



# WORLD LACROSSE

## MAJOR RULES DIFFERENCE BETWEEN “SIXES” AND BOX DISCIPLINES (DRAFT)

This document was created by Rob Gross, World Lacrosse Chair of Education and Training, February 2021

**Updates and Edits:**

Tom Sutton, World Lacrosse Chair of Officiating, May 2021

BOX LACROSSE RULE	6 V. 6 DIFFERENCES
<b>1.1</b> The Playing Surface and all references	<b>1.1.1</b> The field is 70m X 36m <b>1.1.2</b> 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 Cones or pylons shall be placed at the 4 corners of the field, the end of the substitution area, and at the end of the halfway line opposite the benches.
<b>1.2</b> Goals are 4 feet wide by 4’9” high	<b>1.2.1</b> Goals are 1.83 meters in height and width. Goal post diameter of 5 cm.
<b>1.2.1</b> Goals 12 feet from end boards	<b>1.2.2</b> Goals will be placed 25 meters from the midline.
No comparable rule	<b>1.2.4</b> Goals will be orange in color
<b>1.3</b> Crease is 9 feet 3 inches	<b>1.3.1</b> Crease radius is 3 meters
<b>1.5.1</b> Center faceoff markings	Covered by 1.1.2
<b>1.5.2</b> Corner faceoff spots	Eliminated by Alternate Possession Rule 6.13

<b>1.6.1</b> Bench Specifications- 24 feet in length	<b>1.6.1</b> -10 meters parallel from the substitution area, 5 meters from sideline
<b>1.6.2</b> Uniformed players, head coach, and 5 non-playing personnel allowed on bench	<b>1.6.2</b> Uniformed players, head coach, and 2 non-playing personnel allowed on bench

<b>1.7.1</b> Timers and scorers are opposite bench side	Covered by 1.5.1 timers and scorers 5 meters from the substitution area
No comparable rule	<b>1.6.3</b> A dotted line shall be placed 2.5 meters from the sideline, within the 5-meter team bench area. It shall be parallel to the sideline and extend the length of the Team Bench Area.
No comparable rule	<b>1.7.1</b> The Penalty Area shall consist of two seats for each team next to the timer's table.
No comparable rule	<b>1.8.1</b> 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.
<b>2.1.1</b> The regulation playing time of a game shall be sixty minutes (60), divided into four quarters of fifteen minutes (15) each.	<b>5.1.1</b> The regulation playing time is four quarters of eight minutes running time.

<b>2.2.2</b> Halftime length is 12 minutes	<b>5.2.2</b> Halftime is 5 minutes
<b>2.3.1</b> All game time is stop time. The game and penalty clocks run during all live-ball situations, and stop during all dead-ball situations.	<b>5.3.1</b> The game clock shall begin when the Official blows the whistle to start the first draw of each quarter.
<b>2.3.2</b> The referees' whistle shall indicate clock start and stoppage accordingly.	<b>5.3.2</b> The stoppage of clocks will only occur for timeouts, a goal, at the end of a quarter, or whenever the ball becomes dead during the last two minutes of the 4 <sup>th</sup> quarter or during an overtime period. Clocks stop after a goal
<b>2.3.3</b> - After a goal is scored the referee shall endeavor to achieve a face off as soon as possible to a maximum of 20 seconds.	<b>6.5.7</b> The goalie has 5 seconds to possess the ball after a goal, and be ready to restart play (no face off)
<b>2.4.1</b> Sudden death overtime periods are 15 minutes	<b>5.5.1</b> Overtime periods are 4 minutes
<b>2.6.1</b> One timeout per half, 45 seconds in duration, one per overtime period. For live balls, a team must have possession. Dead ball, either can call.	<b>6.10.5</b> Two timeouts per half, 30 seconds in duration, one per overtime period. A team must have possession in their offensive zone.
<b>2.6.4</b> Requesting a timeout without any remaining is a 2- minute delay of game penalty	Covered by rule 10.8 minor foul for Illegal Procedure
<b>3.2.1</b> Three officials shall be used	Covered in mechanics manual

