



2024 Sixes Lacrosse Rules Assembly

Meeting Date: 11/12th May 2024

Meeting Time: 3pm MST/4pm CET/5pm EST/10pm GMT/11 pm CET/7am JST/11am NZDT

Meeting Location: <https://us02web.zoom.us/j/86160949525>

Agenda:

1. (15 minutes) Introductions, Procedures, Roll Call
2. (45 minutes) Review of Proposed Changes
 - 2.1 Proposed Changes – Require a Vote (Appendix A)
 - 2.2 New Rules – Require a Vote (Appendix B)
 - 2.3 Discussion/Clarifications
3. (15 minutes) Revised Timelines (Appendix C)
 - 3.1 Applicable for this rule set
 - 3.2 Revised timings of rules changes
4. (5 minutes) Review of Voting Procedure(s)
 - 4.1 Ballot(s) to come to registered NGB representatives.
 - 4.2 Respond to ballot(s) by **1 June, 2024**
5. (5 minutes) Closing Remarks

Appendix A

2.1 Proposed Changes – Require a Vote

Rule changes for the Sixes game were developed by the Sixes Rules Sub-Committee. 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 Rules Sub-Committee.

The committee strives to develop and amend the rules to meet the 3 Pillars of Sixes Rules:

1. Safe
2. Simple
3. Entertaining

Rule 5.3.2 Stoppage Reasoning (All Clocks):	All clocks will stop on time served penalty administration.
Rationale	<ul style="list-style-type: none"> • 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.
Rule 5.3.2 Stoppage Reasoning (All Clocks)ii):	Remove ii. After a goal, upon the Official’s sounding whistle.
Rationale	<ul style="list-style-type: none"> • 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.

Rule 5.4.2 Shot Clock Errors:	<p>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.</p> <p>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.</p>
Rationale	<ul style="list-style-type: none"> • Simple: Same as box lacrosse.
Rule 6.4.3 Player Positioning (draw):	<p>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.</p> <p>i) Checking of either the stick or the gloved hand of either player participating in the draw is a minor foul (loose ball)</p> <p>ii) Body checking either player participating in the draw (prior to possession) is a major foul or an expulsion foul</p>
Rationale	<ul style="list-style-type: none"> • Safe: Protects draw takers. • Simple: Same as women's and men's field lacrosse. • Entertaining: More flow to the game and less stoppages
Rule 6.7.3 Without possession:	<p>A shot hitting the goal post or crossbar and going out of bounds, will result in a reset and possession to the offensive team.</p>
Rationale	<ul style="list-style-type: none"> • Simple: Consistent with box lacrosse; makes it easier for officials. • Entertaining: Another reset and immediate scoring opportunity.
Rule 10.6.6(w) Empty stick check:	<p>Remove all loose ball empty stick checks from the women's rule.</p>
Rationale	<ul style="list-style-type: none"> • 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

Rule 11.10.1 Walling:	<p>Defensive players who are <u>stationary</u> 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</p> <p>Remove from major foul; now a 30 second penalty {wiped on a goal}.</p>
Rationale	<ul style="list-style-type: none"> • Safe: Deters players from being in the shooting lanes or in the crease while the attack is shooting.
Rule 11.5.3 (w):	<p>Eliminate <u>charging</u> from unnecessary roughness (1 minute major/yellow penalty); now will result in a change of possession (no penalty).</p>
Rationale	<ul style="list-style-type: none"> • 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.
Rule 11.9 (W) Illegal Crease Defending:	<p>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.</p> <p>Remove from major foul; now a 30 second penalty {wiped on a goal}</p>
Rationale	<ul style="list-style-type: none"> • 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.

2.2 New Rule Proposals – Require a Vote

The following proposals were not part of the original set of Sixes rules, nor the 2021 updates played during the 2022 IWGA World Games in Birmingham, Alabama.

10 Second Count	<p>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.</p> <p>Notes: adds defensive aspect</p>
Rationale	<ul style="list-style-type: none"> • 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
Special situations {10 second count}	<p>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.</p> <p>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.</p>
Rationale	<ul style="list-style-type: none"> • 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

Special situations {10 second count}	iii) 5.4.1. 10 second count & shot clock <i>Deflections</i> <ul style="list-style-type: none"> • 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 <i>deflected</i> 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	<ul style="list-style-type: none"> • Simple: same as WL box pg. 25 Rule 7.5.3 • Entertaining: timeouts are strategic to beat the 10 seconds.
Shot Clock Stoppage	The shot clock shall stop when the ball is out of bounds.
Rationale	<ul style="list-style-type: none"> • Entertaining: The shot clock does not expire when the ball is out of bounds and play is decided by live action.
Penalty Dot on the field	Include a penalty dot as a permanent field marking.
Rationale	<ul style="list-style-type: none"> • Simple: All penalties start on the penalty dot which eliminates arbitrary advantage/disadvantage of field placement.



2024 Sixes Lacrosse Rules Assembly

Appendix C

3.2 Revised Rules Change Timelines

Sixes Process	2024				2025				2026				2027				2028				2029				2030				2031				2032			
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
23 Rules	Play by 23 Rules																																			
24 Proposal Webinar Due	27-Jan																																			
24 Rules Assembly Due	11-May																																			
24 Rules in Effect			1-Jul				Jun-31																													
25-28 Change Proposals Due				1-Dec																																
25-28 Proposal Webinar Due					1-Jan																															
25-28 Feedback Webinar Due						1-Apr																														
25-28 Rules Assembly Due						1-May																														
25-28 Rules in Effect							1-Jul					25-28 Rules in Effect								31-Dec																
29-32 Change Proposals Due																	1-Feb																			
29-32 Proposal Webinar Due																		1-May																		
29-32 Feedback Webinar Due																			1-Aug																	
29-32 Rules Assembly Due																				1-Nov																
29-32 Rules in Effect																					1-Jan							29-32 Rules in Effect								31-Dec
Sixes Events																																				
25 IWGA World Games Qualifier(s)?	Played by 2024 WL Rules																																			
25 IWGA World Games	Played by 2024 WL Rules																																			
26 CF Champ / World Qualifier(s)					Played by 2024 WL Rules																															
26 World Championship									Played by 25-28 WL Rules																											
28 Olympic Qualifying													Played by 25-28 WL Rules																							
28 Los Angeles Olympics																	Played by 25-28 WL Rules																			
29 IWGA World Games Qualifier(s)?																									Played by 29-32 WL Rules											
29 IWGA World Games																									Played by 29-32 WL Rules											
30 CF Champ / World Qualifier(s)																									Played by 29-32 WL Rules											
30 World Championship																									Played by 29-32 WL Rules											
32 Brisbane Qualifying																									Played by 29-32 WL Rules											
32 Brisbane Olympics																									Played by 29-32 WL Rules											

Rationale:

Adjusting the rules change cycle timings will allow the Sixes Rules to enter into a cycle that promotes the following:

1. Continuity between CF Championships/Qualifiers, WL World Championship, Olympic Qualification(s), Olympic Games.
2. Allows for multiple years of play under a rule set, promoting adaptation for athletes, coaches, and officials leading into the Olympic Games.
3. Consistent process and timings across each Rules Change cycle.

Notes:

1. Timeline allows for a “final edit” of rules before qualifications for any World Championships and the Los Angeles 2028 Olympics begin.
2. Moving forward, the next change cycle would begin in January of 2028, with implementation being from January 1, 2029 to December 31, 2032.
3. IWGA World Games for 2029 and beyond is TBD. This timeline assumes participation in 2029.