BEARPAW LACROSSE
INTERNATIONAL SIXES RULES

World Lacrosse, the governing body for international sixes rules, has provided a Major Rule Differences sheet (page 4), below are additional rules differences to be aware of. The full rulebook may be found at:

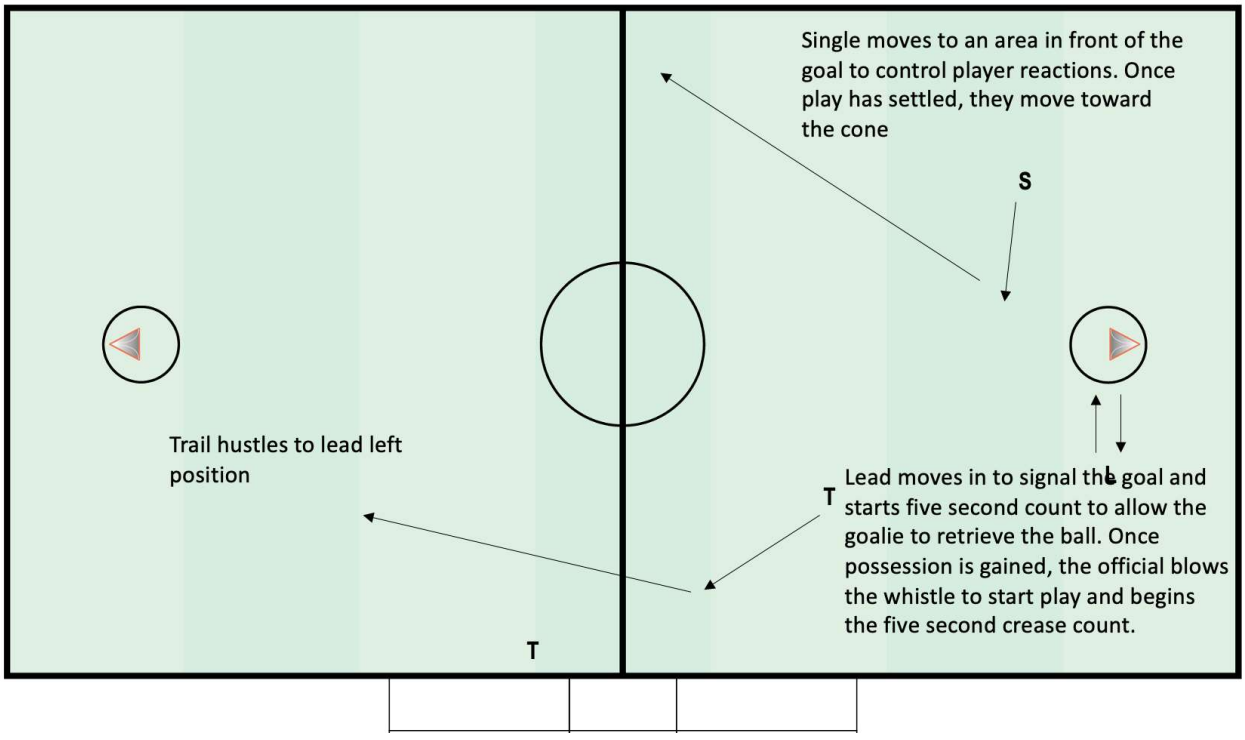
https://worldlacrosse.sport/the-game/disciplines/sixes/

International Sixes Differences:

