



## FIL Men's Rules vs. NCAA Men's Rules; April 2012

In the event of an error in this document, the source documents – *Federation of International Lacrosse 2011-2012 Rules of Men's Field Lacrosse* and *NCAA Lacrosse 2011 and 2012 Rules and Interpretations* – will be authoritative.

The FIL would like to acknowledge the hard work of Eric Rudolph for his dedication over many years in preparing, maintaining, and updating this document. Eric B Rudolph and Terence J Harding prepared this summary, dated 22 April 2012.

Rule #	FIL Rule/Interpretation/Mechanics	Rule #	NCAA Rule/Interpretation/Mechanics
15	Stick head width between 6 and 10 inches	1-17 App IV 2-1	Stick head width between 6 and 10 inches. Also minimum of 3 inch at 1.25 and 3. Inch up from throat and 3.5-4 inch (front) or 3.5 (back) at 5 inch up
15.4	The butt-end of the crosse handle must either be solid with no sharp edges or, if hollow, it must have its open end adequately covered with plastic, rubber or tape to prevent injury. The use of metal caps is prohibited.	1-18 note 2	All hollow crosse handles must have their open end adequately covered with a plastic or rubber manufactured end cap. <u>Tape alone is not sufficient.</u> The use of metal caps (e.g., bottle caps) is prohibited.
17.1	OK to cut palms out of gloves	5-6 1-21-a	Cannot cut out palms of gloves
17.1	No mouth guard required.	1-20 6-6 v	Mouth guard required –Technical foul
64	If player without required equipment or illegal equipment have player comply For second offence –Technical foul	6-6 v 6-6 y,z 5-6	If player without required equipment or illegal equipment- personal or technical foul
18.7	A player or substitute must not wear jewelry or ornamentation: this prohibition shall include body-piercings. Exceptions to this shall be a Medical Alert item and/or a religious item. If worn, such an item must be securely taped to the relevant part of the body, to prevent its becoming entangled with the crosse or equipment of the wearer or another player. No player shall wear or carry equipment, which, in the opinion of the officials, endangers him or other players.	1-23 a	No comparable rule  No player shall wear or carry equipment that, in the opinion of the officials, endangers that individual or other players.
20.2	Only 23 players may suit up	2-2	No limit to team size
29.1	Game time is running 20 minute quarters	3-1	Game time is stop time 15 minute quarters
29.2	Last 3 minutes of 4th quarter are stop time		Not applicable
29.3	Time between 3rd & 4th quarters is 3 min	3-3	Time between 3rd & 4th quarters is 2 min.

31	OT is two complete 4-minute periods, then sudden death 4-minute periods, if still tied	4-30	OT is an unlimited number of sudden death 4 minute periods
31	Face off to start two complete OT periods and first sudden death OT, but any additional sudden death OT periods start with team in possession at end of previous OT period keeping possession. If loose ball, start with face off in that same relative position	4-30 4-3	Face off to start OT periods unless a man up or down situation and possession at end of period, or penalty between periods
34.1 ii) 34.3	On face-off, player is allowed to move feet or body but not gloves or stick after "set"	4-3	"Down", "set" cannot move stick or body after "set"
34.2	<p>The crosses and ball should be within the 4" wide centre line, or as close as the equipment (ball and crosses) will permit.</p> <p>The crosses shall rest on the ground along the centre line and be placed parallel to each other, up to, but not touching, the ball. Each player must have both hands on the handle of his own crosse, not touching any strings, and both gloved hands must be on the ground.</p> <p>The feet shall not touch the crosse. Both hands and feet must be to the left of the throat of his crosse. The feet must not touch the centre line or the opponents' defensive half of the field. Both feet must be grounded up to the sounding of the referee's whistle to start play. The handle of the crosse must not touch the opponents' defensive half of the field. No part of either crosse may touch. Neither player may be in contact with his opponent's body by encroaching on his opponent's territory.</p>	4-3	<p>The crosses and gloves shall rest on the ground along the center line, parallel to each other up to, but not touching, the center line.</p> <p>Each player must have both hands wrapped around the handle of his own crosse, touching the ground. The right hand may not touch any part of the head of the crosse. The player's feet may not touch his crosse. Both hands and feet of each player must be to the left of the throat of his crosse. Each player must be positioned so his entire body is to the left of the throat of his crosse. It is legal to lean over the center line.</p>
34.1	Face-off violation before whistle-award possession	4-3 AR 24	Face off violation before whistle possession and face off player must sub on fly and no time allowed to do so

