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Sixes Rules 2024

Agenda

- Introduction – Carolyn Toll Sixes Rules Subcommittee Chair
- 3 Pillars of Sixes Rules
 - a. Safe
 - b. Simple
 - c. Entertaining
- Trial Rules Feedback
- Change proposals
 - Use the chat function for your questions – these will be addressed in the Q & A
- Editorial Changes
- Q&A
 - Will address the change proposals in order

Introduction

Introduction

Rule changes for the Sixes game were developed by the Sixes Rules Subcommittee. After each Sixes Event (under the World Lacrosse umbrella), a survey was sent to all participants to provide feedback on the trial rules. These were then reviewed and sometimes amended by the Sixes subcommittee:

- Carolyn Toll (Canada) – Chair
- Dana Dobbie (Canada) – Athletes Commission
- Kinori Sugihari Rosnow (Japan) - Athletes Commission
- Keith Glock (USA) – Official

Goals

Goals

Sixes rules of lacrosse are in their infancy. A first draft of the Sixes Rules book was developed in November 2020. Changes were made to the original set in 2021 and these rules were played at the 2022 World Games in Alabama. After the World Games, the Sixes Rules Committee was established. The committee strives to develop and amend rules to meet the 3 Pillars of Sixes Rules:

1. Safe
2. Simple
3. Entertaining

Change Proposals

Change Proposals

- Rule 5.3.2 – Stoppage Reasons (All Clocks) (add penalty administration)
- Rule 5.3.2 – Stoppage Reasons (All Clock) (eliminate stoppage on goals)
- Rule 5.4.2 – Shot Clock Errors
- Rule 6.4.3 – Player Positioning (draw)
- Rule 6.7.3 – Without possession
- Rule 10.6.6(W) – Empty Stick Check
- Rule 11.10.1 – Walling
- Rule 11.5.3 – Unnecessary roughness (removal charging)
- Rule 11.9(W) – Illegal Crease Defending

Change Proposal

- **Rule 5.3.2 Stoppage Reasoning (All Clocks):** all clocks will stop on time served penalty administration.

Rationale

- **Simple** –viewing audience understand the clock stops on all time served penalties
- **Entertaining** – less time wasted to administer penalties and more live action/playing time

Change Proposal

- **Rule 5.3.2 Stoppage Reasoning (All Clocks)ii):** remove ii. After a goal, upon the Official's sounding whistle

Rationale

- **Simple** – game and shotclock run after goals; reduces the number of clock errors
- **Entertaining** – goaltenders clear the ball within the 5 seconds to put the ball in play

Change Proposal

- **Rule 5.4.2 Shot Clock Errors:** In cases where the shot clock does not reset or start within 5 seconds of the official signaling request, the officials are instructed to stop play and correct the clock to the appropriate time.
Note: In the event of an imminent scoring opportunity, or if a team is clearing the ball, the officials shall allow the scoring opportunity or clear to continue and stop the play to reset the shot clock when either is complete. Should the officials not know the correct timing of the shot clock at the time of stoppage, it shall be reset to 30 seconds.

Rationale

- **Simple** –same as box lacrosse

Change Proposal

- **Rule 6.4.3- Player Positioning (draw):** after the sounding of the whistle, all players may enter the draw circle. Whilst the two players who are participating in the draw are in the draw position, and the ball is between and contacting their sticks, it shall be illegal for any other player to make contact with the body or stick of either of those two players.
 - i) Checking of either the stick or the gloved hand of either player participating in the draw is a minor foul (loose ball)
 - ii) Body checking either player participating in the draw (prior to possession) is a major foul or an expulsion foul

Rationale

- **Safe** – protects draw takers
- **Simple** – same as women's/men's field
- **Entertaining** – more flow to the game/less stoppages

Change Proposal

- **Rule 6.7.3 Without possession:** a shot hitting the goal post or crossbar and going out of bounds, will result in a reset and possession to the offensive team.

Rationale

- **Simple** – consistent with box lacrosse; makes it easier for officials
- **Entertaining** – another reset and immediate scoring opportunity

Change Proposals

- **Rule 10.6.6(w) Empty stick check:** remove all loose ball empty stick checks from the women's rule.

