

# NFHS vs. NCAA Men's Lacrosse Rule Differences for 2012

## Contents

All known differences.....	1
Rule differences eliminated for 2011 and 2012.....	7
Most important rules differences.....	8

**Note:** Some sections revised since last year appear on a gray background.

## All Documented NFHS vs. NCAA Rule Differences for 2012

	Procedures	NFHS	NCAA
1	Failure to give 24 hr notice of event that could delay start of game or 2nd half	No mention	Illegal procedure
2	Forfeits (other than failure to supply a legally-equipped GK)	Procedures determined by state or local associations for pre-game issues; otherwise, see Rule 3-6	NCAA authority; score is 1-0. If team does not show up, a "no contest" is recorded
3	Electronic equipment used for coaching during game	Audiotape allowed; computer, film, television, and video prohibited	No mention
4	Phones and headsets	May be used by coaches but not players	Cannot use to communicate with field players
5	Artificial limbs	State associations may authorize (Rule 2-11 Art. 2)	No mention
6	Hearing instruments	State associations may authorize if medically prescribed and not dangerous	No mention
7	Meeting with officials during halftime	No mention	Permitted; each team must be allowed to have a representative present
8	Chief bench official	May be used	No mention
9	Sportsmanship	Officials address coaches/players before game	No mention
10	Player with signs, symptoms, or behaviors consistent with a concussion	Officials notify coaching staff, and team medical staff evaluates player. Coach must not allow player to return without clearance from an appropriate health-care professional but it is <b>not</b> the officials' duty to enforce (Situation 4.28.7)	Needs written clearance from an appropriate health-care professional return; seems to imply this is managed by team personnel and not the officials' responsibility
11	Cannons/explosive devices	No mention except that artificial noisemakers can't be used on opponent's half of the field	Prohibited within hearing distance of field
12	Procedure for harsh weather conditions	Additional officials' timeouts to allow players to cool off and get extra water	No mention
13	Lightning/thunder procedures	Clear field if you can hear thunder or see lightning; do not allow players to return until 30 minutes with no lightning or thunder	30-30 rule
14	Warm-up when replacing goalkeeper	Penalized or injured goalie: substitute is permitted 1:00 warm-up; otherwise must call TO	Timeout required to warm up; be "reasonably lenient" for time to switch gear to backup if needed
15	Expelled player	Adults leave premises. Minors leave premises with school official; otherwise confined to bench	Must leave premises
16	Coach in table area	Allowed during dead ball to get information from timer or scorer; no mention of crosse exchange	During live or dead ball to exchange a crosse with a player or a dead ball to talk with timer or scorer
17	Physician or trainer expelled	No mention	Rule 5, A.R. 32.
18	Suspension of expelled player for subsequent game(s)	Per league policy; official must notify assigner or notify player's school or league about expulsion	Mandatory
19	Jurisdiction ends	When officials leave field of play, but officials maintain administrative jurisdiction until all reports are completed (Rule 2-6 Art. 1 Note)	When the referee approves the score or leaves the field of play after the end of the game

	The Field	NFHS	NCAA
20	Field width	Field may be 53 1/3 to 60 yds wide (attack area must be 35 yds by 40 yds)	Variations in alterable dimensions must be agreed to in writing prior to game day
21	Line-marking material	Must be non-toxic and non-caustic	No mention
22	No spectator lines	No penalty	3:00 NR penalty plus possession
23	Center of field	Center X	Contrasting-color 4-inch square
24	Illegal field or goals	No penalty for field; 3:00 NR plus possession for illegal goals; illegal procedure if center line doesn't extend all the way across the field and through midfield logos (Rule 1-2 Art. 1)	3:00 NR penalty plus possession

	<b>The Ball</b>	<b>NFHS</b>	<b>NCAA</b>
25	Lime-green balls	Prohibited	Permitted
26	Legal balls	Must bear NFHS authenticating mark	No specific markings required
27	Ball color if coaches disagree	No mention	White balls will be used
28	Slightly textured ball	Permitted if they bear NFHS authenticating mark	Permitted if coaches agree

