4 Section 25	Timeouts and their duration	Two nonconsecutive 2-minute timeouts per team each half. One per team per each overtime period.	Two nonconsecutive 2-minute timeouts per team each half. One per team per each overtime period.	Two nonconsecutive 2-minute timeouts per team each half. One per team per each overtime period.	One 30-second timeout per team each half.	There are no team timeouts permitted and the clock shall only stop in the event of injury or at the official's discretion.	FALSE
76	Rule 4 Section 27	Rule 4 Section 26, Rule 7 Section 3	Restart location after an end-line timeout	Restart at spot (unless penalty; then restart outside the attack area).	Restart at spot (unless penalty; then restart outside the attack area).	Restart at spot (unless penalty; then restart outside the attack area).	Restart at spot (unless penalty; then restart outside the attack area).	Restart at spot (unless penalty; then restart outside the attack area).	TRUE
77	Rule 4 Section 28 & 30	Rule 4 Section 27	Illegal Equipment	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.	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.	TRUE
78	Rule 4 Section 28 & 30	Rule 4 Section 27	Requested EQUIPMENT inspections (must be requested by the head coach during a dead-ball)	COACHES' REQUESTED STICK OR EQUIPMENT INSPECTIONS ARE ALWAYS CONDUCTED ON THE FULL EQUIPMENT: Once the game has commenced, only a head coach may request inspection of any specific player (by jersey #) on the opposing team. Full equipment inspection is conducted. One player per team may be inspected during the dead-ball situation. Violations penalized. First failed inspection = no further action. Second or more failed inspection requested by that team = either a loss of a timeout (if any remaining) or else a technical foul (if no time-outs remaining).	COACHES' REQUESTED STICK OR EQUIPMENT INSPECTIONS ARE ALWAYS CONDUCTED ON THE FULL EQUIPMENT: Once the game has commenced, only a head coach may request inspection of any specific player (by jersey #) on the opposing team. Full equipment inspection is conducted. One player per team may be inspected during the dead-ball situation. Violations penalized. First failed inspection = no further action. Second or more failed inspection requested by that team = either a loss of a timeout (if any remaining) or else a technical foul (if no time-outs remaining).	COACHES' REQUESTED STICK OR EQUIPMENT INSPECTIONS ARE ALWAYS CONDUCTED ON THE FULL EQUIPMENT: Once the game has commenced, only a head coach may request inspection of any specific player (by jersey #) on the opposing team. Full equipment inspection is conducted. One player per team may be inspected during the dead-ball situation. Violations penalized. First failed inspection = no further action. Second or more failed inspection requested by that team = either a loss of a timeout (if any remaining) or else a technical foul (if no time-outs remaining).	COACHES' REQUESTED STICK OR EQUIPMENT INSPECTIONS ARE ALWAYS CONDUCTED ON THE FULL EQUIPMENT: Once the game has commenced, only a head coach may request inspection of any specific player (by jersey #) on the opposing team. Full equipment inspection is conducted. One player per team may be inspected during the dead-ball situation. Violations penalized. First failed inspection = no further action. Second or more failed inspection requested by that team = either a loss of a timeout (if any remaining) or else a technical foul (if no time-outs remaining).	COACHES' REQUESTED STICK OR EQUIPMENT INSPECTIONS ARE ALWAYS CONDUCTED ON THE FULL EQUIPMENT: Once the game has commenced, only a head coach may request inspection of any specific player (by jersey #) on the opposing team. Full equipment inspection is conducted. One player per team may be inspected during the dead-ball situation. Violations penalized. First failed inspection = no further action. Second or more failed inspection requested by that team = either a loss of a timeout (if any remaining) or else a technical foul (if no time-outs remaining).	TRUE
79	Rule 4 Section 29	Rule 4 Section 27	Random STICK/EQUIPMENT inspections (conducted randomly each half by officials during a dead-ball)	RANDOM INSPECTIONS ARE CONDUCTED ON THE CROSSE ONLY. Only the crosse is inspected during an official's random "stick check." Done during dead-ball situations. Violations penalized.	RANDOM INSPECTIONS ARE CONDUCTED ON THE FULL EQUIPMENT: Each half, officials shall conduct at least one random inspection of a player's equipment per team during dead-ball situations. Violations penalized. Officials shall select players whom they suspect may be using illegal equipment , who are involved in the scoring , or who frequently are involved in ball-handling situations. The player need not be on the field in order to have his equipment inspected. Players or coaches may not attempt to influence the officials decision to which player's equipment shall be inspected. The official shall inspect all of the player's equipment.	RANDOM INSPECTIONS ARE CONDUCTED ON THE FULL EQUIPMENT: Each half, officials shall conduct at least one random inspection of a player's equipment per team during dead-ball situations. Violations penalized. Officials shall select players whom they suspect may be using illegal equipment , who are involved in the scoring , or who frequently are involved in ball-handling situations. The player need not be on the field in order to have his equipment inspected. Players or coaches may not attempt to influence the officials decision to which player's equipment shall be inspected. The official shall inspect all of the player's equipment.	