Rationale

- **Safe:** all slashing; loose ball pushes and interference will be called
- **Simple:** consistent with all other disciplines with the exception of women's field
- **Entertaining:** less whistles; more flow

Change Proposal

- **Rule 11.10.1 Walling:** Defensive players who are **stationary** and do not make an attempt to legally defend an opponent within a sticks length, who crowd in front of their goal or within the crease and form a stack/wall type of formation without marking an opponent within a stick's length

Remove from major foul; now a 30 second penalty {wiped on a goal}

Rationale

- **Safe:** deters players from being in the shooting lanes or in the crease while the attack is shooting

Change Proposal

- **Rule 11.5.3 (w):** Eliminate *charging* from unnecessary roughness (1 minute major/yellow penalty); now will result in a change of possession (no penalty).

Rationale

- **Safe:** can call body checking if the charge/barge/bull dodge is unsafe
- **Simple:** easy to viewing audience understand/same as basketball
- **Entertaining:** quick change of possession, instead of losing game time administering penalties

Change Proposal

- **Rule 11.9 (W) Illegal Crease Defending:** Players on the defending team in their defensive end of the field may run through any portion of the goal circle while defending. Only the defensive player who is directly marking the ball carrier within a stick's length may remain in the goal circle while defending. Players on the defending team in their defensive end of the field may run through or remain in the goal circle when their team is in possession of the ball (defenders are in a potential 'wall' if they are in the crease while a shooter is shooting). Defenders within the goal circle may play the ball regardless of whether both of their feet are within the goal circle. Defenders must immediately leave the goal circle when their team loses possession of the ball.

Remove from major foul; now a 30 second penalty {wiped on a goal}

Rationale

- **Safe:** prevents players from crowding in the goal circle
- **Simple:** consistent with new walling interpretation; eliminates officials having to enforce one interpretation when the ball is below GLE and another when the ball is above GLE
- **Entertaining:** less crease infractions/stoppages in play

New Rules

These rules were not part of the original set of Sixes rule nor the 2021 updates played at the 2022 World Games.

1. 10 second rule
2. 10 second rule (special situations)
3. Shot clock – stoppage on out of bounds balls
4. Field marking – permanent penalty dot on the field

New Rule (10 second count)

Rule: In all situations, there shall be a ten-second (10) count half-field applicable to both teams. When a team gains possession in the defensive half of the field, they must get the ball across the centerline within ten (10) seconds of gaining possession. Being across the centerline means both feet of a player in possession of the ball must be in the offensive half of the floor, they may not be touching the centerline or if a loose ball crosses the line.

- **Notes:** adds defensive aspect
- **3 Pillars:** simple (consistent with WL box lacrosse Rule 7.5 pg. 25); entertaining (adds defensive pressure/a variety of strategies and tactics, especially in the late stages of a close game)

New Rule (Special situations {10 second count})

Special situations 10 second count:

i) **Timeouts** : Timeouts called in the defensive half of the field - in timeouts situations called by the defensive team who is entitled to possession before the expiration of the 10 second count, a new 10 second count shall be awarded after the timeouts.

Rationale:

- **Simple:** same as WL box pg. 25 Rule 7.5.3
- **Entertaining:** timeouts are strategic to beat the 10 seconds; eliminates teams killing penalties in their own end

ii) 6.5.6 **Carry-over:** If the ball is in a team's defensive zone the play will commence 2 m inside the closest boundary from where the ball was when the play was stopped. The boundary line may also be the center line. The team in possession will be granted a new 10 second count to advance the ball over half.

Rationale:

- **Simple:** same as WL box pg. 25 Rule 7.5.3
- **Entertaining:** timeouts are strategic to beat the 10 seconds

New Rule (Special situations {10 second count})

Special situations 10 second count:

iii) 5.4.1. 10 second count & shot clock *Deflections*

- The shot clock shall not reset
- If the ball hits the goalkeeper or a defensive player while outside the crease. The shot clock does not reset, however, if the ball is *deflected* out of bounds in a teams defensive end, the team entitled to possession is granted a new 10 second count to advance the ball over half.

Rationale

- **Simple:** same as WL box pg. 25 Rule 7.5.3
- **Entertaining:** timeouts are strategic to beat the 10 seconds

New Rule (Shot clock stoppage)

The shot clock shall stop when the ball is out of bounds.

Rationale:

- **Entertaining:** shot clock does not expire when the ball is out of bounds/play is decided by live action

New Rule (Penalty Dot on the field)

Include a penalty dot as a permanent field marking.

Rationale

- **Simple:** all penalties start on the penalty dot which eliminates arbitrary advantage/disadvantage of field placement

Q & A

Q & A

Any questions?

Thank you!