No mention	<b>4.1.2</b> Officials have authority from the time they appear on the field until the time they leave
No mention	<b>4.2.2</b> Penalty timekeepers Duties

<b>3.4 Record Keeping</b>	No mention
<b>3.5 Public Address Announcer</b>	No mention
<b>4.2.2</b> During all games not more than (20) players including the goalkeepers shall be permitted. The eighteen (18) players shall be comprised of sixteen (18) runners, and two (2) goaltenders, if available. At no time shall a team be comprised of more than sixteen (18) runners.	<b>3.1.1</b> No team may be comprised of more than 12 Players on an active roster, including a minimum of 1 goalkeeper.
<b>4.2.5</b> Goaltender substitute	No mention
<b>4.2.7</b> Goaltenders in quarters	Eliminated by Coin Toss rule
<b>4.4.2</b> Captain not in uniform	No mention

<b>4.5.1</b> Jersey numbers must be 10 inches on the back	<b>2.4.6</b> Jersey numbers must be 15-21 cm high on the front and 20-26 on the back. Numbers must range from 0 to 99.
<b>5.1.1</b> The ball must be a solid color	<b>2.1.2</b> The ball will be white or yellow in color. Any other color used must be agreed upon by both teams.
Not Applicable	<b>2.1.4</b> An adequate number of balls must be available on the end lines. This is the home team's responsibility
<b>5.2.1</b> Stick length will be 40-42 inches	<b>2.2.1</b> Stick length is 100 cm to 110 cm
<b>5.2.2</b> The head of the lacrosse stick shall measure between 4.5 inches and 7 inches.	<b>2.2.2</b> The head of the stick will measure between 15.24 cm and 25.40 cm Sidewalls not above 5.08 cm
<b>5.3.1</b> Goalie stick maximum dimensions= width 13 inches, top to bottom of head 16.5 inches	<b>2.2.7</b> Inside measurement 15.24 cm to 38.10 cm , overall length 100 cm to 140 cm
<b>5.4.1</b> Must be made of hollow synthetic or metal type material	<b>2.2.4</b> Shaft may be composite, wood, or metal type material
<b>5.4.3</b> Pocket Color	No mention

No mention

**2.2.6** Prohibitions for pocket of crosse

<b>5.4.5</b> Stick check requested, if legal, delay of game penalty	<b>2.3.1</b> Stick check requested, if legal, major game penalty
<b>5.5.1</b> Required equipment- significant list	<b>2.4.1M</b> Outlines Men's equipment
<b>5.5.2</b> Compression shorts	Not applicable
<b>5.5.3</b> Helmet and stick test	Not applicable
<b>5.5.4</b> Chin Strap	Not applicable
<b>5.5.6</b> Goalie helmet removed	No mention
<b>5.6</b> Equipment Safety	No mention
<b>5.7</b> Goaltender Equipment Specifications	<b>2.4.3</b> No measurement requirements, no mention of padded pants, shin guards are optional but not mandatory

<b>6.1.1</b> Definition of Technical Fouls	<b>9.2.2</b> Referred to as Minor Fouls
<b>6.2.1</b> Definition of Minor Penalty	<b>9.2.3</b> Referred to as Major Fouls

<b>6.2.1</b> Suspension from play is 2 minutes	<b>9.2.4</b> Suspension from play is 1 minute
<b>6.2</b> All rules pertaining to minor penalty release	Not applicable
<b>6.3</b> Definition of Major Penalties	Not applicable
<b>6.4</b> Definition of Misconduct Penalties	Not applicable
<b>6.5</b> Definition of Game Misconduct Penalties	Covered by expulsion fouls Rule <b>9.2.5</b>
<b>6.6</b> Definition of Match Penalty	Not applicable

