



# WORLD LACROSSE

MAJOR RULE DIFFERENCES BETWEEN “SIXES  
AND WOMEN’S FIELD DISCIPLINES

Updates and Edits

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<b>6 V. 6 RULES</b>	<b>WOMEN'S FIELD RULES</b>
<b>1.1</b> The field is 70 meters by 36 meters	The field is 110 meters by 60 meters
<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	Goal line is the same width as the goal posts All other lines are 2 inches wide Center circle is 9 meters
<b>1.2.2</b> Goals will be placed 25 meters from the midline and be orange in color	Goals are 12 meters from the end line. Color must be silver, painted white or orange
<b>1.5.2</b> A 30-second visible shot clock is required for use in all games. Two clocks to be utilized at either end of the field. All shot clock criteria needs to be thoroughly reviewed	Shot clock not used
<b>1.6.1</b> -Bench area is 10 meters parallel from the substitution area, 5 meters from sideline	Bench area is 4 meters from the sideline, and extends 18.5 meters
<b>1.6.2</b> Uniformed players, head coach, and 2 non-playing personnel allowed on bench	No mention of non-playing personnel allowed on bench
<b>1.6.3</b> Coach's area is 2.5 meters in depth from the sideline and within the bench area	Coach's area is 4 meters from the sideline
<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.	Substitution area is 4 meters wide, 2.5 meters from the centerline.
<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. Circumference shall be 19.70cm – 20.30cm	Circumference shall be 20 cm – 20.30 cm Color must be yellow for WL events Any solid color in appendix B
<b>2.1.4</b> Balls on endline – Organizer shall supply an adequate number of balls	No Mention
<b>2.2.1</b> Stick length is 100 cm to 110 cm	Stick length is 40-42 inches for short crosses, and 52-72 inches for long crosses
<b>2.3.2</b> Pocket specifications - maximum length of hanging strings is 5 cm	No mention
<b>2.3.3</b> Request for stick check -Only the Head coach can request a stick measurement check	any player on the field may request an umpire to inspect the pocket of an opponent's Crosse when her team has possession of a 'dead ball'
<b>No Free Checks (a penalty is served after every stick check request)</b>	<b>Illegal Crosse Request:</b> request for a second time during a game, or any additional time, the inspection of an opponent's Crosse when it meets specifications (Rule 9.3). A free position will be awarded at the spot of the ball or where play was to resume before the Crosse was checked.

<b>2.3.5</b> the goal scorer's stick is found to be illegal, then the goal is disallowed. If the goal is disallowed, the foul will not be imposed	Goal not allowed also
<b>2.4.2</b> It is recommended that the mouth guard be visible in color.	The mouth guard shall be of any readily visible color other than colorless or white and must not have graphics of teeth.
<b>2.4.6</b> Jersey numbers must be 25 cm high on the front and the back. Numbers must range from 0 to 99.	The number on the front of the jersey must be 15 cm tall, and 20 cm tall on the back. Must be a solid font
<b>2.5.1</b> No Player shall wear any form of body or helmet mounted sports camera, or wear or carry equipment, which, in the opinion of the Officials, endangers them or other Players.	No mention of camera might be considered as dangerous equipment
<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>20.2</b> Only 18 players in a squad may dress in team uniform for a game.
<b>3.1.4</b> Minimum of 6 players 1 of which is a goalkeeper must be on the field to start the game	Any number of players up to ten (10) are permitted on the field at the same time. One of the 10 players on each team may be a goalkeeper. If a team chooses to play without a goalkeeper, an unprotected field player/the ' <i>deputy</i> ' may only enter the goal circle according to the criteria in Rule 18.A.4 and must never enter the goal circle to defend a shot
<b>3.1.7</b> The In-Home may be any Player on the team except for a goalkeeper. The In-Home will serve any non-designated Player foul, 30-second, one-minute, expulsion, or foul by the goalkeeper	This not used in 10 v10 – rule 23 – goalie serves own penalty
<b>Officials uniform</b> – removed from sixes rules and placed in sixes official's manual	<b>Rule 9</b> Official's Uniforms
<b>4.1.1</b> The game shall be controlled by three Officials, one of whom shall be designated the Head Official. Head Official runs far side of field and no rotation of officials will happen	<b>Rule 9</b> When three umpires call a game, the charge/head umpire will begin the game in the center position, and they will rotate their field positions clockwise following every goal or every two goals.
<b>4.1.2</b> The authority of the Officials shall begin with their appearance on the field of play and terminate only when the Officials exit the field of play.	<b>Rule 9</b> Be in charge of a game 30 minutes prior to the start of the game.
<b>4.2.4</b> Shot Clock Operator's Duties Defines in detail the duties if the shot clock operator	Not applicable
<b>4.3.1</b> Is labeled "Correctable Errors" and identifies the errors that are considered correctable	No mention regarding correction of errors
<b>4.4.1</b> Specific procedures for inadvertent whistles and delayed foul signals	<b>Rule 82.6</b>
<b>5.1.1</b> The regulation playing time is four quarters of eight minutes running time.	<b>Rule 11</b> The match shall be divided into 4 periods of 15 minutes duration each.
<b>5.3.2ii and iv.</b> All clocks will stop whenever the ball becomes dead during the last 2 minutes of	<b>Rule 10</b> During the last 30 seconds of the first, second, and third quarters, the last 2 minutes of