RANDOM INSPECTIONS ARE CONDUCTED ON THE FULL EQUIPMENT: Each half, officials shall conduct at least one random inspection of a player's equipment per team during dead-ball situations. Violations penalized. Officials shall select players whom they suspect may be using illegal equipment , who are involved in the scoring , or who frequently are involved in ball-handling situations. The player need not be on the field in order to have his equipment inspected. Players or coaches may not attempt to influence the officials decision to which player's equipment shall be inspected. The official shall inspect all of the player's equipment.	RANDOM INSPECTIONS ARE CONDUCTED ON THE FULL EQUIPMENT: Each half, officials shall conduct at least one random inspection of a player's equipment per team during dead-ball situations. Violations penalized. Officials shall select players whom they suspect may be using illegal equipment , who are involved in the scoring , or who frequently are involved in ball-handling situations. The player need not be on the field in order to have his equipment inspected. Players or coaches may not attempt to influence the officials decision to which player's equipment shall be inspected. The official shall inspect all of the player's equipment.	FALSE

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80	Rule 5 Section 3	Rule 5 Section 4	Checks Involving a Defenseless Player or to the Head or Neck (assumes not "intentional" targeting)	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.	The penalty for personal fouls Rule 5-3 ("ILLEGAL BODY CHECKS TO A DEFENSELESS PLAYER") and Rule 5-4 ("CHECKS INVOLVING THE HEAD/NECK ") are automatically 2- or 3-minute nonreleasable fouls. Note: The penalty for an exceptionally violent personal foul may be expulsion.	The penalty for personal fouls Rule 5-3 ("ILLEGAL BODY CHECKS TO A DEFENSELESS PLAYER") and Rule 5-4 ("CHECKS INVOLVING THE HEAD/NECK ") are automatically 2- or 3-minute nonreleasable fouls. Note: The penalty for an exceptionally violent personal foul may be expulsion.	The penalty for personal fouls Rule 5-3 ("ILLEGAL BODY CHECKS TO A DEFENSELESS PLAYER") and Rule 5-4 ("CHECKS INVOLVING THE HEAD/NECK ") are automatically 2- or 3-minute nonreleasable fouls. Note: The penalty for an exceptionally violent personal foul may be expulsion.	The penalty for personal fouls Rule 5-3 ("ILLEGAL BODY CHECKS TO A DEFENSELESS PLAYER") and Rule 5-4 ("CHECKS INVOLVING THE HEAD/NECK ") are automatically 2- or 3-minute nonreleasable fouls. Note: The penalty for an exceptionally violent personal foul may be expulsion.	FALSE
81	Rule 5 Section 3	Rule 5 Section 5	Intentional "Targeting" (Automatic ejection in youth games) of the Head/Neck or a Defenseless Player	1, 2, or 3 minutes nonreleasable penalty. Excessive violation of this rule may result in an ejection from the game.	A player shall not initiate targeting, which is intentionally taking aim at the head/neck of an opponent for the purpose of making violent contact. This could include a check with the crown of the helmet (spearing) that targets the head or neck of an opponent. A player shall not initiate targeting that intentionally takes aim at a player in a defenseless position. The penalty for Rule 5-5 (" TARGETING ") is an automatic 3-minute nonreleasable foul with an ejection .	A player shall not initiate targeting, which is intentionally taking aim at the head/neck of an opponent for the purpose of making violent contact. This could include a check with the crown of the helmet (spearing) that targets the head or neck of an opponent. A player shall not initiate targeting that intentionally takes aim at a player in a defenseless position. The penalty for Rule 5-5 (" TARGETING ") is an automatic 3-minute nonreleasable foul with an ejection .	A player shall not initiate targeting, which is intentionally taking aim at the head/neck of an opponent for the purpose of making violent contact. This could include a check with the crown of the helmet (spearing) that targets the head or neck of an opponent. A player shall not initiate targeting that intentionally takes aim at a player in a defenseless position. The penalty for Rule 5-5 (" TARGETING ") is an automatic 3-minute nonreleasable foul with an ejection .	A player shall not initiate targeting, which is intentionally taking aim at the head/neck of an opponent for the purpose of making violent contact. This could include a check with the crown of the helmet (spearing) that targets the head or neck of an opponent. A player shall not initiate targeting that intentionally takes aim at a player in a defenseless position. The penalty for Rule 5-5 (" TARGETING ") is an automatic 3-minute nonreleasable foul with an ejection .	FALSE
82	Rule 5 Section 4	Rule 5 Section 10	Unsportsmanlike Conduct	Arguing with the official (maligning), threatening or obscene language/gestures, taunting, baiting, playing the ball with hands or fingers on a faceoff, call undue attention to oneself, or commit any other act considered unsportsmanlike by the officials.	Arguing with the official (maligning), threatening or obscene language/gestures, taunting, baiting, playing the ball with hands or fingers on a faceoff, call undue attention to oneself, or commit any other act considered unsportsmanlike by the officials.	Arguing with the official (maligning), threatening or obscene language/gestures, taunting, baiting, playing the ball with hands or fingers on a faceoff, call undue attention to oneself, or commit any other act considered unsportsmanlike by the officials.	Arguing with the official (maligning), threatening or obscene language/gestures, taunting, baiting, playing the ball with hands or fingers on a faceoff, call undue attention to oneself, or commit any other act considered unsportsmanlike by the officials.	Arguing with the official (maligning), threatening or obscene language/gestures, taunting, baiting, playing the ball with hands or fingers on a faceoff, call undue attention to oneself, or commit any other act considered unsportsmanlike by the officials.	TRUE
