

WORLD LACROSSE

MAJOR RULES DIFFERENCES BETWEEN “SIXES” AND MEN’S FIELD DISCIPLINES (DRAFT)

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Updates and Edits:

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| 6 V. 6 RULES | MEN’S FIELD RULES |
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| 1.1 The field is 70 meters by 36 meters | The field is 110 meters by 60 meters |
| 1.1.2 There will be a 10cm circle, square, or X as the “center marking”. A circle will be drawn around the center marking with a 5 meter radius. All lines shall be between 5cm and 10 cm wide. The goal line shall be 5 cm in width | No faceoff circle exists Goal line is the same width as the goal posts All other lines are 2 inches wide Wing lines are 18 meters from center and are 12.5 meters long Goal area lines are 18 meters from the goal line |
| 1.2.2 Goals will be placed 25 meters from the midline. | Goals are 12 meters from the end line |
| 1.6.1 -Bench area is 10 meters parallel from the substitution area, 5 meters from sideline | Bench area is 4 meters from the sideline, and extends to the goal area line |
| 1.6.2 Uniformed players, head coach, and 2 non-playing personnel allowed on bench | 5 non-playing personnel allowed on bench |
| 1.6.3 Coach’s area is 2.5 meters from the sideline within the bench area | Coach’s area is 4 meters from the sideline |
| 1.8.1 A Substitution Area of 10 meters long and 5 meters in depth from the sideline and situated between the Team Bench Areas. Only Players in process of imminent substitution should be moving through this area. | Substitution area is 13 meters wide, 6.5 meters on each side of the centerline. |

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| 2.1.2 The ball will be white or yellow in color. Any other color used must be agreed upon by both teams. | No mention |
| No mention | 14.3 Mentions ball persons and a minimum age requirement of 10. |
| 2.2.1 Stick length is 100 cm to 110 cm(Men's) | Stick length is 40-42 inches for short crosses, and 52-72 inches for long crosses |
| 2.2.2 The head of the stick will measure between 15.24 cm and 25.4 cm Sidewalls not above 5.08 cm | The head of the crosse is between 6 and 10 inches at its widest point |
| Long crosses are not allowed | 15.1 No more than four long crosses allowed on the field of play at anytime |
| 2.2.7 Goalie Stick Inside measurement 15.24 cm to 38.10 cm , overall length 100 cm to 140 cm | Goalie stick between 6 and 15 inches at its widest point, overall length 40-72 inches |
| 2.2.6 Detailed mesh/pocket specifications including number of attachments, distance of sidewalls, number of shooting strings, and maximum length of hanging strings is 5 cm | 16.1 addresses a pocket that has sagged too much. No other mention, except length of hanging strings can be no longer than 2 inches. |
| No mention | 16.7 Adjustable length handles are illegal |

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| No mention | 16.8 No player shall use a crosse that is constructed or strung or tampered with to confuse an opponent into believing that the ball is in the stick when it is not, or that the ball is not in the stick when it is. |
| 2.3 Outlines procedure for equipment check request by a head coach. No mention of limit or consequences for the check resulting in an unsuccessful request | Head coach can request one "free check" for equipment. If unsuccessful, another shall result in a technical foul |
| 2.4.1 Recommendation of player equipment includes Close fitting gloves, nose guards, and eye guards may be worn, but not mandatory. Mouth guard is required. No mention of helmet. | 17.1 Required equipment includes protective helmet, and suitable shoes. Gloves are implied as mandatory. |
| No mention | 17.1 Specifically states that a player may cut the palms out of their gloves. |
| 2.4.6 Jersey numbers must be 15-21 cm high on the front and 20-26 on the back. Numbers must range from 0 to 99. | The number on the front of the jersey must be 8 inches high, and 10 inches high on the back. Must be a contrasting color. |
| 3.1.4 Six players constitute a full playing team. One must be a designated goalkeeper. | 19.1 Ten players constitute a full playing team. One must be a designated goalkeeper. |
| 3.1.3 No team may be comprised of more than 12 Players on an active roster, including a minimum of 1 goalkeeper. | 20.2 Only 23 players in a squad may dress in team uniform for a game. Any others in the |

