



## Rules of Play and Game Information

Other than specified here, **Olympic 6v6 rules passed by the World Lacrosse General Assembly will apply.**

### **6v6 Rule Guidelines**

- Teams of 15 players.
- 6v6 (Includes Goalie). 60x35 field. Short sticks only.
- No restraining boxes or offsides rule (except goalies). The 5 field players can freely move about both halves of the field. Goalies must stay on their defensive end.
- 4 - 8 minute quarters, running time. 2 minutes between each quarter.
- 45 second shot clock - Kept by refs. Timer starts once possession is gained. Refs will count down from 5 seconds.
- Faceoffs/Draws only occur at the start of each quarter. After a goal, the referee will whistle for the goalie to restart play from the crease. Any player can restart the ball within the crease.
- No shot back-up. Possession is rewarded to whichever team did not touch the ball last.
  - Ex 1. A shot that hits off the goalie or opposing player and goes out of bounds stays in possession with the offense. A shot that does not hit an opposing player and goes out of bounds is a turnover with possession rewarded to the defense.
  - Ex. 2. If a shot hits off the post and re-directs out of bounds, the ball is awarded to the defending team at time of the shot.
- 2-point goals - counted from shots behind the 2-point arc (13 yards).
- Referees keep official game time and shot clock.

### **Penalties**

- Once a penalty is called and the penalized player has exited the field of play, the extra man opportunity will begin with a reset 45 second shot clock.
- Minor Fouls (Technical) = 30 Seconds
- Major Fouls (Personal) = 60 Seconds
- Any major fouls result in a two minute non-releasable penalty service time. Shot clock remains during penalty service. (Including but not limited to illegal body checks, unnecessary roughness, and conduct fouls).
- Penalty time is kept by the table worker.

### **Overtime**

- Tie at end of regulation - 2 Minute overtime, first goal scored ends the game. If No Goal is Scored, The Game Ends in a Tie. (Pool/seeding games only)
- Playoff games must have a winner. Play overtime till first team scores.

## **Injury Stoppage**

- Any injury occurring within the last 2 minutes of the game that requires the game to be stopped, the clock stops with the injury.

## **Playoff Bracket Seeding order**

- Head to Head (only two teams)
- Goal Against
- Goal Differential
- Goals Scored
- Coin Toss

## **EJECTIONS**

- Game ejections are handled by the referees. **Communicate to the table to contact the tournament director for all ejections to prevent escalation.**
- Tournament suspensions are handled by the Tournament Director.
  - 2 unsportsmanlike conduct penalties warrant ejection or 1-game suspension

## **KEEPING / REPORTING SCORES**

Each game will be tracked by the game scorecard which the field staff will have at each game. Coaches must sign game cards so the field staff can report the score of your game. The scorekeeper will update scores and provide game scores to the official score tent. Everything will be updated on TourneyMachine.

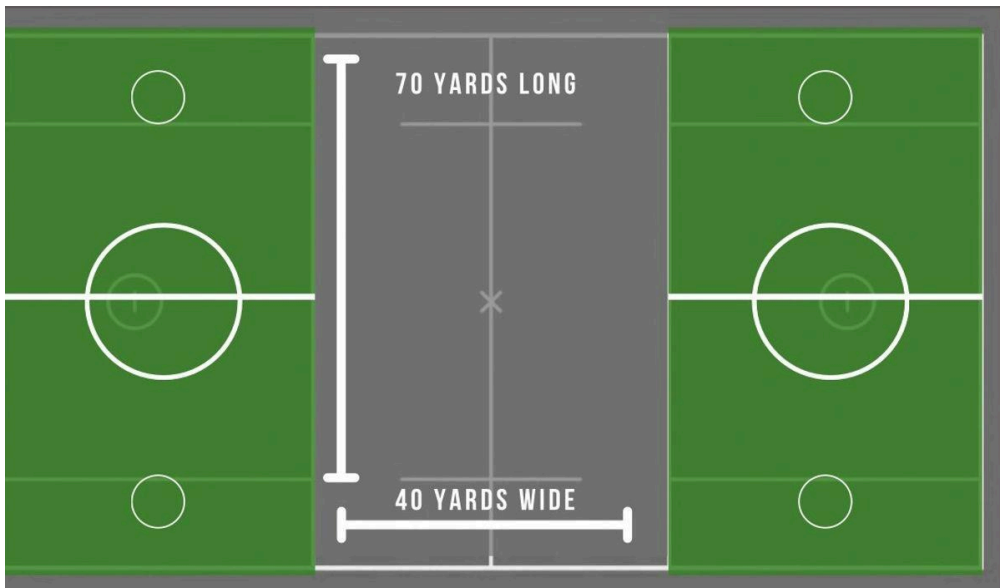
## **SPORTSMANSHIP / CONDUCT**

Poor sportsmanship, taunting, trash talking, fighting, or any other unbecoming behavior on the part of the players, coaches, parents, or fans will not be tolerated. All persons involved with a Buku Events Tournament and visiting the facility are expected to "Honor the Game". Bad language will not be tolerated. Please treat the officials, opponents, spectators, and tournament staff with the same respect you would like to be shown. The Tournament Directors expect the officials, coaches and players to conduct themselves in accordance with the rules.

**Obscene language:** Minimum of two minutes. The penalty time is non-releasable.

## Small Field | Big Game

---



Sixes Field