83	Rule 5 Section 5	Rule 5 Section 4	Take-out Checks (2-3 minutes nonreleasable in youth games)	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
84	Rule 5 Section 5	Rule 5 Section 4	Checks against a defenseless player (if not considered "Intentional Targeting" of a defenseless player)	No mention in NCAA rules. However, THSLL wants officials to address this. For THSLL safety and sportsmanship reasons, the THSLL 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 THSLL 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 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. PENALTY: Penalty for violation of Article 5 is a two- or three-minute, nonreleasable foul, at the official's discretion. An excessively violent violation of this rule may result in an ejection.	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 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. PENALTY: Penalty for violation of Article 5 is a two- or three-minute, nonreleasable foul, at the official's discretion. An excessively violent violation of this rule may result in an ejection.	Body checking is not allowed.	Body checking is not allowed.	FALSE

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85	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
86	Rule 5 Section 5.d (A.R. 9)	Rule 5 Section 9	Late Hit (Unnecessary Roughness)	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.	Unnecessary roughness if the body check is late. Note that a late hit is not a violation of the Illegal Body Check rule, which means that a late hit = unnecessary roughness, which is a nonreleasable penalty since all unnecessary roughness is nonreleasable at the youth level.	Unnecessary roughness if the body check is late. Note that a late hit is not a violation of the Illegal Body Check rule, which means that a late hit = unnecessary roughness, which is a nonreleasable penalty since all unnecessary roughness is nonreleasable at the youth level.	Body checking is not allowed.	Body checking is not allowed.	FALSE
87	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.	(1) Body-checking of an opponent who is not in possession of the ball or within three yards of a loose ball; (2) Body-checking of an opponent from the rear, at or below the waist, or above the shoulders; (3) Body-checking of an opponent who has any part of his body other than his feet on the ground; (4) A body check that targets a player in a defenseless position. This includes but is not limited to: (A) body checking a player from his "blind side"; (B) body checking a player who has his head down in an attempt to play a loose ball; and (C) 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; or (5) An Excessive Body-Check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground. (Note: If a player who is about to be body-checked turns his back, jumps or moves in such a manner to make what started out to be a legal check appear illegal, no foul is committed by the player applying the body-check.)	(1) Body-checking of an opponent who is not in possession of the ball or within three yards of a loose ball; (2) Body-checking of an opponent from the rear, at or below the waist, or above the shoulders; (3) Body-checking of an opponent who has any part of his body other than his feet on the ground; (4) A body check that targets a player in a defenseless position. This includes but is not limited to: (A) body checking a player from his "blind side"; (B) body checking a player who has his head down in an attempt to play a loose ball; and (C) 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; or (5) An Excessive Body-Check in which the player lowers his head or shoulder with the force and intent to put the other player on the ground. (Note: If a player who is about to be body-checked turns his back, jumps or moves in such a manner to make what started out to be a legal check appear illegal, no foul is committed by the player applying the body-check.)	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
88	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

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89	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-handed stick checks are NOT allowed. 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-handed stick checks are NOT allowed. 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-handed stick checks are NOT allowed. 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-handed stick checks are NOT allowed. One-hand stick checks are considered slashing, even if the swing misses.	FALSE
90	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