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| | squad who are in the bench area must wear alternate strip or track suits. |
| Information included in Official's Manual | 23.5 Official's Uniforms |

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| CBO is not used for the sixes discipline | 24 Chief Bench Official Duties |
| Not mentioned nor implied | 25.2 Official timekeeper will enter the field at the end of a quarter to notify officials |
| 4.2.4 Shot Clock Operator's Duties | Not applicable |
| 4.3.1 Is labeled "Correctable Errors" | 28 Is labeled "Mistakes by Officials" |
| 4.4.1 Specific procedures for inadvertent whistles | Rule 82.6 |
| 5.1.1 The regulation playing time is four quarters of eight minutes running time. | 29.1 The match shall be divided into 4 periods of 15 minutes duration each. |
| 5.3.2iv. All clocks will stop whenever the ball becomes dead during the last 2 minutes of the 4 th quarter, or any dead ball during overtime. The clock also stops after a goal. | 29.2 During the last 30 seconds of the first, second, and third quarters, the last 2 minutes of the fourth quarter, and during any overtime period, the game-clock and, if applicable, the penalty clock(s) shall stop whenever the ball becomes dead. |
| 5.4 Details for shot clock operation | Not applicable |
| 5.2.2 Halftime is 5 minutes | Halftime is 10 minutes |

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| 5.2.2 Halftime is 5 minutes | 29.3 Halftime is 10 minutes |
| 5.5.1 Prior to the first sudden-victory overtime period, an additional coin toss will be utilized to determine alternate possession or goal to defend for the first sudden-victory overtime period. | 31.2.i. For the overtime coin toss: The head referee shall toss a coin to determine choice of goals to defend: the visiting captain shall call the toss. |
| 6.4.1 Draws only occur at the start of a quarter or overtime period, subject to exceptions for extra player scenarios. | 34.1 Play shall normally be started at the beginning of each period, and after each goal has been scored, by facing the ball at the center of the field, subject to exceptions for man up scenarios |
| 6.4.2W and 6.4.2M Specific differences for draws in men's and women's games are in these rules | 34.1 Has many similarities to the men's faceoff in sixes, but not as many for women's. Too specific to mention here. See both rules. |
| 6.4.3 Players must remain outside the faceoff circle until possession is gained, or the ball leaves the circle. | 34.7 Refers to player positioning in goal areas and wing lines. No circle exists. |
| 6.4.5W and 6.4.5M Refer to movement after a faceoff has started. | 34.7 and 34.8 address these differences |
| 6.4.7 If the ball goes directly out-of-bounds from a draw, and the Official does not know who touched it last, the ball will be awarded by alternate possession. | 34.12 If the ball goes directly out-of-bounds from a face-off, and the Referee does not know who touched it last, then it shall be re-faced at the same place as the previous face, and subject to the same restrictions as the previous face. |

