



Rules of Play and Game Information

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

6v6 Rule Guidelines

- 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.
- Referees keep official game time and shot clock.
- 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.
 - Faceoff/Draw: Player from each team in the center circle. Everyone else stays on the outside of the middle circle until possession is gained or the ball goes out of the center circle.
 - Mercy Rule: If a team is losing by 7+ goals, the team that got scored on will restart live play from midfield instead of restarting from their own goal.
- 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).
- Over and Back
 - Once a ball is in a team's offensive half of the field it cannot return to the defensive half of the field through actions of the offensive team.
 - Offensive players may bat the ball to keep it in the offensive zone.
 - If the ball does touch or cross the center line, there is an immediate change of possession and a quick re-start for the non-offending team.
 - No violation if off of a shot, loose ball last touched by defense or a loose ball that is leaving the offensive zone and defense is called for a loose ball foul (play-on).

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.

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.
- Penalty time is kept by table staff
- Technical (Minor) Fouls = 30 Seconds
 - Interference (with stick or body)
 - Pushing
 - Illegal Pick
 - Holding
 - Withholding the ball from play
 - Illegal actions with the stick (Contact with horizontal stick in USA is illegal)
 - Illegal action by team official (coach, trainer)
 - Illegal Procedure (leaving penalty area before penalty time, delay of game, etc)
 - Illegal Equipment
 - Offsides only on Goalie
 - Warding
- Personal (Major) Fouls = 60 Seconds
 - Illegal Body Check
 - Slashing
 - Cross-check
 - Tripping
 - Unnecessary Roughness
 - Illegal Stick
 - Unsportsmanlike Conduct
 - Dangerous Follow-Through (WG only)
 - Illegal Crease defending
 - Dangerous Propel (Girls only) that hits the player below knee
- Any major foul results in a two minute non-releasable penalty service time. Shot clock remains during penalty service
 - Boys - Deliberately body checking in the head, neck area or from behind.
 - Girls - Dangerous Propel that hits a player above the knee.

Girls points of emphasis:

- **There will be no shooting space calls.** Shooters are responsible for their shots & can be called for dangerous propelling. Defenses are advised to play more man defense as opposed to zone to limit safety issues in this regard.
- Per USA Lacrosse, the following penalties will not be called ([See here for reference](#) pg 5.)

- 3 Seconds
- Shooting Space
- Empty stick check on ground balls
- Hooking
- Poke checks
- In the sphere
- Check across the body

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

1. Head to Head (only two teams)
2. Goal Against
3. Goal Differential
4. Goals Scored
5. 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

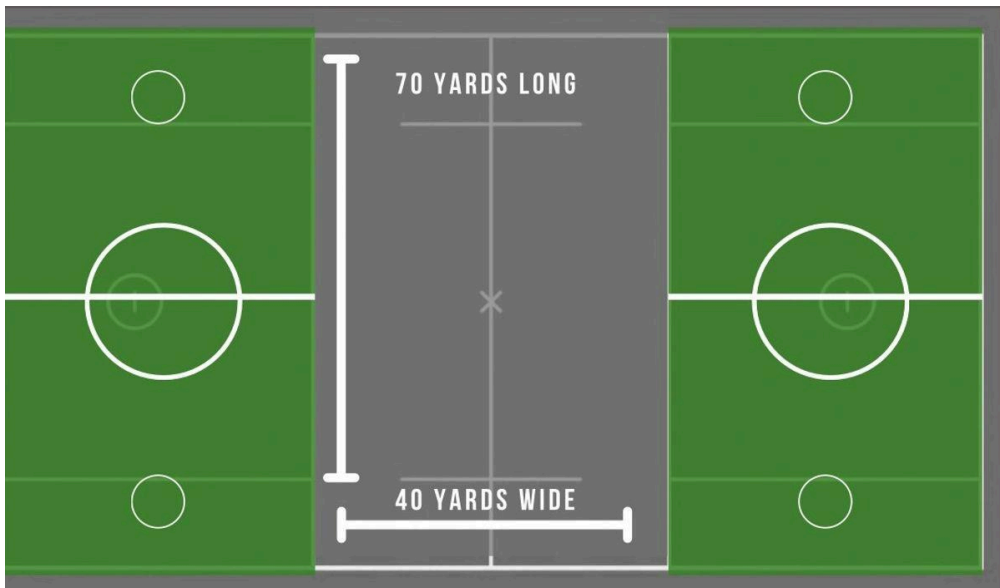
Each game will be tracked by the game scorecard which the field staff will have at each game. Coaches must sign game cards so the field staff can report the score of your game. The scorekeeper will update scores and provide game scores to the official score tent. Everything will be updated on TourneyMachine.

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. May result in an ejection.

Small Field | Big Game



Sixes Field