- **In-Home will serve all fouls for the Goalkeeper.**
- **One or more of a team's Coaches may be a Player-Coach**
- **Whenever the ball becomes dead during the last two minutes of the fourth quarter and anytime in an overtime period the clocks will start and stop on the Official's whistle.**
- **Shot Clock rules are very similar to NCAA:**
    - **Rule 5.4.1 SHOT CLOCK RESET**
        - Upon a team gaining possession of the ball, there shall be a 30 second shot-clock. If the shot clock expires without a shot on goal, the ball is awarded to the defensive team.
        - The shot clock shall only be reset when an Official signals for reset of the shot-clock and does so when any of the following apply: as follows:
        - If a shot hits the goal pipe or rebounds off the Goalkeeper while standing within the crease, subject to the following:
        - The head of the Players Stick who takes the shot must be above Goal Line Extended when the ball is released for it to be considered a shot; and
        - The ball must be released from the Player's Stick prior to the shot clock expiring;
        - Any loose ball technical foul (play-on) by the defense will reset the shot clock if the offended team gains possession
        - Upon the game restarting after the administration of time serving fouls;
        - Change of possession;
        - Play is stopped for a defensive injury;
        - After the scoring of a goal when the Official whistles to restart play;
        - At end of quarter unless possession is retained due to an extra Player situation;
        - Possession is gained or the ball is awarded stoppage after a draw; or
        - Any situation not covered by the Rules and deemed to be appropriate by the Officials
    - The shot-clock shall **not** reset:
        - If the shot does not originate from above the goal line extended;
        - During a team or Official's timeout;
        - If the ball hits the Goalkeeper or a defensive Player while outside the crease;
        - If play is stopped for an offensive injury; or
        - If there is an inadvertent whistle or a delayed penalty has been signaled.

- **The Faceoff is the same for the two F/O players, but the other player's positioning is different:**
    - **6.4.3 PLAYER POSITIONING**
        - Players outside the center circle must remain outside until possession is gained, the ball touches or crosses the line creating the center circle, or the ball goes out-of-bounds. If any of the foregoing occur, the non-offending team will be awarded possession of the ball.
- **Restart distance is set at 3 meters (10 feet), instead of 5 yds (15 feet)**
- **No faceoff after a goal**
    - **6.5.7 AFTER A GOAL**
        - Following any goal, the Goalkeeper must retrieve the ball from the goal and ready it for play. The Official shall verbally count and give a visual five-second count with chopping motion just below shoulder height and parallel to the ground. If the Goalkeeper does not retrieve and possess the ball within five seconds, the ball will be awarded to the non-offending team. Once the goalie is ready and no violation of the five-second count is observed the Official will sound their whistle to start play and signal for a shot clock reset. The Official begins the five-second crease count.

Officials Movements after a Goal (right goal)



- **Three or more fouls by the same player will result in a foul out.**
- **All Personal fouls are one minute.**
- **Ejection fouls are served by the in-home and are two minutes.**
- **All body checks are prohibited**
    - **11.1.1 Body-checking of an opponent in any form is illegal.**

        - This is not intended to eliminate incidental contact of equal pressure between opposing players, legal holds, legal pushes to gain possession of a loose ball, or for the defensive Player to redirect an opponent in possession of the ball and any contact deemed incidental by the game officials.
- **If a Stick check is requested and the Stick is found to be legal, a major foul will be assessed against the team requesting the Stick check. The In-Home will serve the foul.**
- **Any shot that does not hit a defensive player, including the goalie, and goes out of bounds is awarded to the defensive team.**
- **GOAL CREASE PROHIBITIONS**
    - **Diving into the crease is legal under certain circumstances:**
        - If an offensive player, in possession of the ball and outside the crease area, dives or jumps in a direction away from the goal mouth and lands in the crease, the goal shall be allowed. Provided the ball enters the goal before contact with the crease, goaltender, or the goal.
        - If an offensive player, in possession of the ball and outside the crease area, dives or jumps in a direction that is not away from the goal mouth and lands in the crease, the goal shall be disallowed. In addition, the player shall be penalized with a minimum of a 1-minute foul if contact is made with the goalkeeper.
        - Defensive contact, legal or illegal may have an effect on this play.
        - Note: The “Goal Mouth” is the area directly in front of the goal cage, including the goal line, where the goalkeeper is located and plays his position. A player “diving” must dive in a direction away from the goal mouth.