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| <p>6.5.1 In a team’s Defensive Zone, once the Official has signaled that the ball is ready for play, the restart shall occur in the same relative position where the ball was when play was stopped. In a team’s Offensive Zone, once the Official has signaled that the ball is ready for play, the restart shall occur two meters inside the closest boundary line from where the ball was when play was stopped.</p> | <p>37.2 A restart shall not take place closer to the cage than 18 meters (20 yards) in any direction, and the ball shall be moved laterally to a point 18 meters (20 yards) from the cage, if required.</p> |
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| <p>6.5.4 When a foul occurs and penalty time is to be served, the ball will be awarded to the non-offending team in their Offensive Zone two meters in from the center line and must be at least five meters from the Substitution Area.</p> | <p>When a foul occurs and penalty time is to be served, the ball will be awarded to the non-offending team. If the “slow whistle” ends in that team’s defensive half of the field, the ball will be awarded on the offensive half. If the slow whistle ends in that team’s offensive half, the ball will be awarded in the same relative position as when play was stopped, not closer than 18 meters from the cage.</p> |
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| <p>6.5.5 After a timeout, the team being awarded possession shall start the ball two meters inside the closest boundary line from where the ball was when play was stopped. The closest boundary line may also be the center line.</p> | <p>After a timeout, the ball is awarded in the same relative position of the field, not closer than 18 meters from the cage.</p> |
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| <p>6.5.6 When a quarter ends with possession carrying over, the restart location is in the same relative position on the field at the start of the next quarter. If the ball is in a team’s Offensive Zone, play will commence two meters inside the closest boundary line from where the ball was when play was stopped. The boundary line may also be the center line.</p> | <p>When a quarter ends with possession carrying over, the restart location is in the same relative position on the field at the start of the next quarter. If the ball is in a team’s Offensive Zone, the ball cannot be awarded closer than 18 meters from the cage.</p> |
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| <p>6.5.7 The goalie has 5 seconds to possess the ball after a goal, and be ready to restart play (no face off)</p> | <p>A faceoff will take place in most circumstances, unless there are dead ball violations or penalties beforehand.</p> |
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| <p>6.7.3 When a loose ball touches a boundary line or the ground outside of a boundary line, touches anything on or outside of a boundary line, or when it has irretrievably left the field of play, the ball is considered out of bounds and possession</p> | <p>40.3ii. When a loose ball goes out-of-bounds as a result of a shot or a deflected shot at goal, it shall be awarded to the team of the nearest legal inbound player where and when the ball became out of-bounds.</p> |
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| shall be awarded at the spot where it was declared out of bounds to any Player on the opposing team to that Player who last touched it. This includes a shot that leaves the playing surface directly off the goal post or a shot that misses the goal that does not touch a defensive Player before going out of bounds. | |
| 6.10.5 Teams are awarded a timeout for each overtime period. | No overtime timeouts are allowed |
| 6.10.5 A team timeout will be 30 seconds in duration. | 44.7 A Team Timeout will be 90 seconds long. |
| 6.13 When the Officials cannot determine which team should be awarded the ball, possession shall alternate. | The ball is either faced at center, or near the spot where play was suspended, not closer than 20 meters from the cage |

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| Covered by 11.6.3 If a stick check is requested and the stick is found to be legal, a major foul will be assessed against the team who requested the stick check. The in home will serve the foul. | 45.4i and 45.4ii make reference to procedures and penalties after a coach has requested an equipment check |
| Not applicable | 45.6 through 45.8 refer to a “stick count” |
| The In-Home will serve a goalie’s penalties, and the goaltender may stay in the game, with the exception of an expulsion foul | 47.4 Nominated defender rule |
| 8.3.3 A defending Player who is in the goal crease area may not possess the ball while in the goal crease area for longer than five seconds. If a Player tries to circumvent the five-second time count by deliberately dropping the ball and then picking it up, then the Player will be assessed a foul. | 49.3 A defending Player who is in the goal crease area may not possess the ball while in the goal crease area for longer than four seconds. If a Player tries to circumvent the five-second time count by deliberately dropping the ball and then picking it up, then the Player will be assessed a foul. |
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| 9.2.1 Definition of “Minor Fouls” | Section 9 defines these as “Technical Fouls” |
| 9.2.3 Definition of “Major Fouls” | Section 10 defines these as “Personal Fouls” |
| 9.2.7 Any Player committing three or more major penalties (or an expulsion foul), shall be “fouled out” of the game | 76.1 Any player committing 5 personal fouls shall be “fouled-out” of the game |

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| 10.2 Pushing A Player may not push an opponent with their stick, elbow or body. This includes warding. If one hand is removed from the shaft, the elbow/arm may not be used to protect the stick. | 53.2 Defines legal pushing, which contradicts 10.2 |
| 10.4W and 10.4M List definitions for Holding | Rule 55 Holding directly contradicts 10.4W |

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| Implied but not specifically delineated | Rule 56 Kicking an Opponent's Crosse |
| 10.8.3vii. Illegal Procedure- Failure of a player to be at least three meters from an opponent or a teammate having a free play after a dead ball | Illegal Procedure- Failure of a player to be at least five meters from an opponent or a teammate having a free play after a dead ball |
| 10.10.1 A team is offside when their goalkeeper whose body (including a gloved hand on the stick but not including the stick itself) touches, steps on or crosses the center line. it does not matter if another teammate is positioned in defensive zone or not. | Having seven or more players in a team's offensive zone, or Eight or more players in a team's defensive zone is offside. |