91	Rule 5 Section 9	Rule 5 Section 5	Illegal Crosse	A crosse found illegal due to a deep pocket will carry a 1-minute nonreleasable foul. All other crosse violations for nonconformance will result in a 3-minute nonreleasable penalty and the stick will be disqualified for the rest of the game. Missing end cap or >2" hanging strings are not penalized but the condition must be corrected prior to use.	A crosse found illegal due to a deep pocket will carry a 1-minute nonreleasable foul. All other crosse violations for nonconformance will result in a 3-minute nonreleasable penalty and the stick will be disqualified for the rest of the game. Missing end cap or >2" hanging strings are not penalized but the condition must be corrected prior to use.	A crosse found illegal due to a deep pocket will carry a 1-minute nonreleasable foul. All other crosse violations for nonconformance will result in a 3-minute nonreleasable penalty and the stick will be disqualified for the rest of the game. Missing end cap or >2" hanging strings are not penalized but the condition must be corrected prior to use.	A crosse found illegal due to a deep pocket will carry a 1-minute nonreleasable foul. All other crosse violations for nonconformance will result in a 3-minute nonreleasable penalty and the stick will be disqualified for the rest of the game. Missing end cap or >2" hanging strings are not penalized but the condition must be corrected prior to use.	A crosse found illegal due to a deep pocket will carry a 1-minute nonreleasable foul. All other crosse violations for nonconformance will result in a 3-minute nonreleasable penalty and the stick will be disqualified for the rest of the game. Missing end cap or >2" hanging strings are not penalized but the condition must be corrected prior to use.	TRUE
92	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
93	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
94	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 3 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. A player who accumulates five minutes of personal fouls has fouled out of the game but has NOT been ejected/expelled (i.e., suspended next game).	Any player who accumulates 3 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. A player who accumulates five minutes of personal fouls has fouled out of the game but has NOT been ejected/expelled (i.e., suspended next game).	Any player who accumulates 3 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. A player who accumulates five minutes of personal fouls has fouled out of the game but has NOT been ejected/expelled (i.e., suspended next game).	Any player who accumulates 3 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. A player who accumulates five minutes of personal fouls has fouled out of the game but has NOT been ejected/expelled (i.e., suspended next game).	FALSE

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95	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.	A player, substitute, coach, non-playing member of a team or anyone officially connected with the team shall be ejected for: (1) Deliberately striking or attempting to strike anyone or leaving the bench area during an altercation; (2) Use of tobacco or smokeless tobacco; (3) Second nonreleasable, unsportsmanlike foul; or (4) Any action deemed by the officials to be flagrant misconduct. NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances including on the basis of race, religion, gender, or national origin. PENALTY: 3-minute nonreleasable (if a PLAYER) or 1-minute nonreleasable (if a COACH) and ejection for the remainder of the game. The ejected coach shall be removed from the premises (bench and field area). The ejected player, substitute or non-playing team member 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.	A player, substitute, coach, non-playing member of a team or anyone officially connected with the team shall be ejected for: (1) Deliberately striking or attempting to strike anyone or leaving the bench area during an altercation; (2) Use of tobacco or smokeless tobacco; (3) Second nonreleasable, unsportsmanlike foul; or (4) Any action deemed by the officials to be flagrant misconduct. NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances including on the basis of race, religion, gender, or national origin. PENALTY: 3-minute nonreleasable (if a PLAYER) or 1-minute nonreleasable (if a COACH) and ejection for the remainder of the game. The ejected coach shall be removed from the premises (bench and field area). The ejected player, substitute or non-playing team member 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.	A player, substitute, coach, non-playing member of a team or anyone officially connected with the team shall be ejected for: (1) Deliberately striking or attempting to strike anyone or leaving the bench area during an altercation; (2) Use of tobacco or smokeless tobacco; (3) Second nonreleasable, unsportsmanlike foul; or (4) Any action deemed by the officials to be flagrant misconduct. NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances including on the basis of race, religion, gender, or national origin. PENALTY: 3-minute nonreleasable (if a PLAYER) or 1-minute nonreleasable (if a COACH) and ejection for the remainder of the game. The ejected coach shall be removed from the premises (bench and field area). The ejected player, substitute or non-playing team member 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.	A player, substitute, coach, non-playing member of a team or anyone officially connected with the team shall be ejected for: (1) Deliberately striking or attempting to strike anyone or leaving the bench area during an altercation; (2) Use of tobacco or smokeless tobacco; (3) Second nonreleasable, unsportsmanlike foul; or (4) Any action deemed by the officials to be flagrant misconduct. NOTE: The NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances including on the basis of race, religion, gender, or national origin. PENALTY: 3-minute nonreleasable (if a PLAYER) or 1-minute nonreleasable (if a COACH) and ejection for the remainder of the game. The ejected coach shall be removed from the premises (bench and field area). The ejected player, substitute or non-playing team member 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.	FALSE