the 4 <sup>th</sup> quarter, or any dead ball during overtime and restart upon an official blowing their whistle	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,
<b>5.4</b> Details for shot clock operation	Not applicable
<b>5.2.2</b> Halftime is 5 minutes	<b>Rule 11</b> Halftime is 10 minutes
<b>5.5.1</b> 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.	<b>Rule 11</b> 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.
<b>6.1.2</b> The pregame equipment certification by the Head Coach shall act as the team warning. The Head Coach shall certify to the Head Official before the game that all Players are properly equipped	<b>Rule 9</b> Careful inspection of all equipment prior to the start of the game eliminates unnecessary delays and penalties. All crosses must be measured and pockets checked, regardless of whether or not they will be used in the game..... <b>The coach's certification procedure will replace pregame equipment inspections conducted by the officials</b>
<b>6.1.4</b> The Officials' shall then position the starting line-ups in lines facing each other at the center of the field, with their left sides towards the goal they are defending.	No mention
<b>6.4.1</b> Center Draws only occur at the start of a quarter or overtime period, subject to exceptions for extra player scenarios	<b>Rule 13</b> The game is started with a Draw at the start of each quarter of the game and overtime period and after each goal, except when a free position is awarded at the center line.
<b>6.4.3</b> Players outside the center circle must remain outside until possession is gained, the ball touches or crosses the line creating the center circle	<b>Rule 13</b> Refers to player positioning prior to draw
<b>6.4.4</b> and say, "set".	<b>Rule 13</b> And say "ready"
<b>6.4.6</b> inadvertent whistle is blown prior to possession during draw, then the ball shall be re-drawn at the center line with the same restrictions as the original draw.	Rule 13 no mention
<b>6.4.7</b> 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.	<b>Rule 13</b> no mention
<b>6.4.8</b> If both Players draw illegally, or it cannot be determined why the draw was illegal, or the Official determines that the draw was unsuccessful because it was not set correctly, the Official will reset the draw; however, if a second re-draw is necessary, the ball will be awarded by alternate possession	If both players draw illegally, or it cannot be determined why the draw was illegal, or an umpire determines that the draw was unsuccessful because it was not set correctly, the umpire will reset the draw.

<p><b>6.5.1</b> Restarts - In a team's Defensive Zone the restart shall occur in the same relative position where the ball was when play was stopped. In a team's Offensive Zone the restart shall occur two meters inside the closest boundary line from where the ball was when play was stopped.</p>	<p><b>Rule 13</b> This restart is similar to a self start with minor differences such as an official will start play with a whistle and location of where the ball will be awarded.</p>
<p><b>6.5.2 Delay of Game</b> - A violation of the three-meter area will be a foul (slow whistle) for illegal procedure. On any restart, no offensive Player may be within three meters of the Player with the ball. If an opposing player is within three meters of the player that has been awarded the ball, and the official blows the whistle to restart play, the opposing player is not allowed to defend the ball until they reach a distance of three meters from the opponent. A violation will be a delayed penalty for delay of game. On any restart, no offensive player may be within three meters of the player with the ball. Officials are instructed to resume play quickly and not be as deliberate with the exact location of the restart. Official restarts play with whistle</p>	<p><b>Not used in 10 v 10</b></p>
<p><b>6.5.4</b> 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><b>Rule 16</b> Throws and Free position are not used in sixes game. When a time serving foul occurs award the ball as outlined. This is a major difference from the current 10 v 10 game</p>
<p><b>6.5.5</b> 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>No mention</p>
<p><b>6.5.6</b> 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>Rule 13 - The game is started with a Draw at the start of each quarter of the game and overtime period and after each goal, except when a free position is awarded at the center line.</p> <p>no free position used in sixes</p>
<p><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)</p>	<p>Rule 13 - A Draw after each goal, except when a free position is awarded at the center line.</p>
<p><b>6.6.5 No Goal – Differences exist in i, vii, ix, x</b></p>	<p><b>Rule 14 – no goal – differences 1,2,10,11, Note on 10 – sticks will not be checked after a goal</b></p>