<b>6.7</b> Definition of Gross Misconduct Penalty	Not applicable
<b>6.8</b> Definition of Goalie Penalties	No mention
<b>6.9</b> Definition of Penalty Shot	Not applicable
<b>7.2.1</b> Faceoff at center after each goal	<b>6.4.1</b> Draws only occurs at the start of each quarter or overtime, with exceptions for extra player scenarios.
<b>7.2</b> Rules for faceoffs	Specific differences for men's and women's games in rules 6.4.2M and 6.4.2W
<b>7.3.2</b> Players in offensive or defensive zone are released at faceoff whistle	<b>6.4.3</b> Players must remain outside the draw circle until possession is gained, or the ball leaves the circle.
<b>7.4</b> Facing at other spots	Eliminated by Alternate Possession Rule <b>6.13</b>
<b>7.5.3</b> Timeouts called in defensive half of floor	Not allowed

<b>7.6.3</b> Backcourt violation after a faceoff	No mention
<b>7.7.3</b> A possession ends when the ball goes out of bounds (shot clock)	Only true if there is a change of possession
<b>7.7.4</b> Shot clock reset signal	Covered by mechanics manual
Not mentioned	<b>5.4.2</b> Shot clock error procedure
<b>7.8.1</b> Referee may award the ball to the goalie in the crease	No mention
<b>7.9.1</b> If the ball becomes caught in a player's equipment, other than the player's stick play shall be immediately suspended and the ball awarded to the player at that spot	<b>6.11.1</b> Ball awarded by Alternate Possession
No mention	<b>6.12.1</b> Ball on back of netting awarded to defense
<b>7.10</b> Ball out of sight	No mention

<b>7.11</b> Ball striking a referee	No mention
<b>7.12.2</b> Goal net inadvertently moved	No mention
<b>7.12.3</b> Goal net intentionally moved	No mention, but implies to be covered under Unsportsmanlike Conduct Rule
<b>7.12.4</b> Shot origin	Not applicable
<b>7.12.5</b> Pass from behind net resulting in no goal	Not applicable
<b>7.12.6</b> Throwing stick at ball to prevent goal	No mention
<b>7.13.1i</b> NO GOAL- When the ball passes through the plane of the net <b>after</b> the game clock's horn or shot clock has sounded to indicate the end of a	<b>6.6.5</b> NO GOAL- If the <b>ball is released</b> from the shooter's stick after the quarter/period has ended or expiration of the shot clock, regardless

quarter or overtime period or expiration of the shot clock.	of whether or not an Official's whistle has sounded.
<b>7.13.1vii</b> No goal if ball is kicked into net	Allowed

<b>7.13.1ix</b> No goal if ball is directed into net	Allowed
<b>7.13.1xiii</b> No goal if ball is released while stick head is behind goal line extended	Allowed
<b>7.14.3</b> Refers to substitution rules for the bench	All substitutions take place in the substitution area.
<b>7.14.5 through 7.14.7</b> Substitution fouls are a minor penalty (2 min)	All substitution fouls are minor penalties (loss of possession or 30 second time-serving foul)
<b>7.16</b> All rules covering substitution for injured players and return of injured players	No mention
<b>7.16.7</b> Refers to faceoff procedure when play was stopped for an injured player, and the ball was loose.	Alternate possession used in this scenario
Not Applicable	<b>9.2.7</b> Any player committing 3 or more major penalties in a game will have "fouled out"

<b>8.1.2</b> Implies a player may play without a stick	<b>10.6.2</b> Not allowed
<b>8.1.7</b> Withholding definition	More in-depth rules 10.5 through 10.5.6W
<b>8.2</b> Offensive screens and blocks	More limitations Rule 6.9
<b>8.4</b> Butt Ending	Covered by Unsportsmanlike Conduct Rule
<b>8.5</b> High Sticking	Covered by Slashing Rule 11.7
<b>8.6</b> Definitions of Illegal Cross Checking	All cross checking is illegal Rule 11.3
<b>8.7</b> Spearing	Covered by Unsportsmanlike Conduct Rule
<b>8.8.3</b> Penalty shot for throwing the stick	Not Applicable