96	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 faceoff. 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 five 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 faceoff. 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 faceoff. 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 faceoff. 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 faceoff. 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.	FALSE
97	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 inside heels of the 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 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 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.	FALSE
98	Rule 6 Section 6	Rule 4.24.1, 4.24.6, 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 the offense. 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.	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 the offense. 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.	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 the offense. 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.	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 the offense. 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.	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 the offense. 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.	TRUE

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99	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
100	Rule 6 Section 6.b.1	Rule 6 Section 5.b.1	Throwing the crosse at the ball, another player, or something else	A player shall not throw his crosse: (1.) Throwing the crosse at the ball or at another player is a personal foul and shall be deemed "Unsportsmanlike Conduct." (2.) Otherwise, if the crosse is thrown at something other than the ball or another player , then the infraction would be a technical foul for "Illegal Procedure."	A player shall not throw his crosse under any circumstances. The infraction is a technical foul for "Illegal Procedure."	A player shall not throw his crosse under any circumstances. The infraction is a technical foul for "Illegal Procedure."	A player shall not throw his crosse under any circumstances. The infraction is a technical foul for "Illegal Procedure."	A player shall not throw his crosse under any circumstances. The infraction is a technical foul for "Illegal Procedure."	FALSE
101	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
102	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
103	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 goalkeeper, or during halftime. Arguing with officials (non-maligning).	(1) A coach shall not enter the field of play without the permission of an official, except to attend to an injured player, to warm up a goalkeeper, or during halftime. (2) During play, the coaches' area is restricted to coaches. All other personnel shall stay outside the coaches' area. (3) A player, coach, athletic trainer, or other person officially connected with a team shall not: (a) Use artificial audio enhancement aids (e.g., electronic devices, megaphones) in communicating with players on the field; (b) Object [non-maligning] by arguing or gesturing to a decision by an official, timekeeper, or scorekeeper; or (c) Commit any act considered misconduct by an official.	(1) A coach shall not enter the field of play without the permission of an official, except to attend to an injured player, to warm up a goalkeeper, or during halftime. (2) During play, the coaches' area is restricted to coaches. All other personnel shall stay outside the coaches' area. (3) A player, coach, athletic trainer, or other person officially connected with a team shall not: (a) Use artificial audio enhancement aids (e.g., electronic devices, megaphones) in communicating with players on the field; (b) Object [non-maligning] by arguing or gesturing to a decision by an official, timekeeper, or scorekeeper; or (c) Commit any act considered misconduct by an official.	(1) A coach shall not enter the field of play without the permission of an official, except to attend to an injured player, to warm up a goalkeeper, or during halftime. (2) During play, the coaches' area is restricted to coaches. All other personnel shall stay outside the coaches' area. (3) A player, coach, athletic trainer, or other person officially connected with a team shall not: (a) Use artificial audio enhancement aids (e.g., electronic devices, megaphones) in communicating with players on the field; (b) Object [non-maligning] by arguing or gesturing to a decision by an official, timekeeper, or scorekeeper; or (c) Commit any act considered misconduct by an official.	(1) A coach shall not enter the field of play without the permission of an official, except to attend to an injured player, to warm up a goalkeeper, or during halftime. (2) During play, the coaches' area is restricted to coaches. All other personnel shall stay outside the coaches' area. (3) A player, coach, athletic trainer, or other person officially connected with a team shall not: (a) Use artificial audio enhancement aids (e.g., electronic devices, megaphones) in communicating with players on the field; (b) Object [non-maligning] by arguing or gesturing to a decision by an official, timekeeper, or scorekeeper; or (c) Commit any act considered misconduct by an official.	FALSE