	<b>unless requested by Head Coach in the sixes game</b>
<b>6.7.3</b> Out of Bounds - 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 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.	<b>Rule 15</b> - When a loose ball touches the boundary line or the ground outside the boundary line, the ball is out of bounds. The player/team that last touched the ball before it went out of bounds will lose possession of it, unless it was a shot or a deflected shot on goal. When a shot or deflected shot on goal goes out of bounds, the player nearest to the ball where it crosses the boundary will place the ball in her Crosse and stand 2m inside the boundary line where the ball went out of bounds.
<b>6.9.1 Pick</b> The use of the pick by an offensive Player is permitted, provided that the offensive Player is stationary and motionless, and standing in a normal stance, at the time the contact is made.	Similar to 10 v10
<b>6.10.3</b> -The injured Player must leave the field before the start of the next play and they may not return before the next dead ball. In the event of blood, all obvious blood is to be disinfected from the Player, uniform and equipment.	Time out is not taken for substitution except in the event of illness, accident or injury. An incapacitated field player is allowed up to 2 minutes recovery time, and an incapacitated goalkeeper is allowed up to 5 minutes recovery time. <b>(not used in sixes)</b> For player injury, including blood, suspected injury or illness, time out is called by the umpire. If medical personnel and/or a coach go on to the field to attend to a player, that player must leave the field. A substitute may take her place. If the injured player returns to the game, she must return to the game through her team’s substitution area.
<b>6.10.4</b> - Must be in offensive zone A team may request a timeout if they are in possession of the ball in their Offensive Zone or entitled to possession of the ball following a dead ball.	Rule 11 – H - A team may request a time out after a goal is scored or when her team has possession of a ‘dead ball’ anywhere on the field outside the Advantage Flag area. The coach may request a time out through the score table, or the player who is given possession of the ball may request a time out directly through a field umpire.
<b>6.10.5</b> A team timeout will be 30 seconds in duration.	A Team Timeout will be 90 seconds long.
<b>6.11.1</b> If the ball becomes stuck in a Player’s uniform or equipment, play shall be suspended immediately and possession shall be awarded by the alternate possession.	No AP
<b>6.13</b> When the Officials cannot determine which team should be awarded the ball, possession shall be by alternate possession.	Nothing clear in 10 v 10 except for a possible throw

