

# Women's Lacrosse – Draft Six-a-Side Rules Overview

**Note: Where these trial rules are silent to an issue, the current version of the FIL Rules of Women's Field Lacrosse shall apply.**

## FIELD MARKINGS AND RELATED EQUIPMENT

1. The game shall be played on a field 70 meters (76 yards) long and 36 meters (39 yards) wide. All lines on the field shall be 50 millimeters (2 inches) wide.
  - a. The field shall be divided into two halves by a center line; the center line shall be 100 millimeters (4 inches) wide.
  - b. The center of the field shall be marked by a four-inch circle, square or X.
  - c. The center mark shall be surrounded by a draw circle 5 meters (5.4 yards) in radius.
  - d. At either end of the field, centered between the sidelines and 25 meters (27 yards) from the midline, shall be a goal circle 3 meters (3.2 yards) in radius.
    - i. Centered within each goal circle and parallel to each end line shall be a goal line 1.83 meters (2 yards) in length
  - e. A substitution box and scorer's table will be located on one sideline centered on the midline and sized according to FIL field specifications.
  - f. Team and coach areas will be located on either side of the Substitution /Penalty Area and sized as specified in the field diagram.
2. A metal lacrosse goal 1.83 meters (6 feet) in width and height, with securely affixed netting that will not permit a lacrosse ball to pass through, will be in the center of each goal circle.
3. White lacrosse balls that meet the current NOCSAE ND049 standard shall be used in all games.

## GAME PROCEDURES

### Team Members

1. The game shall consist of five (5) on-field players and one (1) goalie for each team.
  - a. A team may have an additional four (4) players serve as substitutes on the sideline.
  - b. Each team will be allowed two (2) coaches, one (1) designated as the head coach.
  - c. Each team will be allowed one (1) medical professional, this person may not coach.

### Officials

1. The game shall be officiated by two (2) Officials on the field.
  - a. One (1) additional Chief Bench Official (CBO) shall be placed in the substitution area can assist with:
    - i. Timing of all time-serving penalties
    - ii. Timeouts
    - iii. Clock issues or corrections
    - iv. Substitution infractions
    - v. Bench decorum

### 경기장

문서 맨 마지막장 확인

### 팀 멤버

필드선수 5명 + 골리 1명

※ 교체선수는 원래 최대 4명이나 이번 대회에선 최대 9명으로 적용

## Game Structure

1. Game time is four (4) quarters of eight (8) minutes running time.
  - a. Two-minute (2) break after the first (1<sup>st</sup>) quarter and after the third (3<sup>rd</sup>) quarter
  - b. Five-minute (5) break for half-time between the second (2<sup>nd</sup>) and third (3<sup>rd</sup>) quarters
2. The game time shall begin when the Official blows the whistle to start the first draw of each quarter.
  - a. The only time game time will stop is:
    - i. During timeouts
    - ii. During an injury
    - iii. At the end of a quarter
    - iv. During the last two minutes of the 4<sup>th</sup> quarter if the score is within two (2) goals.
3. Each team will be allowed two (2) 30-second time-outs a half.
  - a. A team must be in possession or entitled to possession (if during a dead-ball) to call a time-out.
  - b. Time outs can be called by either of the team's coaches or the player with possession of the ball.
  - c. Time outs can be called during a dead ball, and when a team has possession of the ball in their attack half of the field.
4. Overtime consists of one (1) 4-minute running time sudden victory overtime period.
  - a. If the score is tied after regulation time, there shall be a sudden victory overtime.
  - b. There shall be a 2-minute break before the start of the overtime.
  - c. Each team will receive one (1) 30-second time-out per overtime period.
  - d. If game remains tied after the first overtime (i.e., no goal is scored by either side), it is followed by additional 4-minute sudden victory overtime period(s) until a goal is scored and a winner is determined.
5. Start of game and overtime:
  - a. Initial ends defending/attacking will be determined via a coin-toss prior to the start of the game. Winner of coin toss chooses defending /attacking end to begin play.
  - b. Teams will switch ends they are defending/attacking after each quarter and overtime period.
  - c. Prior to the first overtime, an additional coin toss will be utilized to determine the end attacking/defending.

## **EQUIPMENT**

1. **Field player's equipment:**
  - a. Mandatory player equipment, including the crosse, shall be as per the FIL Women's Lacrosse Rules.
  - b. Crosse:
    - i. Must be 101cm – 106cm (40"-42") in overall fixed length.
    - ii. Other stick specifications are as per the FIL Women's Lacrosse Rules
  - c. Mandatory Protective Equipment:
    - i. Eye protection
    - ii. An intra-oral mouthpiece.