104	Rule 6 Section 7	Rule 6 Section 6 (of NFHS Rule) Rule 2 Section 3 (of US Lax Youth Rule)	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 2U level, coaches will officiate the game. Thus, extra coaches are 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 coaches to coach the other team's players. Coaches are encouraged to stay wide and not get in the way of players or the action.	FALSE
105	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 8 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 5 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

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106	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
107	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
108	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
109	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.	(1) It shall be the responsibility of the team in possession to attack the goal. 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. The stalling warning remains in effect until: a goal is scored; a shot hits the goal pipes, the goalkeeper, or his equipment; the defensive team gains possession of the ball; or the quarter ends, resulting in a faceoff. After the team has been warned, stalling shall be called if the ball leaves the goal area in any manner other than as a result of a shot-on-goal or a touch by the defensive team. (2) During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead by 4 goals or less, but when the score differential is 5 goals or more, neither team is forced to keep the ball in the goal area in the last two minutes of regulation.	(1) It shall be the responsibility of the team in possession to attack the goal. 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. The stalling warning remains in effect until: a goal is scored; a shot hits the goal pipes, the goalkeeper, or his equipment; the defensive team gains possession of the ball; or the quarter ends, resulting in a faceoff. After the team has been warned, stalling shall be called if the ball leaves the goal area in any manner other than as a result of a shot-on-goal or a touch by the defensive team. (2) During the last two minutes of regulation play, stalling rules are in effect for the team that is ahead by 4 goals or less, but when the score differential is 5 goals or more, neither team is forced to keep the ball in the goal area in the last two minutes of regulation.	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
110	Rule 6 Section 12	Rule 6 Section 11	Warding Off	A player in possession of the ball may 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 an opponent. A player in possession of the ball may protect his crosse with his hand, arm or other part of his body when his opponent makes a play to check his crosse. EXCEPTION: New warding guidance issued in 2018 allows the bull dodge as long as both hands remain on the ball carrier's crosse. However, a bull-dodger can still be called for a personal foul (e.g., spearing, targeting head/neck, illegal body check, unnecessary roughness)	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. It is illegal for the offensive player to ward off his opponent to create separation, but it is legal for the ball carrier with two hands on his crosse to contact the crosse of his opponent using his arm (i.e., "Stick = Good; Body = Bad").	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. It is illegal for the offensive player to ward off his opponent to create separation, but it is legal for the ball carrier with two hands on his crosse to contact the crosse of his opponent using his arm (i.e., "Stick = Good; Body = Bad").	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. It is illegal for the offensive player to ward off his opponent to create separation, but it is legal for the ball carrier with two hands on his crosse to contact the crosse of his opponent using his arm (i.e., "Stick = Good; Body = Bad").	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. It is illegal for the offensive player to ward off his opponent to create separation, but it is legal for the ball carrier with two hands on his crosse to contact the crosse of his opponent using his arm (i.e., "Stick = Good; Body = Bad").	FALSE
111	Rule 6 Section 13	Rule 6 Section 12	Picking up ball using back of crosse (except during faceoffs and one-step maximum)	Except during faceoffs, picking up the ball with the back of the crosse is withholding.	Except during faceoffs, picking up the ball with the back of the crosse is withholding.	Except during faceoffs, picking up the ball with the back of the crosse is withholding.	Except during faceoffs, picking up the ball with the back of the crosse is withholding.	Except during faceoffs, picking up the ball with the back of the crosse is withholding but the officials have discretion at this level.	FALSE

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3	NCAA	NFHS + USLax	Description	High School (NCAA Rules with THSL Rules Waivers)	7th and 8th (USLax Youth Rules with GHYLA Rules Waivers)	5th and 6th (USLax Youth Rules with GHYLA Rules Waivers)	4U (USLax Youth Rules with GHYLA Rules Waivers)	2U (USLax Youth Rules with GHYLA Rules Waivers)	All rules same?