<b>8.8.4</b> Awarded goal	Not Applicable
<b>8.8.5</b> Game Misconduct	Covered by Unsportsmanlike Conduct Rule
<b>8.9.1</b> States "non aggressive" contact with the hands or stick of a players is not slashing	Specifically stated this is not allowed in the women's game
<b>8.10.3</b> Attacking player first to touch a loose ball or in crease during goal	Not applicable, as offensive players are never allowed in the crease
<b>8.10.4</b> Attacking player in crease to gain advantage	Not applicable, as offensive players are never allowed in the crease
<b>8.10.5 through 8.10.7</b>	Not applicable, as offensive players are never allowed in the crease
<b>8.10.8</b> Provision for contact with goaltender	Contact is never allowed
<b>8.10.9 through 8.10.10</b>	Not applicable, as offensive players are never allowed in the crease

<b>8.10.11</b> Goalie hand ball	Goalie may not catch the ball
<b>8.10.13</b> No reentry by ball	Allowed

<b>8.10.14</b> Body checking of a non-goalie	Not applicable, as body checking is not allowed
<b>8.10.16</b> Penalty Shot	Not applicable
<b>8.11.1</b> References goalkeeper privilege if not on the floor	A designated goalkeeper must always be in the game.
<b>8.12.1</b> Incidental contact allowed with goalie for a good goal	Contact never allowed with the goalie
<b>8.12.3</b> Contact initiated by goalie	Not applicable
<b>8.12.4 through 8.12.6</b> involve contact with goalie	Not Applicable

<b>8.13</b> lists parameters for Illegal Body checking	All body checking is illegal
<b>8.15</b> Hooking	Covered by Holding rule
<b>8.16</b> Spectator interference	Not mentioned
<b>SECTION 8F</b> deals entirely with specific types of physical infractions, delineating between legal and illegal body checking	<b>11.1.1</b> Body-checking of an opponent in any form is illegal.
<b>8.3</b> Abuse of officials	Covered by Unsportsmanlike Conduct Rule
<b>8.31.2</b> Pregame inspection of goalie equipment	Not applicable
<b>8.31.4</b> Request for inspection of Goalie equipment by a head coach	Equipment of a goalie is not measured by officials, however these players may have their equipment inspected like any other player at the request of a head coach
<b>8.31.5 through 8.31.8</b> Involve inspection of goalie equipment pre and post game	Not applicable

<b>8.32.1</b> A player must immediately drop a broken stick, but may continue playing. They can get a new stick from the bench area. Exception for the goalkeeper inside the crease.	A player must leave the field with the broken stick. They can get a new stick in the substitution area. Play stopped immediately for goalie broken crosse.
<b>8.33</b> Equipment or Clothing adjustment	Not applicable
<b>8.34</b> Helmet lost during play	Not applicable
<b>8.35.2</b> Deliberately shoot the ball out of bounds is delay of game	Covered by Unsportsmanlike conduct
<b>8.35.6</b> A timeout request without time outs remaining is delay of game minor	Illegal procedure
<b>8.35.9</b> Goaltender equipment repair time limit	Not applicable
<b>8.35.10</b> Failure to close substitution doors	Not applicable
<b>8.35.11</b> Debris on playing surface	Not mentioned

<b>8.36</b> Displacement of goal	Not mentioned
<b>8.37</b> Obscene or profane language	Covered by Unsportsmanlike Conduct Rule
<b>8.38.5</b> Disputes call by banging the boards	Not applicable
<b>8.38.7</b> Continues to fight after being ordered to stop	Implied by Unsportsmanlike Conduct Rule
<b>8.38.8 through 8.38.18</b>	Implied by Unsportsmanlike Conduct Rule