	<b>Uniform Regulations</b>	<b>NFHS</b>	<b>NCAA</b>
29	Jersey color/numbers	Must be solid color (plus very limited trim) with numbers at least 8" high on front and 12" on back	Numbers at least 10"/12" (front/back); need not be solid color
30	Jersey trademark	Limited to 2.25-inch square; can also have US flag and commemorative patch	No mention in rule book; teams must comply with NCAA regulations (but officials do not enforce)
31	Jersey colors conflict	Visiting team responsible, but officials may require that home team change	Home team must change colors
32	Visible compression shorts	Everyone on team must wear same solid color	Everyone must wear same solid color (white, gray, or team color)
33	Sweat pants	Everyone on team must wear same solid color	Everyone on team must wear same solid color (white, gray, or team color)
34	Uniform violations	One technical foul is assessed prior to the start of the game to cover all violations	Each time a player enters game with one or more uniform violations it constitutes one technical foul

	<b>The Crosse</b>	<b>NFHS</b>	<b>NCAA</b>
35	Crosse specifications	No changes	Extensive changes took effect in 2010; see rule book for details
36	Ball stop	Not required but one may be used	Not required but one may be used if no larger than 2" x 1.5" x 0.25"
37	Hole cut in mesh designed to snare ball during face-off	3:00 NR penalty	No mention; could be covered by NCAA Rule 1-18 Note 1
38	Multi-colored mesh	No mention	Illegal; 3:00 USC penalty for trying to mislead opponent with ball painted in mesh
39	Tape rings	Tape rings on shaft > 3.5" circumference and more than 3 inches from the butt end must be removed per 1/27/11 NFHS bulletin; by analogy with 1.8 Situation, USC if brought back into game uncorrected	No mention
40	Length of hanging strings	Limited to 6"	Limited to 2"

	<b>Personal Equipment</b>	<b>NFHS</b>	<b>NCAA</b>
41	Mouth guard	Must cover all upper <b>or</b> all lower teeth	Must cover all upper teeth
42	Hard substances (e.g., casts)	Must be covered with one-half-inch of high-density foam; knee and ankle braces need not be covered if unmodified. Note from doctor no longer required.	Officials' discretion
43	Helmets	Must be same color or colors; all decals issued by school	Everyone must wear helmets that are same dominant team color
44	Eye shield	Must be clear by rule; cannot be tinted even with medical approval. Must be molded and non-rigid. Penalty for violation: 1:00 NR per 1.9.2 Situation C	Must be clear (or tinted with medical approval)
45	Sunglasses	May be worn unless an eye shield is also worn	No mention, but likely enforced similarly
46	Glove color	No mention	Non-GK players must wear same team color
47	Shoulder pads	Not defined, but generally taken to mean a professionally-manufactured pad somewhere on the shoulder (and marketed as a lacrosse shoulder pad). Velcro portions are considered optional; pads may not be cut or otherwise altered.	Not defined, but generally taken to mean a professionally-manufactured pad somewhere on the shoulder (and marketed as a lacrosse shoulder pad). Pads may not be cut or altered. No mention of Velcro portions.

48	Football helmets and shoulder pads	Expressly prohibited by rule (1:00 NR penalty)	No mention, but football helmets are not NOCSAE-certified for lacrosse and football shoulder pads are not intended for lacrosse
49	Cleats	Extensive list of technical specifications	Cleats no longer than 0.5 inches

	Timing and Scoring	NFHS	NCAA
50	Timer/scorer at game site	No mention	Twenty minutes before the game
51	Required equipment for timer/scorer	Working horn; illegal procedure if not provided	Working horn, table, scorebook, and working clock; illegal procedure if not provided
52	Team roster in score book	Must be complete/correct before game starts; team is assessed one technical foul if players added later	No mention about when roster must be complete
53	Quarters	12 minutes stop time	15 minutes stop time
54	Variations in playing time	Not permitted (unless game is interrupted)	Shorter periods permitted if both teams agree
55	Mercy rule	Running time in 2nd half if lead is 12 or more	None
56	Interruption of game because of events beyond the control of game authorities	By agreement of head coaches and referee, game may be terminated or shortened (unless league rules apply)	Game will be continued unless the teams agree otherwise (or unless other league rules apply)