<p><b>8.1</b> Goalkeeper - Each team must have a goalkeeper on the playing field at all times. The goalkeeper is the Player wearing the goalkeeper mandatory protective equipment. Where the goalkeeper is replaced by another Player, that Player must wear the goalkeeper mandatory protective equipment and shall be deemed to be the goalkeeper.</p>	<p>Rule 18 – Any ruling related to Deputy in this rule is disregarded. The Deputy is not used in the sixes game.</p>
<p><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.</p>	<p>Must move the ball out of the goal circle within 10 seconds after the ball has entered the goal circle.</p>
<p><b>There are many differences for crease play between the two games. Officials will have to spend a great deal of time to understand them.</b></p>	
<p><b>9.2 Fouls</b> - Players can get time served penalties when a foul occurs. Minor – 30 Seconds, Major – 1 minute, Expulsion – 2 Minute</p>	<p><b>MAJOR DIFFERENCES between the games in regards to Rules 20, 21, and 23.</b> Too many to list here. Many fouls in 10 v 10 are not time serving</p>
<p><b>9.2.1</b> Definition of “Minor Fouls”</p>	<p><b>All non time serving</b></p>
<p><b>9.2.3</b> Definition of “Major Fouls”</p>	<p><b>All non time serving with exception of carded fouls</b></p>
<p><b>9.2.5</b> Definition of Expulsion fouls</p>	<p>Similar to carded fouls however penalty time is different</p>
<p><b>9.2.7</b> Any Player committing <b>three or more major penalties</b> (or an expulsion foul), shall be “fouled out” of the game</p>	<p><b>No mention</b></p>
<p><b>10.10 – Offside</b> When a team’s goalkeeper steps on or over the center line or any part of his body is on or over the center line.</p>	
<p><b>11.9W</b> Dangerous Propel – major foul - Any shot directed at or taken without regard to the positioning of an opposing Player, with the exclusion of the goalkeeper. A player may shoot the ball when opponent is between them and goal if the projection of the ball is at or below knee level.</p>	<p>Rule 21 – Does allow for shot when opponent is in between shooter and goal, unless they moved in after the shot was initiated.</p>
<p><b>11.10.1</b> Walling - 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.</p>	<p>Not Applicable</p>

<p><b>12.2.6W</b>Any dangerous propel which may be a pass or a shot that directly strikes any Player above the knee, with the exclusion of the Goalkeeper.</p>	<p>Different penalty options</p>
<p><b>13.1.1 Play on –</b> Where a Player or Team commits a minor foul(s) during a loose ball situation and no scoring opportunity is imminent, and the offended team may be disadvantaged by the immediate suspension of play, then the Official shall visually and verbally signal “Play-on”, and shall withhold the whistle until such time as the situation involving the potential advantage has been completed, as follows:</p> <ul style="list-style-type: none"> <li>i. If the offended team gains possession of the ball, then the play-on situation has lapsed, and the Official will cease the signal.</li> <li>ii. If the offended team does not gain possession of the ball, then the whistle sounds, and the offended team is awarded the ball.</li> <li>iii. If the offended team commits a foul after the initial play-on then the whistle blows, and the team originally offended will be awarded the ball.</li> <li>iv. If any further foul(s) during the play-on warrants time served, then the Official shall stop the play immediately and administer the penalties(s). Only those penalties that are deemed to be time served shall be served.</li> </ul>	<p>Rule 17 Held Whistle – rule is similar however differences exist with possession compared to no possession.</p>
<p><b>Rule 13.2.1</b> Slow Whistle technique 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> <ul style="list-style-type: none"> <li>a. A goal is scored by the offended team</li> <li>b. The ball goes out of bounds</li> <li>c. A change of possession</li> <li>d. The attacking team commits a foul</li> </ul>	

<p>e. The shot clock or quarter expires or the attacking team requests a time out.</p> <p><i>Note : the shot clock is reset criteria is used during the slow whistle</i></p>	
<p><b>Rule 13.2.5</b> Goal scored during slow whistle</p> <p>i) If minor foul - the foul is wiped out and ball awarded to the Goalie for the restart</p> <p>ii) if a major foul or expulsion foul is committed then goal will count and ball is awarded to the offended team as per restart rule</p>	
<p><b>Rule 13.3</b> Refers to Coincidental Fouls</p>	No defined well in 10 v10
<p><b>13.3.1</b> Co-incident fouls are fouls called on Players of opposing teams <b>during a live ball or dead ball when sequence cannot be determined.</b></p>	
<p><b>13.3.2</b> During a slow whistle or play-on, any foul by the team in possession or entitled to possession shall result in an immediate whistle.</p>	
<p><b>13.3.4</b> 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><b>13.3.3</b> If there is no play-on or delayed penalty in effect and all fouls are minors the fouls will cancel each other.</p>	
<p><b>13.4.4</b> Penalty time will only end when the timing of the foul has expired.</p>	
<p><b>13.5 Reporting of Fouls</b> – Cards will be used to report fouls Card Green – Signifies Minor foul Yellow – Signifies Major foul, Red – Signifies Expulsion foul</p>	Cards are used in 10 v 10 however different color schemes and for different offenses
<p><b>Rules not used in sixes that are in 10 v 10</b></p>	
	The fan
	Advantage flag and Area
	Self Start
	Throw
	Restraining line rules and penalties
	Set penalties
	Free position