## 경기시간

- 8분 4쿼터
- 휴식시간은 2분 / 5분 / 2분
- 아래 상황을 제외하고는 시계를 멈추지 않음
  - ① 타임아웃 (부상 포함)
  - ② 쿼터종료
  - ③ 4쿼터 마지막 2분 내 점수차가 2점 이내 일 경우

## 팀 타임아웃

- 30초, 하프 당 2번 (총 4번)
- 아래 상황만 허용
  - ① 공을 소유한/할 팀만 요청 가능
  - ② 팀 코치 혹은 공을 소유한 선수만 요청 가능
  - ③ 데드볼 상황이며 공이 공격 쪽 하프영역에 있을 때

## 장비

- 필드선수
  - ① 고글
  - ② 윗니를 모두 감싸는 마우스피스

※ 웨프트 길이는 이번 대회에선 정규경기 룰을 따름 (90-110cm)

## 2. Goalkeeper's equipment:

- a. Crosse:
  - i. Must be 101cm – 132 cm (40" – 52") in overall fixed length.
  - ii. Other stick specifications are as per the FIL Women's Lacrosse Rules
- b. Mandatory Protective Equipment:
  - i. A NOCSAE helmet manufactured for lacrosse
  - ii. Gloves
  - iii. Chest protector and throat protector
  - iv. An intra-oral mouthpiece

## PLAY OF THE GAME

1. **Draw:** Each quarter and the overtime periods will begin with a draw at the center of the field.
  - a. All players except the two taking the draw, shall be positioned outside of the center circle.
    - i. Players outside the center circle must remain outside the circle until possession is gained.
  - b. The mechanics for the 2 draw players and the execution of the draw are as per the FIL Women's Lacrosse Rules
2. **Shot Clock:** Upon a team gaining possession of the ball, there shall be a forty-five (45) second shot-clock.
  - a. The shot-clock shall reset if:
    - i. A shot hits the goal pipe or rebounds off the goalkeeper while standing within the crease.
      1. The head of the players stick must be above Goal Line Extended (GLE) when the ball is released for it to be considered a shot.
      2. The ball must be released from the players stick prior to the shot clock expiring.
    - ii. Any penalty by the defense
    - iii. Any change of possession by either team
  - b. The shot-clock shall not-reset:
    - i. If the shot does not come from above GLE.
    - ii. During a timeout or injured player.
    - iii. If the ball hits the goalkeeper or a defensive player while outside the crease.
3. **Goal scored:** A goal is a goal, as defined in the FIL Women's Lacrosse Rules
4. **Goal Not Counted:** A goal is not a goal, as defined in the FIL Women's Lacrosse Rules
5. Restarting Play:
  - a. Quick restarts as per the FIL Women's Lacrosse Rules
  - b. **After a goal:** the team scored upon will be awarded possession.
    - i. Play shall resume once the goalie has possession of the ball inside their crease, and the goalie must pick up the ball, pass or run out of the crease within five seconds.
  - c. **On an out of bounds:** Following a shot that deflects off the goal, goalkeeper or defensive player and goes out of bounds, the ball is awarded to the inbounds player closest to the ball where it goes out of bounds, when it goes out of bounds. Following a shot that misses the goal and does not deflect off a defensive player or their stick, the ball is awarded to the opposing team. The ball shall be awarded at the point

## 장비

- 골리
  - ① 헬멧 (목 보호대 포함)
  - ② 장갑
  - ③ 가슴 보호 패드
  - ④ 윗니를 모두 감싸는 마우스피스

※ 웨프트 길이는 이번 대회에선  
정규경기 룰을 따름 (90-135cm)

## 드로우

- 매 쿼터, 연장전 시작 때만 드로우
- 센터선수 외에는 모두 센터서클 밖에 위치
- 센터서클 밖 선수들은 센터선수들이 공을 소유할 때 까지 서클 안으로 들어올 수 없음 (센터서클 내에서 누구도 공을 얻지 못했는데 공이 센터서클 밖으로 나온 경우 프리볼)

※ 이번 대회에선 샷클락 적용하지 않음

## 경기재개

1. 득점 후
  - 골리가 시작하며, 공을 헤드 안에 넣은 후 5초 내에 골서클 밖으로 공을 빼내야 함
2. 라인아웃(체이스)
  - 샷이 골대나 골리, 수비수에 맞고 경기장 밖으로 나간 경우 체이스 가능
  - 위 외에는 상대방에게 공 소유권이 넘어감

where the ball was declared out of bounds.