	Face-offs	NFHS	NCAA
57	Hearing-impaired player	Officials will make adjustments per Rule 4-3-5	No mention
58	Cadence on face-off	No mention in rules; varying cadence approved in 1/27/11 NFHS Bulletin	Officials will vary time from “set” to whistle by rule; mechanic is to delay 0.5–2.0 seconds
59	Violation during face-off, after whistle but before possession	Possible play-on; if ball is awarded it starts one step over center X	Possible play-on; if ball is awarded, it starts at the spot where the ball was or outside box
60	Wing-line violations on a face-off	Play-on (but ignore if there was a pre-whistle violation by one of the face-off men)	Immediate whistle (ignore if there was a pre-whistle violation by a f/o man); face-off man must sub out
61	Pre-whistle face-off violation	Offended team awarded possession just past mid-field	Offending team's face-off man must sub out; play begins immediately with offended team in possession
62	Face-off with 3+ players from one team serving penalties	Gloves of face-off midfielder may touch midfield line without him being offside	Gloves may not touch line on any face-off.
63	A1 intentionally uses hand or fingers off the crosse to grasp/direct ball on face-off	Not specifically addressed but could be construed as USC per NFHS rule 5-9	One-minute NR USC penalty
64	A1 grabs opponents crosse with open hand or fingers on face-off	Not specifically addressed but could be construed as USC per NFHS rule 5-9	One-minute NR USC penalty
65	A1 loses equipment on face-off in a scrimmage area	Stop play and re-face.	If A1 doesn't immediately take himself out of the play, award possession to Team B.

	General Game Play	NFHS	NCAA
66	Section describing when a player is in or out of a specific area	None; some situations explained in various parts of the rule book	Covered in Rule 4-6-c
67	Airborne player	Player is where he left from in all situations, except for ending a 10-second count	Player is where he left from in all situations, including ending a count; situations summarized in Rule 4-6-d
68	Restarts	No specific guidance on where ball restarts	Rule 4-6-e covers all restarts explicitly
69	Out of bounds player establishing himself back in	No mention	When he no longer touches out of bounds and touches in bounds with some body part
70	Player partly in bounds and partly out touching ball	If touched passively, no mention; if touched intentionally, illegal procedure	Ball is out off of that player regardless of whether it touches part of him or his crosse in bounds or out of bounds; illegal procedure if touched intentionally

71	Offside	Ball awarded as any other technical foul except when Team A is offside and in possession in its offensive end ball is awarded to Team B at center X	Restarts where the ball was when play was suspended or outside the attack area
72	Play stopped for injured player	Player must leave game until the next dead ball after the ensuing restart; team may not call TO to keep player in the game	Not explicitly mentioned; common interpretation is that the team may call a timeout to keep the player in the game
73	Officials counting players	Must ensure 10 total players on field and serving penalties prior to the start of the game	Must ensure 10 total players on field and serving penalties prior to the start of each period and after every goal.
74	Attacking player touches goal or net with crosse (not as part of a shot) while playing loose ball	No mention	Explicitly legal
75	GK intentionally loses or breaks equipment to try to stop play	No mention	Two-minute non-releasable USC penalty
76	Goalie in crease contacts attackman on follow-through after a clearing pass	No mention, but normally called goalie interference	Goalie interference against the attackman if follow-through is legitimate (Rule 6,A.R. 9)
77	GK pulls goal over head to prevent goal	Recommended 3:00 NR penalty (4.20.3 Situation C)	No mention; could result in USC penalty or expulsion for flagrant misconduct
78	Head coach/field player from team in poss. calls live ball TO	Permitted no matter where the ball is on the field	Permitted with player in possession in contact with ground past offensive restraining line
79	Team A awarded possession after shot behind B's goal, Team A calls timeout, Team B commits dead-ball foul	Restart is where the ball went out of bounds per 7.3 Situation C	Restart moved to the alley per NCAA Rule 4-6-e-4

	Equipment Inspections and Violations	NFHS	NCAA
80	Mouthpiece violation	1-minute NR Personal foul	Technical foul
81	Routine equipment checks	Point of emphasis is four checks per team per game (with <i>at least</i> one check per team per half) conducted in dead-ball situations (e.g., after goals, before face-offs, during time-outs, between periods); all equipment inspected	Only stick inspected. By rule, at least one check per team per half must be conducted in dead-ball situations. COC directive is to perform at least 6 checks per game.
82	AI pulls strings after goal and <i>before</i> official requests it <b>or</b> pulls strings or adjusts crosse <i>after</i> official requests it	No goal if player just scored; 1:00 NR USC penalty. Continue with equipment check if planned.	No goal if player just scored; 1:00 NR USC penalty. Official has discretion over whether to continue check per COC mechanics.
83	Jewelry	Prohibited (exception: religious/medical, which must be taped to body); 1:00 NR	Permitted unless deemed dangerous by officials
84	Multiple crosse and equipment violations	Penalize only the most serious violation	Penalize most serious crosse violation <b>and</b> most serious equipment violation (4:00 NR maximum)
85	Player without required equipment other than crosse	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 if player is in or enters scrimmage area. Technical foul to participate if ball is loose or player is from team not in possession. For player from team in possession, no foul and team retains possession.
86	Player loses required equipment, shoots and scores	If player is unguarded, play continues and goal counts; if player is guarded, stop play	No goal, but offense is awarded possession