<b>8.39.1 through 8.39.3</b> involve a player leaving the bench	Implied by Unsportsmanlike conduct rule
<b>8.39.4</b> Leaving a penalty before time expired	Implied by illegal procedure, however specific remedies not mentioned
<b>8.39.5</b> Timekeeper error for release of penalty	Not specifically mentioned

<b>8.39.6 through 8.39.8</b> involve breakaways	Not applicable
<b>8.40</b> Discipline	Not mentioned
Not specifically defined	<b>13.3.1</b> Co-incident fous are fous called on players of opposing teams during a live ball or dead ball when sequence cannot be determined.
<b>All of 9.9.1</b> Involve specific rules to box lacrosse about administration of coincidental fous. It is <b>9.1.1</b> Lists rules specific to box lacrosse involving coincidental fous. It is not practical to include all of them here. This is on page 52 of the box lacrosse rulebook.	13.3.1 Co-incident fous are fous called on players of opposing teams during a live ball or dead ball when sequence cannot be determined.
Not applicable	<b>13.3.4</b> During a slow whistle, 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 are time serving
Covered in <b>9.1.1</b>	<b>13.3.4i through 13.3.4v</b> award possession after coincidental fous
Not applicable because of stop time	<b>13.4.2</b> covers the start of penalty time
<b>4.3.1</b> The In-Home will serve all goaltender minor penalties.	<b>13.4.5</b> The In-Home and additional Players if warranted shall serve all goalkeeper time serve penalties.

<b>7.5</b> – 10-second count to advance ball past midline	No rule exists
	<b>2.3.2</b> involve several detailed rules differences for the pocket of the crosse. It is not practical to list them here, see page 16 of the rulebook.
Goalkeeper allowed to play with a broken crosse	<b>2.4.4</b> Lost or broken equipment compromises safety= immediate whistle
Not applicable	<b>2.6</b> Coach’s certification
No mention	<b>4.3.1</b> Correctable errors
No mention	<b>4.4</b> Inadvertent whistle procedures
Shot clock is reset at the end of a quarter	<b>5.4.1vi.</b> Shot clock does not reset at the end of a quarter if a penalty is being served and a team maintains possession.

Shot clock remains where it was when play was stopped.	<b>5.4.1iv.</b> Shot clock is reset for a defensive injury
Not applicable	<b>5.5</b> Coin toss procedures and rules
Not applicable	<b>6.1.2</b> Pre-Game certification
Not applicable	<b>6.1.3</b> Captains/ Coin Toss
Not applicable	<b>6.1.4</b> Pre-Game lineup
Not applicable	<b>6.4.1i.</b> Specifies when a team will maintain possession at the end of a quarter because of penalties served
<b>7.2</b> Facing at center	<b>6.4.2W and 6.4.2M</b> involve positioning before a faceoff. Page 23 of the rulebook
<b>7.2</b> Facing at center	<b>6.4.5W and 6.4.5M</b> involve movement during a faceoff

No mention	<b>6.4.8</b> Coincidental fouls on faceoff
Faceoff occurs at one of the four designated spots other than center	<b>6.4.7</b> Out of bounds- unable to award possession = alternate possession
Listed for defensive players only	<b>6.5.2</b> No player may be within 3 meters of the player in possession during a restart.
Not applicable, since substitutions come from the team's bench	<b>7.1.1</b> Goalies must substitute on their defensive half of the field
A player who is in the goal crease area may not possess the ball in the goal crease area for more than <b>4</b> seconds.	<b>8.3.3</b> A defending Player who is in the goal crease area may not possess the ball while in the goal crease area for longer than <b>five</b> 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.
Not applicable	13.1 involves the "Play On Technique" for execution of penalties

Not Applicable	<b>11.11.1</b> 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.
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Penalty reporting is done at the penalty area

**13.5.1ii** The official designates the duration of the foul by raising a green card(minor) yellow (major) or red (expulsion).