- i. The player must have both feet two (2) meters inside the boundary line and cannot get a running start.
- ii. All players must be two (2) meters away from the player restarting with the ball before play may resume.

**d. After a penalty, timeout or any other stoppage of play:** The team being awarded possession shall start the ball two (2) meters inside the closest boundary line from where the ball was when play was stopped.

- i. If in their offensive half, the closest boundary line may also be the center line.
- ii. In in their defensive end, play may resume at the spot of the foul

**6. Advancing the ball:**

- a. The goalkeeper may not remain in the goal circle for more than five (5) seconds when in possession of the ball.
- b. A timeout, taken by the goalkeeper in possession of the ball within the goal circle shall not reset the (5) five second count

**7. Offside:**

- a. A team must keep at least two players in its defensive half of the field (typically a goalie and one field player) and at least one player on its offensive half of the field, resulting in 4-on-4 “all-even” play in the offensive half of the field, in addition to a goalkeeper.
- b. Time-serving penalties remove offending players from the field for the duration of the penalty time.

**8. Once the ball is advanced over midfield:** the offensive team may not bring it back over to their defensive half unless:

- a. The ball was last touched by the defense.
- b. A shot leaves the offensive half of the field.

**9. Picks:**

- a. Picks are allowed as per the FIL Women’s Lacrosse Rules.
- b. Incidental contact while trying to avoid a pick is allowed
- c. Deliberate body contact with a player who has set a pick is not allowed

**10. Body contact:**

- a. As per the FIL Women’s Lacrosse Rules

**11. Checking with the crosse:**

- a. Checking with the crosse is allowed as per the FIL Women’s Lacrosse Rules contact:

**경기재개 위치**

**1. 샷 이후**

- 경계라인 안 2미터에서 시작
- 셀프스타트 불가
- 주위 선수들은 2m 자유공간 제공

**2. 파울, 타임아웃 이후**

- 파울 지점에서 가장 가까운 라인으로부터 2m 안에서 시작
- ① 공격 쪽 하프영역에서 파울 발생  
: 가장 가까운 라인은 센터라인이 될 수도 있음
- ② 수비 쪽 하프영역에서 파울 발생  
: 파울지점에서 시작할 수도 있음

**골리 5초룰**

- 공이 골서클 안에 있을 경우, 공을 헤드 안에 넣은 후 5초 내에 골서클 밖으로 빼내야 함

**오프사이드**

- 하프라인 기준
- 수비 쪽 하프영역에 골리 포함 2명
- 공격 쪽 하프영역에 1명

**Midline over and back**

- 공격수는 공을 공격 쪽 하프영역에서 다시 수비 쪽 하프영역으로 보낼 수 없다 (예외)
  - . 수비에 맞은 공은 괜찮음
  - . 슈팅한 공이 튕겨서 넘어가는 경우 괜찮음

## TECHNICAL FOULS

Technical fouls are those of a less-serious nature that do not result in a time-serving penalty.

**Penalty:** The penalty for a technical foul shall be change of possession and reset of shot clock.

1. **Goal circle violation**, midline over and back, illegal draw/early entry, charge, illegal screen/blocking
2. Other as per the FIL Women's Lacrosse Rules

## MINOR FOULS

Minor fouls are those less-serious in nature and include all violations except those listed in major fouls.

**Penalty:** The penalty for a minor foul shall be a 20-second releasable suspension of the offending player from the game (if the team offended had possession), or simply awarding the ball to the team fouled (if the team fouled did not have possession of the ball) and a reset of the shot clock.

1. Offside, stick to body contact, holding, obstruction of free space to goal, pushing, crease violations/goalkeeper interference, warding, withholding the ball from play, illegal substitution, shooting space, encroachment, illegal procedure
2. Other as per the FIL Women's Lacrosse Rules

## MAJOR FOULS

Major fouls are those of a serious nature.