	Counting and Stalling	NFHS	NCAA
87	Defensive clearing counts and offensive counts	Twenty seconds after possession is gained or play starts to move the ball into the offensive end; once in the offensive end with possession, ball must enter the attack area within 10 seconds, then no counts unless there is a "get-it-in"/"keep-it-in" warning	Thirty seconds after possession is gained to move the ball into the attack area, after which there are no counts unless the team is warned to "Get it in" and "Keep it in"

88	Team A brings ball into the attack area and then the ball returns to its defensive end	If Team A carried or passed the ball to its defensive end, they will be warned to “Get it in” and “Keep it in”; if the ball is otherwise loose or is tipped by Team B before crossing midfield, a 20- or 10-count starts depending on where they regain possession	If Team A was the last to touch the ball (not on a shot), they will be warned to “Get it in” and “Keep it in” upon possession; otherwise, Team A has a new 30-second count if they recover the ball.
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	Substitution	NFHS	NCAA
89	Substitute deliberately violates rules for entering field	Releasable 1:00 USC foul	Illegal procedure
90	Delayed special substitution (A1 leaves and is not immediately replaced by A2)	Releasable 1:00 USC foul if deliberate; illegal procedure otherwise; silent play-on mechanic approved at 2012 US Lacrosse Convention NFHS meeting	Silent play-on, with technical foul called if sub gets involved in play; offside rules still apply
91	During regular subs, 20-sec. timer sounds; Team A has too many or too few players	Illegal procedure technical foul on Team A	Illegal procedure for too many men; no mention of too few men

	Personal and Technical Fouls	NFHS	NCAA
92	Body check	Allows the concept of an “unavoidable” body check	All body checks are considered avoidable
93	Tripping when player “stumbles”	No mention	Tripping may be called even if player doesn’t fall
94	Body check during “buddy pass”	Specifically addressed as unnecessary roughness	Not specifically mentioned, but could be construed as unnecessary roughness
95	A1, in possession, runs over stationary defender B1	Specifically addressed as unnecessary roughness	No mention
96	Illegal body check of a player on the ground	Illegal to <i>body check</i> a player with any body part other than the feet on the ground	Illegal to <i>initiate contact</i> with a player who has any body part other than the feet on the ground
97	Second NR USC foul against same player or coach	Expulsion and 3:00 NR penalty	Usual penalty is assessed
98	Player takes a dive or feigns receiving a foul	No mention (but some have argued that this could be covered under Rule 6-6-3-d)	Illegal procedure
99	Deliberate violent foul late in game or after the final horn	No mention, but could be ruled as an ejection for flagrant misconduct	Expulsion per Rule 5 A.R. 33
100	Conduct foul	May be issued for a player committing “any act considered misconduct by an official”	This clause is not present
101	Team A is awarded possession and no Team A player picks up ball within 5 seconds (not in a 20-second-timer situation)	Specifies play should resume within five seconds without specifying a penalty (but generally enforced as illegal procedure even though it isn’t listed there)	Illegal procedure; award ball to Team B per Rule 6-6-aa
102	Pushing if player turns, causing what would have been a legal push to become illegal	No mention (but typically not called as a foul)	No foul if a player about to be pushed legally turns his back and because of that is pushed from behind

	Penalty Enforcement	NFHS	NCAA
103	Restart for simul. fouls with both teams serving time	Restart is at the spot where the ball was (or moved to the alley if in the attack area) for live-ball simul. fouls (no free clear); no mention of dead-ball fouls.	Restart is at the spot where the ball was (or moved to the alley if in the attack area) for live- or dead-ball fouls (no free clear)
104	Section explaining when to stop play or delay whistle	None	Rule 7-1-b
105	Multiple penalties	Any number of players from one team may be in the penalty area	Penalties “stack”; a team is never down more than 3 men at once
106	Player deliberately leaves penalty area early; goal is scored by opponent	Unexpired time wiped out for releasable penalty, but player must serve new 30 seconds; unclear on face-off	Unexpired time wiped out for releasable penalty and new foul cancelled by goal