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| 6.8 Once a team crosses the midline into its offensive zone, Over and Back rules apply | 61.18 Over and Back- once the ball is possessed inside the offensive goal area, or the ball is within a team's goal area, over and back rules apply to the offensive team |
| Not applicable because of Shot Clock Rules | Rule 62 Stalling |
| The penalty for a major foul is suspension from the game for 1 minute . | The penalty for a personal foul is suspension from the game for 1,2,or 3 minutes |
| 11.1.1 Body-checking of an opponent in any form is illegal. | |
| 11.10.1 Defensive players crowding in front of their goal or forming a stack/wall type formation in front of their goal without marking an opponent within a stick's length. Double-teaming an off-ball attacker in front of the goal is permitted. | Not Applicable |
| 9.2.6i. The In-Home will serve a 2- minute penalty in place of a player who has been expelled. | 77.2 The In-Home will serve a 3 minute penalty in place of a player who has been expelled. |
| Rule 13.3 Refers to Coincidental Fouls | Defined as "Simultaneous Fouls" |
| 11.6.3 If a stick check is requested and the stick is found to be legal, a major foul will be assessed against the team who requested the stick check. The in home will serve the foul. | No penalty for the first request if stick is legal. |
| 13.3.1 Co-incident fouls are fouls called on Players of opposing teams during a live ball or dead ball when sequence cannot be determined . | 81.1 When a member of a team commits a foul, and then a member of the opposing team commits a foul, then the fouls shall be considered simultaneous fouls, provided that the fouls are not separated by a whistle which has restarted play, or by the scoring of a goal, or by the end of a period |
| 13.3.5 If the ball is loose and there are coincidental minor fouls, the fouls cancel each other. The ball will be awarded by alternate | Rule 81.2 refers to scenarios that were previously considered "simultaneous", which are now nullified by 13.3.1 in the Sixes rulebook. |

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| <p>possession at the placement where the whistle sounded or, if the co-incident fouls occurred during a center draw prior to “Possession” or “Free Ball”, re-draw at the center of the field with the same restrictions as the original draw.</p> | |
| <p>13.3.4 If a team in possession or entitled to possession commits only a minor foul, play is stopped, the penalty is assessed to the team that caused the slow whistle situation. If a team in possession or entitled to possession commits only a major foul, play is stopped, the penalties to both teams.</p> | <p>All players would serve penalty time under rule 81.1</p> |
| <p>13.4.4 Penalty time will only end when the timing of the foul has expired.</p> | <p>Players are released from remaining time on Technical Fouls after goals by the opposing team, provided they are not considered simultaneous with an opponent’s foul.</p> |
| <p>Rule 13.5 Reporting Fouls 13.5.1 PROCEDURE – The following procedure will apply to the reporting of any penalties: i. The Official designates whether a time serving foul has been committed and reports as such to the penalty timekeeper. ii. The Official designates the duration of the foul by raising a green (minor - 30 second) or yellow (major - one minute) or red (expulsion) card. iii. The penalty timekeeper will record the Official’s designation of the foul.</p> | <p>Officials relay the penalty call, and the Trail official reports the penalty to the table area. This is done verbally, and with signals for the player’s team, jersey number, type of penalty, and time served.</p> |
| <p>13.2.1 If a defensive Player commits a foul, and the attacking team has possession of the ball at the time that the foul occurs, then the Official will raise an arm straight into the air and hold the whistle until:</p> <p>a. A goal is scored by the offended team b. The ball goes out of bounds c. A change of possession d. The attacking team commits a foul</p> | <p>If a defensive player commits a foul, and the attacking team has possession of the ball at the time the foul occurs, the official will throw a penalty flag and hold the whistle until:</p> <p>a. A goal is scored by the offended team b. The ball goes out of bounds c. A change of possession d. The attacking team commits a foul</p> |

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| e. The shot clock or quarter expires, or the attacking team requests a timeout | e. The quarter expires, or the attacking team requests a timeout |
| 13.5.2 The official designates the duration of the foul by raising a green (minor) or yellow (major) or red (expulsion) card | Penalty flags are used for time-serving fouls, and the duration is communicated through penalty relay and signals. |
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