

RULE	NFHS	NCAA
Player with signs, symptoms or behaviors consistent with signs of a concussion	Player shall be immediately removed from game and shall not return to play until cleared by an appropriate health-care professional. (Rule 4.29.7)	An athlete who exhibits signs, symptoms or behaviors consistent with a concussion should be removed from play and not return until cleared by an appropriate health care professional. (Appendix V)
Cadence of whistle on Face-off after "Set"	No mention in rules but approved by NFHS (NFHS Bulletin 1/27/11)	Official is to vary time from "set" to whistle. Mechanic is from 0.5-2.0 seconds. (Rule 4.3)
Pinning the opponents crosse or body intentionally	If A1 has the clamp and ball is under his crosse and B1 pins A1's crosse or body; holding on B1. If ball is loose this is legal stick on stick holding within 5 yards of ball. (NFHS Bulletin 1/27/11)	It is illegal to kick, step on, or intentionally place any other body part on his crosse or the crosse of the opponent. It is illegal for a faceoff player to use his crosse to hold or pin down the crosse of the opponent. (Rule 4.3)
Hearing impaired player	Officials will make a reasonable accommodation to "set" and whistle sound. (Rule 4.3.5)	No Mention
Withholding ball from play by faceoff player	No mention	A player may not lie on the ball or trap it with his crosse longer than necessary to control the ball and pick it up with one continuous notion, or withhold ball from play in any other manner. (Rule 4.3)
Defensive clearing and offensive counts	20 seconds after possession is gained to clear the ball to the offensive half; once in the offensive half ball must be returned to attack area at least every 10 seconds. (Rule 4.13.14-15)	30 seconds after possession is gained offensive team has 30 seconds to bring ball into attack area, after which there are no counts in the offensive half. (Rule 4.13-14)
Team is stalling outside the attack area	No Mention however the 10 second count forces them to get ball into attack area at which point the team can be told to "Keep it in" and stalling rules apply. (Rule 6.7.2)	Team will be told to "Get it in" and the team will have 10 seconds to advance ball into attack area where they will then have to "Keep it in" and stalling rules apply. Defensive team does not have to be playing the ball for this rule to be enforced. (Rule 4.32)
Ball enters attack area than crosses midfield last touched by offensive team	10 second count continues or begins upon offensive team possession. (Rule 4.15.1)	A "Get it in" warning will be given and the offensive team will have 10 seconds upon gaining possession to advance into attack area where they will then have to "Keep it in" (Rule 4.14)
Ball enters attack than crosses midfield last touched by defensive team or due to a shot.	10 second count begins upon offensive team maintaining possession and no possession change occurred. (Rule 4.14-15)	A new 30 second count is granted to offensive team to advance into attack area. Team will not have to "Get it in" or "Keep it in" unless stalling was already in effect. (Rule 4.14)
Targeting the head or neck	A one to three minute non-releasable penalty will be assessed (Rule 5.3.4)	A one to three minute non-releasable penalty will be assessed or expulsion if there is excessive violation of the rule. (Rule 6.14)
Fouling Out	Any player who accumulates 5 personal fouls, regardless of penalty time accrued will be disqualified from the game. (Rule 5.10)	Any player who accumulates 5 minutes of personal fouls shall be disqualified from the game regardless of the quantity of personal fouls. (Rule 5.11)