107	Flag down with ball in attack area and ball touches ground	Whistle blows when ball touches ground (not on a shot) or a shot is completed	Once ball enters the attack area, play continues until one of a number of conditions is met
108	Loose-ball foul with ball in attack area and flag down	Not possible since whistle blows when ball touches ground	Loose-ball technical and personal fouls by the defense result in additional flags; play continues
109	Loose-ball personal foul	Immediate whistle and flag in all situations	Immediate whistle/flag if no flag already down; flag down/slow whistle if the ball is in the attack area and there is already a flag down (both fouls on defense)
110	Shot during flag down hits GK or goal, rebounds, hits something other than GK, then goes in goal	No goal if rebound hits official or any player other than GK	Goal (whistle does not blow under NCAA procedure when ball becomes loose inside the attack area)
111	Penalty on B1 is released or waved off by a goal, then a goal by A1 is disallowed because A1's crosse is illegal	B1 must serve remainder of penalty	No mention (but presumably B1 must serve remainder of penalty)

	<b>Errors</b>	<b>NFHS</b>	<b>NCAA</b>
112	Inadvertent whistles	Ball awarded to team in possession; if loose, AP (unless in crease; then ball goes to defense)	Ball awarded to team in possession or entitled to possession; otherwise, alternate possession (unless in crease; then ball goes to defense)
113	Inadvertent flags/horns	Ball awarded to team in possession when flag is thrown; if loose, AP (no mention of inad. horn)	Award possession or face off depending on the result of the play (see Rule 7-13)
114	Mistakes by officials	Addressed in Rule 7-13 but there is no analogue to NCAA Rule 7-12	Addressed in Rule 7-12
115	B1 released early from penalty, play stops and restarts, then B2 scores goal	The head coach must bring the issue to the officials' attention prior to the next live ball; since there was a stop and restart, the goal cannot be erased	The goal can be erased as long as the issue is brought to the officials' attention prior to the second live ball per Rule 7 A.R. 69
116	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

	<b>Signals</b>	<b>NFHS</b>	<b>NCAA</b>
117	Signal #18	Inadvertent flag	Disregard flag (inadvertent flag <b>or</b> technical foul wiped out by goal)
118	Signal #3	No goal <b>or</b> technical foul wiped out by goal	No goal

## NCAA vs. NFHS Rules Differences Eliminated for 2011 and 2012

The following is a list of rule differences between NCAA and NFHS that were eliminated in 2011 and 2012. In other words, these are cases where the rules *used to be* different but are now the same. Review this list to ensure that you still aren't calling things differently when those differences no longer exist.

Topic	Specific Change for 2012
End caps for hollow handles	Metal caps explicitly prohibited even if taped. All hollow-crosses must have rubber or plastic end cap (tape alone is insufficient). No compliant sticks must be removed from the game and not brought back without being fixed.
Face-off position	Sticks and gloves <b>outside</b> 4-inch-wide center
B1 holds or pins A1's crosse to ground using his crosse or any body part on face-off	Illegal per Rule 4-3 regardless of whether the ball is under A1's stick.
Penalty expires before possession during face-off	Player must wait for possession even if wing area is left vacant
Stalling with ball in attack area	Team B must play ball before Team A can be warned
Team is stalling with ball outside attack area	Stalling warning ("Get it in") issued upon Team A possession; Team A has 10 seconds to get ball into attack area and then must keep it in
Officials checking the score	Must verify the score with the scorer at the end of each period
Dropped crosse with ball in it	If ball stays in or under crosse when dropped, withholding regardless of whether the ball is "stuck"
Fouling out	Player is disqualified for accruing 5 minutes of personal fouls

Topic	Specific Change for 2011
Play stopped for lost/broken GK equip. with ball in crease	Ball awarded to the defense in the alley
Start of face-off	Down, "set," whistle
A1 ducks before body check	No foul if what would have been a legal check becomes illegal because the player ducked (see new NFHS Rule 5-3-6)
Player kicks dropped crosse, without ball in it	No foul if accidental; USC if done intentionally to keep player from recovering
Coaches' Certification	Brief version permitted
Illegal offensive screen	Contact must occur for there to be a foul even if the screening position is illegal or the screener is moving (NCAA Rule 6-5, NFHS 6.4 Situation A Note)

Special thanks to Roger Pattee, Eric Evans, Gordon Corsetti, and Kent Summers for their help in proofreading and editing this document.