34.5	When two face-off players are still down with ball between their sticks, absolutely no contact on body or stick of either by incoming wing middies		No illegal checking, but contact is allowed
34.11	Face-off before possession and any penalty, personal or technical, time to be served or not, players behind restraining line not released	4-4 AR 24	Face off, before possession and technical foul (no time to be served) players behind restraining line not released. If penalty time to be served players released
34.8	Loose ball over restraining line on face off, Referee yells "free ball" and winds right arm.	mechanic	Loose ball over restraining line of face off, referee yells "play" and winds right arm
AR 34.18  40.3 i)  34.12 40.4	Ball out of bounds after face off (not directly from draw) & officials don't know which player touched it last- have a face off 20 feet from the sideline, players released. If it is known who last touched it, possession to opposition, players not released If directly from face and do not know who last touched –reface at center with same restrictions	4-3 note 2 note 3 AR 20 4-6-b-2	Ball out of bounds on face off & officials don't know who touched it last, could be alternate possession or new face off depending on where ball went out
39.2 82.4	During game ball in flight from one player to another teammate is possession, Not if a Hail Mary	4-5-g	During game ball in flight from one player to another teammate is possession if caught by teammate.
AR 34.1	Ball in flight at end of period with man down possession awarded to team that threw the pass whether caught or not	4-5-g note	Ball in flight at end of period is not possession
35	Loose ball and inadvertent whistle, unknown OB, etc. etc ball faced off at that spot on the field as long as face off is 20 yards from goal and 20 feet from sideline. Players 10 yards away.	4-31 4-1 7-13	Loose ball and inadvertent whistle, unknown OB, etc. etc. ball awarded by alternate possession
39.1	Goalie is considered to have possession if one or both feet are in the crease and he is raking back a ball inside the crease or at the crease line. The count starts once the goalie covers to begin rake.	4-5-b	Goalie is not considered to have possession if one or both feet are in the crease and he is raking back a ball inside the crease or at the crease line. For count to start must actually have possession.
41.1 i)	Body-checking allowed within 3 yards of a loose ball or a ball in flight	5-4-a	Body checking allowed within 5 yards of a loose ball

44.7 24.6	Time out is 90 seconds long. CBO warns team after 60 seconds	4-27 6-6-f-2	Time out is 120 seconds long, but players warned after 100 seconds
44.8	No time outs allowed in sudden death OT	4-30	One time out allowed per sudden death OT
46.4 ii)	Injured player must leave field by closest boundary line	4-26 4-21-b	Injured player must leave field only via box area or team bench area
AR 46.1 AR 46.2	Ball OB but no time-out, subbing on fly, Sub on field before player coming off gets off is illegal substitution even though ball is dead and restart whistle has not blown	4-22 4-21-a 6-6-f-5	Ball OB on sideline can have horn and 20 Seconds to sub and sub on field before player coming off is OK
AR 46.3	Player coming on field after sub or after a penalty need not come on immediately. It is OK to voluntarily play with less than 10 men, but must observe the offside rules	4-23-d AR 102 6-6-x	It is illegal to deliberately or unintentionally delay a re-entry. May be a silent play on and see if subbing player has an impact.
49.1 AR 49.5	Dive play OK even if stick hits pipe or crease before goal as long as his stick or body never touches goalie and his body, including glove, doesn't touch crease until after goal is scored	4-19-a 6-6-k	Dive play illegal
59.3	Players legally on field may exchange crosses with each other. To change his stick during play, player must be off field, including a broken stick.	6-6 AR 25 AR 26 AR 27	Stick exchange OK. Player on the field may exchange a broken or unbroken stick at the coach's area, bench area or table area.
60.1 i)	OK for coaches & trainers to come on field during team time outs & between quarters. During an official TO, coach needs official's permission.	4-27 6-7-b	Coaches & trainers must stay in coaches area at all times except half time, unless allowed on field by officials i.e. injury.
61.13	Maximum number of coaches allowed in the Coach's box during play is 4 – technical foul		No limit on number of coaches in coaches walk
61.3 ii)	Delay of game after goal if team is not ready to play within 30 seconds after goal is scored. Time starts as soon as referee picks up ball from in the goal after the score	6-6-f-3	Delay of game after goal if team is not ready to play within 20 seconds after ball is at midfield and ready to go

