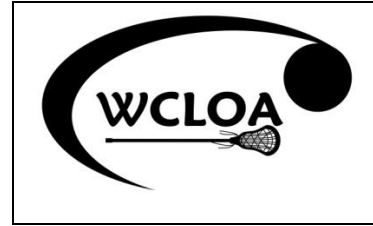


NCAA Key Rules Differences 2022 v1

Founder's League



1. Shot Clock
 - A. on change of possession or obtaining possession on face off, 80 second shot clock. Use finger twirl for resets to 60 seconds, finger twirl plus hand palm up for 80 seconds; both signals over your head.
 - B. At 60 seconds, ball must be in offensive half of field, or this is a violation. After 60 seconds, ball returning to defensive half other than rebound off cage or defensive player is over and back.
 - C. Shot rebounds off cage or goalie and offense regains possession, reset to 60 seconds if clock is below 60, otherwise to 80. Below GLE is not a shot.
 - D. Flag down: reset to 60 seconds at stoppage of play if clock below 60, otherwise to 80 seconds.
 - E. Play-on: reset to 60 seconds if offense regains possession if clock below 60, otherwise to 80 seconds.
 - F. Defensive injury: reset to 60 or 80 seconds
 - G. Time out or OOBs: clock stops
2. No stall warning or keep it in
3. Face off violations – third violation and any thereafter in a half is time serving by the Face off player.
4. Goal Mouth – offense player dives and lands in crease but not goal mouth – goal is good unless he lands first. Offense player dives or runs and lands in goal mouth – no goal. Penalty for running into goalie in goal mouth, may be NR.
5. No time out by offense during live ball unless ball past offensive restraining line
6. No time out by Defense during dead ball if played stopped for loose ball tech foul.
7. No running clock
8. 5 yard sub area
9. No second flag rule
10. Illegal stick penalty is 1 minute deep pocket and 3 minutes measurement
11. No defenseless player penalty (can still be IBC or UR)
12. Targeting 1-3 minutes no release
13. X-Check or IBC to head 1-3 minutes no release
14. No penalty for Defense player acting as goalie
15. No 5 seconds for goalie return to crease
16. No automatic ejection for 2d USC
17. Coach ejection = 3 minutes no release
18. D player loses equipment in scrimmage area: no automatic whistle, D player must leave or get tech penalty

NCAA Key Rule Differences

Other NCAA Leagues

1. Face off violations – third violation and any thereafter in a half is time serving by the Face off player.
2. No time out by offense during live ball unless ball past offensive restraining line
3. No time out by Defense during dead ball if played stopped for loose ball tech foul.
4. No running clock
5. 5 yard sub area
6. No second flag rule
7. Illegal stick penalty is 1 minute deep pocket and 3 minutes measurement
8. No defenseless player penalty
9. Targetting 1-3 minutes no release
10. Check to head 1-3 minutes no release
11. No penalty for Defense player acting as goalie
12. No automatic ejection for 2d USC
13. Coach ejection = 3 minutes no release
14. D player loses equipment in scrimmage area: no automatic whistle, D player must leave or get tech penalty
15. No goal mouth rule
16. 30 second timer to get ball into offensive box the first time, using 20 second timer and 10 hand count.
17. 30 second shot clock initiated by referees for stalling, using the scoreboard. No keep it in.