

EUROLAX SIXES CUP

TRIAL RULES DISCUSSION

***5.3.2 mechanics = clock will stop on all time serving penalties** (edit)

- a. Stop clock
- b. Show card while stating player #
- c. Time & Name infraction (ie. 1 min, slash)
- d. Restart play

***6.7.3 shot hitting the goal post & going out of bounds=** reset & offensive possession (new)

***10.6.6 W** - do not call any empty stick checks on the ground - they are 'allowed' to empty stick check as long as it cannot be designated slashing, pushing or holding (now the same as mens)

A time served penalty will apply if a team is passing/has possession and the cutter gets empty stick checked. It will be a 30 second minor/green penalty to the offending team. The team passing 'has possession'. (new)

***11.5.3 W** - a charge is a turnover only - no penalty (we ended up doing this towards the end of the World Games) (edit/interpretation)

***11.9 W** - now the same as the men/women's 10's (have to address walling) (edit)

Walling - Rule 11.10

Defensive players crowding or in front of their goal (including inside the crease, in front of their goal) or forming a stack/wall type formation **in their crease, in front of their goal** or 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.

Guidance - if a defensive player is in the crease, in front of their goal (ie. beside their goalie), they are in a potential walling situation if a player is ready and able to shoot

***New** - 10 second count to get over half (new)

Guidance: the shot clock will determine the 10 seconds (no chop); if the shot clock gets to 20 seconds, the referee will blow the whistle to indicate 10 seconds using the shot clock signal; the ball will restart 2m inside a boundary

***New - start of the game** (new) NOTE: Overtime change below

- A. Captains choose between first possession or defensive end at the coin toss.
- B. If they choose first possession, they start with the ball at the 'penalty' dot.
- C. Alternate possession is in effect for the remainder of the game.

- D. **Example:** Canada has possession to start the game. They are a person up and have possession when Q1 ends. Canada would retain possession to start Q2. The teams are at even strength tlf a team has possession at the end of a quarter during an extra-person situation, they will have possession (regardless if they have alternate possession).o end Q2. England would start Q3 with possession. *a physical arrow will be at the scoretable*

Example: If a team chooses first possession, their opponent may never receive AP if there are person-up (possession) situations to end Q1, Q2 and Q3.

OVERTIME: *had to change due to AP*

- A. Captains toss for AP or end (AP will be in effect for the duration of all OT's)
- B. 2 x 2 minute periods of stop clock OT will be played until a winner is declared (total 4 minutes)
- C. At the end of the first 2 minutes, teams will immediately switch ends (no coaching, but may change players on field). AP will apply if the teams are even strength. If the teams are in a woman-up or woman-down situation, possession rules will apply.
- D. If there is no winner after a 2 x 2 minute period and the game is tied, teams will be awarded a 2 minute coaching break before restarting a second 2 x 2 minute OT sequence. Sudden death/sudden victory/golden goal are no longer applicable.

RESTARTING THE PLAY AFTER A DISALLOWED GOAL: (edit/interpretation)

- A. Signal no goal.
- B. Move the goaltender outside the cage (either side), laterally, even with the goal line extended.
- C. No defensive player can be within 3m of the ball (Rule 6.5.1)
- D. Blow whistle to restart play.

TIMING: (same)

- 1. Arrive to the field 1 hour prior to the match.
- 2. 20 minutes - collect teams
- 3. 17 minutes - teams arrive at bench
- 4. 14 minutes - approach coaches to ask if their players are 'well equipped to play by these rules'.
- 5. 10 minutes - Captains/coin flip to determine first possession/defensive end *report to Roxanne Curtis at scoretable and the scorekeeper*
- 6. 8 minutes - Team Introductions (teams lineup on sideline)
- 7. 6 minutes - Land Acknowledgement & Anthems
- 8. 2 minutes - Starting line ups collect at the center of the field
- 9. 1 minute - Hand shake and ready to start the match

TIMEOUTS: (only pertains to a changed overtime procedure)

Teams are permitted one 30 second timeout per quarter. The 30 seconds is to commence when the official signals to the bench to start the timeout clock (give teams time to get to their bench area before signaling to start the clock). Teams are permitted 1 timeout per ***overtime set*** (an overtime set consists of 2 x 2 min periods).

Example: Team Canada requests a timeout 45 seconds into the first 2 minutes of the first overtime period. They have used their timeout for the first overtime 'set' and cannot request a second timeout after the teams switch ends for the second 2 minute period of the first ***overtime set***.