## Most Important NFHS vs. NCAA Rule Differences 2012

Rule	NFHS	NCAA
Lightning/thunder procedures	Clear field for thunder or visible lightning; do not resume until 30 minutes with no lightning/thunder	30-30 rule
Warm-up when replacing goalkeeper	Penalized or injured goalie: substitute is permitted 1:00 warm-up; otherwise must call TO	Timeout required to warm up; be "reasonably lenient" for time to switch gear to backup if needed
Field width	Field may be 53 1/3 to 60 yds wide (attack area must be 35 yds by 40 yds)	Variations in alterable dimensions must be agreed to in writing prior to game day
Illegal field or goals	No penalty for field; 3:00 NR plus possession for goals; illegal procedure for incomplete midline	3:00 NR penalty plus possession
Uniform violations	One technical foul is assessed prior to the start of the game to cover all violations	Each time a player enters game with one or more uniform violations it constitutes one technical foul
Crosse specifications	No changes	Changes effective 2010
Mouth guard	Must cover all upper <b>or</b> all lower teeth	Must cover all upper teeth
Glove color	No mention	Non-GK players must wear same team color
Quarters	12 minutes stop time	15 minutes stop time
Mercy rule	Running time in 2nd half if lead is 12 or more	None
Pre-whistle face-off violation	Offended team awarded possession just past midfield	Offending team's face-off man must sub out; play begins immediately with offended team in possession
Offside by Team A in possession in its offensive end	Ball is awarded to Team B at center X	Restarts where the ball was when play was suspended or outside the attack area
Head coach/field player from team in poss. calls live ball TO	Permitted no matter where the ball is on the field	Permitted with player in possession in contact with ground past offensive restraining line
Mouthpiece violation	1-minute NR Personal foul	Technical foul
Equipment checks	All equipment inspected.	Only stick inspected except for coach's request
Jewelry	Prohibited (exception: religious/medical, which must be taped to body); 1:00 NR	Permitted unless deemed dangerous by officials
Player without required equipment other than crosse	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)	Different rulings depending on whether player is from team in possession or not
Defensive clearing counts and offensive counts	Twenty seconds after possession is gained or play starts to move the ball into the offensive end; once in the offensive end with possession, ball must enter the attack area within 10 seconds, then no counts unless there is a "get-it-in"/"keep-it-in" warning	Thirty seconds after possession is gained to move the ball into the attack area, after which there are no counts unless the team is warned to "Get it in" and "Keep it in"
Team A brings ball into the attack area and then the ball returns to its defensive end	If Team A carried or passed the ball to its defensive end, they will be warned to "Get it in" and "Keep it in"; if the ball is otherwise loose or is tipped by Team B before crossing midfield, a 20- or 10-count starts depending on where they regain possession	If Team A was the last to touch the ball (not on a shot), they will be warned to "Get it in" and "Keep it in" upon possession; otherwise, Team A has a new 30-second count if they recover the ball.
Play stopped for injured player	Player must leave game until the next dead ball after the restart; team may not call TO to keep player in game	Not explicitly mentioned; common interpretation is that team may call timeout to keep player in the game
Conduct foul	"Any act considered misconduct by an official" clause	This clause is not present
Delayed special substitution	Releasable 1:00 USC foul if deliberate; illegal procedure otherwise; silent play-on approved at Convention	Silent play-on, with technical foul called if sub gets involved in play; offside rules still apply
20-sec. timer expires during regular sub situation	Illegal procedure technical foul for too many or too few players	Illegal procedure for too many men; no mention of too few men
Second NR USC foul	Expulsion and 3:00 NR penalty	Usual penalty is assessed
Flag down with ball in attack area and ball touches ground	Whistle blows when ball touches ground (not on a shot) or a shot is completed	Once ball enters the attack area, play continues until one of a number of conditions is met
Multiple penalties	All served at the same time	A team is never down more than 3 men at once
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 half-time