

Most Important NFHS vs. NCAA Rule Differences 2016

Procedures	NFHS	NCAA
Stick requirements	Refer to full list of rule differences	Refer to full list of rule differences
Mouth guard	Cover all upper or lower teeth; are 1:00 NR fouls	Cover all upper teeth; all violations are tech. fouls
Glove color	No mention	Non-GK players must wear same team color
Mercy rule	Running time in 2nd half if lead is 12 or more	None
Violation during face-off, after whistle but before possession	Possible play-on;	Avoid play-on
Face-off violation by Team B	No limit; could be releasable USC per NFHS 5-10-e	Limit of 2 per team per half
Goalie out of crease on stoppage	Goalie gets up to 5 seconds to return to crease	Immediate restart if other conditions are met
Defender is w/in 5 yards on restart	Player gets 5-count to move back or gets technical	Play restarts immediately. Defender must gain 5 yds.
Stoppage with ball in attack area	Restart outside attack area except for end line OOB or offensive technical	Quick restart for defense, moves out of box for offense or if there is a flag
Jewelry	Prohibited; 1:00 NR	Permitted unless deemed dangerous by officials
Player w/o required equip. other than crosse in scrimmage area	Stop play if player is in or enters scrimmage area. Ball awarded to team in possession or by AP (or to defense in alley for loose ball in crease)	Stop play. Technical foul to participate if ball is loose or player is from defense. For player from team in possession, no foul and team retains possession.
Stalling	"Get it in" and "Keep it in"	Thirty-second shot clock procedure
Stalling during penalty situations	Stall warnings may be issued if team in possession is man up or man down	The shot clock procedure is not used when there is an uneven penalty situation
Last 2:00 of 4th quarter	Automatic stall warning for team in lead; immediate whistle for second flag in some circumstances	No automatic warning; shot clock may be issued
Defensive clearing counts and offensive counts	Twenty seconds to cross midfield, then ball must enter the attack area within 10 seconds,	Thirty seconds after possession is gained to move the ball into the attack area
During timer subs, 20-sec. timer sounds; Team A has too many or too few players	Illegal procedure technical foul on Team A for too many or too few men on field	Illegal procedure for too many men; no mention of too few men
Second NR USC foul (same person)	Expulsion and 3:00 NR penalty	Usual penalty is assessed
Checks to the head and neck	Minimum 2:00 NR penalty	Minimum 1:00 NR penalty
Checking a defenseless player	Minimum 2:00 NR penalty	Could be 1:00-3:00 unnecessary roughness
Tape on head	Not allowed for anyone taking a face-off	Not allowed for anyone but the goalie
Loose-ball personal foul	Immediate whistle and flag in all situations	Immediate whistle/flag if no flag already down; FDSW if already a flag down (both fouls on defense)
Conduct foul	Includes "any act considered misconduct" or trying to "interrupt or confuse" opponent's play	These clauses are not present
End of flag down	Ball leaves attack area; ball touches ground (not on a shot); shot is completed; defense gains possession	Play continues until any of the usual conditions for stopping play occurs or the defense gains possession;
Flag down; loose-ball foul by defense	Impossible; whistle blows when ball touches ground	Additional flags; play continues
Flag down; pass enters own goal	No goal.	Goal and face-off
Challenging the application of a rule by head coach	Permitted; if appeal denied, coach is charged TO (or technical) and may use remainder of TO	No mention; can speak with officials only during halftime
Shot in flight when horn sounds	Goal cannot score	Goal can be scored in some circumstances
Timeouts	Live ball: can be called by offense anywhere on the field. Dead ball: either team can call.	Live ball: offense can call past restraining line. Dead ball: either team can call except on change of possession foul (then only offense).
Ball in back of head not on face-off	Illegal if stuck	Illegal in all circumstances