61.3 iii)	Delay of game if player not ready to go as soon as referee is ready to restart	6-6-aa	May be delay of game if player is not ready to go after official is ready to restart. May allowed up to 5 seconds depending on circumstances
61.3	Delay of game if player in any way whatsoever kicks, bats, throws, or otherwise moves a dead ball. Strict enforcement throughout, since clock is running except the last 3 minutes of the game and OT, during all dead ball situations	7-8-d	Same, except slightly less critical since game clock is stopped during all dead ball situations.
62.2	Team a man down cannot be called for stalling	6-11	Stalling rules apply regardless of man down
62.5 AR 62.9	During a "keep it in" situation, player in possession is illegally forced out of box. Flag down, repeat stall warning	7-8-d	Same situation occurs, blow whistle and assess penalty, no slow whistle
62 5.2	For Keep it in, "box" is goal area i.e. behind restraining line sideline to sideline – 35 yards * 60 yards.	6-11	For Keep it in "box" is attack area
62	No automatic stalling during last 2 minutes but due to running clock, referees shall be generally ready to more strictly enforce stalling rules throughout the game, including the last 2 minutes	6-11 3-4	Automatic stall rule last 2 minutes for the team that is ahead
	No 10 or 30-second counts		When defense gets ball has 30 second to get in the box. Once in may come out and normal stalling rules. If ball then crosses midfield (except shot or defense deflection) a 10 Second count to get it in and keep it in.
65.4 i)	4 or more men down, all are in penalty box, 3 men needed in attack end, and men short are on defensive end	7-2-f	4 or more men down, only 3 in box at one time, 7 on field, use stacking
79.1	Player committing foul must raise his stick and keep it in the air as he runs off the field until he reaches the penalty box	7	No requirement to raise stick

79.2	Penalty time starts when whistle blows for restart or when player sits down penalty box, whichever comes later. Game can restart before player is in the penalty box.	7-2-a 4-21	Penalty time starts only with restart but game cannot restart until player reaches the penalty box and the team has 20 Seconds to sub
79.6	Goal scored does not release player serving time for a personal foul. All personal fouls are non-releasable	7-2-b	Goal scored by other team releases player serving time for a personal foul unless it is designated as a non-releasable foul or otherwise not releasable
AR 79.1  AR 79.2	Player out for 2 fouls, first one is technical & second is personal. Goal scored by other team. Remaining technical foul time is wiped out & the full one-minute begins for personal foul. If personal foul is first, entire technical is wiped out and remainder of personal foul time is still served.	7-2-b	All fouls (except non-releasable) are released by scoring of goal by other team. If one foul is non releasable it is served first.
81.2 i)	Flag down for a technical foul by defense and then offense commits a technical foul. Blow whistle, fouls cancel, no time served, ball to offense	7-6	(Same situation) Flag down for a technical foul by defense and then offense commits a technical foul. Blow whistle, defensive player serves 30 seconds. No time for offence, foul just stops flag down
81.2 i)	Loose ball and technical foul by team A, Award ball to team B. Then before restart B commits technical foul e.g. delay of game, etc. Fouls are simultaneous and thus offset and have a face-off	7-5 7-6 see ARs	(Same situation) Loose ball and technical foul by team A, Award ball to team B. Then before restart, B commits technical foul e.g. delay of game, etc. Fouls are not simultaneous One live and one dead ball. So award ball to Team A
81.2 i)	If two flags down for two defensive technical fouls, single offensive foul cancels both defensive fouls, no time served, ball to offense	7-6	Same situation, both defensive players each serve 30 seconds. Seconds. No time for offence, foul just stops flag down
81.2 ii)	Flag down for defensive personal foul and offense commits technical foul, such as warding or crease. Blow whistle, simultaneous fouls. Offense serves 30 seconds & defense serves 1 to 3 minutes, ball to offense	7-6	Same situation, blow whistle, defense serves 1 to 3 minutes, ball to offense. No time for offense, foul just stops the flag down