112	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, or withhold the ball from play in any other manner. A player, players or team shall not deliberately withhold the ball from play. Repeated actions of this nature shall be ruled unsportsmanlike conduct.	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, or withhold the ball from play in any other manner. A player, players or team shall not deliberately withhold the ball from play. Repeated actions of this nature shall be ruled unsportsmanlike conduct.	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, or withhold the ball from play in any other manner. A player, players or team shall not deliberately withhold the ball from play. Repeated actions of this nature shall be ruled unsportsmanlike conduct.	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, or withhold the ball from play in any other manner. A player, players or team shall not deliberately withhold the ball from play. Repeated actions of this nature shall be ruled unsportsmanlike conduct.	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, or withhold the ball from play in any other manner. A player, players or team shall not deliberately withhold the ball from play. Repeated actions of this nature shall be ruled unsportsmanlike conduct.	TRUE
113	Rule 7 Section 8 & 9	Rule 7 Section 8 & 9	Slow-Whistle Technique	Play is only whistled dead when ball goes out of bounds, change of possession, score, attacking team foul, player loses required equipment in a scrimmage area, injury in a scrimmage area, attacking team timeout, or period ends.	Play is only whistled dead when ball goes out of bounds, change of possession, score, serious injury, player loses required equipment in a scrimmage area, foul by attacking team, ball exits attack box, ball hits the ground (not on a bounce-shot), defensive foul is committed during last two minutes of regulation play with the team that is ahead (unless a scoring play is imminent), shot hits goalkeeper, goalposts, or crossbar, or the [shot] ball is touched by any player of either team other than the defending goalkeeper or an official, 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, serious injury, player loses required equipment in a scrimmage area, foul by attacking team, ball exits attack box, ball hits the ground (not on a bounce-shot), defensive foul is committed during last two minutes of regulation play with the team that is ahead (unless a scoring play is imminent), shot hits goalkeeper, goalposts, or crossbar, or the [shot] ball is touched by any player of either team other than the defending goalkeeper or an official, 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, serious injury, player loses required equipment in a scrimmage area, foul by attacking team, ball exits attack box, ball hits the ground (not on a bounce-shot), defensive foul is committed during last two minutes of regulation play with the team that is ahead (unless a scoring play is imminent), shot hits goalkeeper, goalposts, or crossbar, or the [shot] ball is touched by any player of either team other than the defending goalkeeper or an official, 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, serious injury, player loses required equipment in a scrimmage area, foul by attacking team, ball exits attack box, ball hits the ground (not on a bounce-shot), defensive foul is committed during last two minutes of regulation play with the team that is ahead (unless a scoring play is imminent), shot hits goalkeeper, goalposts, or crossbar, or the [shot] ball is touched by any player of either team other than the defending goalkeeper or an official, or shot is taken that does not result in a goal.	FALSE
114	Rule 7 Section 8 & 9	Rule 7 Section 8 & 9	Shot during a slow whistle	Play continues for the "free play" during the slow-whistle. During a slow whistle or flag-down, a failed back-pass to one's own goalkeeper who misses and the ball goes into net is a NO GOAL.	Play continues for the "free play" during the slow-whistle. During a slow whistle or flag-down, a failed back-pass to one's own goalkeeper who misses and the ball goes into net is a NO GOAL.	Play continues for the "free play" during the slow-whistle. During a slow whistle or flag-down, a failed back-pass to one's own goalkeeper who misses and the ball goes into net is a NO GOAL.	Play continues for the "free play" during the slow-whistle. During a slow whistle or flag-down, a failed back-pass to one's own goalkeeper who misses and the ball goes into net is a NO GOAL.	Play continues for the "free play" during the slow-whistle. During a slow whistle or flag-down, a failed back-pass to one's own goalkeeper who misses and the ball goes into net is a NO GOAL.	TRUE
115	Rule 7 Section 10	Rule 4 Section 32	Blow whistle and award ball using Alternate Possession (A/P) for an extended loose-ball scrum	Not used.	Not used.	Not used for Playoff Eligible teams. For Non-playoff Eligible (NPE) teams, give players 7 seconds to scrum for a contested loose ball before blowing whistle and using A/P.	Not used for Playoff Eligible teams. For Non-playoff Eligible (NPE) teams, give players 7 seconds to scrum for a contested loose ball before blowing whistle and using A/P.	Give players 7 seconds to scrum for a contested loose ball before blowing whistle and using A/P.	FALSE