82.2	Flag down play stops when offense has "clearly lost the opportunity of scoring a goal", or if ball is behind goal, it goes in front & then behind again, or if ball is in front and it goes behind and front and behind again, or if ball carrier leaves the attack goal area	7-8 AR 36	Flag down play continues as long as ball in the box and no foul by offense or defense possession (even if ball loose)
82.4	Flag down - a bounce pass or rolling pass is still a pass for possession purposes and does not stop flag down	7-8 AR 32	Flag down - a bounce pass in box is OK. Bounce pass hitting ground outside box stops the flag down.
81.2 iv)	Simultaneous Fouls -no free clear	7-3 7-6	Simultaneous Fouls - no free clear. But dead ball fouls, if sequence can be determined are not simultaneous and so free clear
81	Enforcement of simultaneous fouls in dead ball same as live ball	7-5 7-6	Enforcement of simultaneous fouls in dead ball -enforce in order if known
45.5 75.3	After goal, and after a stick check is called, if a player or teammate touches the head, strings or tries to alter stick or circumvent stick check-no goal and 3 Min personal foul. If 2 or more players collude, each gets 3 minutes.	5-5 4-9-p	After goal if player pulls strings before, or after, asked for stick - no goal one Min
Manual 8.8 l)	On shots on goal the "on" official calls "shot"	mechanic	On shots on goal normally no call by officials
Mechanic	To start play single Whistle and "pump" arm (not face off)	mechanic	To start play single whistle and wind arm (not face off)
Mechanic	To stop play - single whistle	2-7	To stop play - normally single whistle
70.5	No comparable, but see spearing	6-14	Targeting Head/Neck with cross-check, or body (head, elbow, shoulder etc) or stick 1,2 Or 3 minutes non releasable foul (can be ejection)
70.5	Blocking an opponent with the head, known as spearing, is illegal.	5-4-e	Blocking an opponent with the head, or initiating contact with the head, known as spearing, is illegal. Non releasable foul

76	A player committing 5 Personal fouls has fouled out and cannot play more in that game	5-11	A player who accumulates 5 Minutes of Personal Foul Time has fouled out and is disqualified from that game
23 24	3 on field officials plus a CBO and BM Note authority of CBO.	2-6 2-11 2-12	3 on field officials used No CBO or BM
75.2	Where an unsportsmanlike conduct penalty has been inflicted, and the penalised person continues to act in an unsportsmanlike manner, the referees have the right to banish him from the bench area.	5.10 Note 1	No directly comparable rule.  HOWEVER, If a player continues to be abusive after the penalty is assessed, the official may add additional non-releasable fouls. Penalty time from these fouls counts toward the 5-minute limit for fouling out. If a coach or bench players continue to be abusive after the penalty is assessed, the official may assess additional non-releasable penalties that shall be served by an additional attack player (See Rule 7-4). Flagrant misconduct is an expulsion foul. (See Rules 5-12 and 5-13.) An expelled individual is barred from being in the competition area, including the spectator area.