**Penalty:** The penalty for a major foul shall be a 40-second non-releasable suspension from the game for the offending player and reset of the shot clock 1. Stick to head contact, unsportsmanlike conduct, slash, tripping, cross-check, illegal stick, dangerous propel, dangerous follow through, expulsion

2. Other as per the FIL Women's Lacrosse Rules

## EXPULSION PENALTIES/FOULS

1. As per the FIL Women's Lacrosse Rules
2. Fighting is automatic
3. Reckless, violent play

### \* 새로운 파울만 설명 기재

#### 테크니컬 파울

- 위반 시 공 소유권 변경
- Midline over and back  
: 이전 페이지 설명 참조
- Early entry  
: 센터서클 밖 선수들은 센터선수들이 공을 소유할 때 까지 서클 안으로 들어올 수 없음

※ 이번 대회에선 Goal circle violation 파울은 마이너파울로 적용

#### 마이너 파울

- ① 파울 팀이 공 소유 X  
: 20초 퇴장, 공 소유권 변경  
특정 후 퇴장 패널티 잔여 시간 상관없이 경기장 들어갈 수 있음  
(Fouling out 누적이 적용)  
셀프스타트 불가

- ② 파울 팀이 공 소유 O: 공 소유권만 변경

- Withholding the ball from play  
: 엄지 손가락 등으로 헤드 안에 있는 공을 잡는(보호하는) 행위
- Encroachment  
: 경기 재개 시 2m의 자유공간을 제공하지 않는 행위
- Illegal procedure  
: 교체구역을 통하지 않는 교체 등, 마이너파울 수준의 모든 경기 규칙 위반

#### 메이저 파울

- 위반 시 40초 퇴장, 공 소유권 변경  
셀프스타트 불가
- Unsportsmanlike conduct  
: 심판 결정에 대한 항의, 골대 밖 의도적인 손 사용, 드로우 시 상대방 방해, 조롱 등

#### 영구 퇴장

- 싸움
- 무모하거나 폭력적인 플레이

※ 파울 관련 내용은 10/22자 협회 공지 내용이 아닌 본 Draft의 내용을 따름  
(협회 공지도 수정될 예정)

## PENALTY ADMINISTRATION

### 1. Procedure:

- a. A player who has committed a time serving penalty the player must leave the field of play at once, report immediately to the substitution area and remain there until the penalty time has expired.
- b. When an official recognizes a violation of the rules they should:
  - i. For a foul committed by the team in possession the whistle is sounded immediately.
    1. The ball is given to the team at the spot of the foul, if in their defensive half.
    2. That ball is given to the team at the closest boundary line or centerline if in their offensive half.
  - ii. For any foul committed against the team in possession:
    1. The official shall raise their penalty flag to signify a penalty.
    2. The official shall withhold the whistle until:
      - a. A goal is scored by the offended team
      - b. The ball goes out of bounds
      - c. The team loses possession
      - d. The attacking team commits a foul
      - e. The shot clock or quarter expires, or the attacking team requests a timeout
    3. When the official ends the play with a whistle, they should turn to the bench area and report the penalty quickly.
    4. Once the penalty is reported and the offense is ready to restart play, the official should sound their whistle, regardless if the penalized player is off the field or not.
    5. The official may stop the clock if needed in situations where there are multiple penalties or further explanation is needed to the penalty timer and scorekeepers.

### 2. Execution of Penalties

- a. Official blows whistle, stops play, quickly signals number and infraction to scorer's table, and restart play (clock never stops unless last 2 minutes of the 4<sup>th</sup> quarter)
- b. Penalty time does not start until player sits at a timer's table and play has resumed.
  - i. Slow whistle as per the FIL Women's Lacrosse Rules
  - ii. The player must remain seated for the entirety of the penalty time.
  - iii. Any player serving a minor penalty shall be released when the penalty time ends or after the scoring of a goal against the penalized team.
  - iv. Any player serving a major penalty must serve their entire time regardless if a goal is scored.
- c. If a goal is scored during or before a minor foul is assessed or served the penalty shall be eliminated prior the restart of play.
- d. If a goal is scored during or before a major foul is assessed or served:
  - i. The penalty stands, and the player must serve the full-time.

### 3. Fouling Out

- a. Any player that accumulates 2 minutes of penalty time in a game – in any combination (minor and/or major).

## 파울 이후 프리포지션

↳ 테크니컬 파울은 적용되지 않는 부분이 있을 수 있음

1. 공을 가진 팀이 파울 시 경기 즉시 중단
  - 파울 위치에 따라 다르게 진행
    - ① 수비 쪽 하프영역 : 파울 위치에서 프리포지션 (혹은 가까운 경계라인 프리포지션)
    - ② 공격 쪽 하프영역 : 가장 가까운 경계라인 혹은 센터라인에서 프리포지션
2. 공을 가지지 않은 팀이 파울 했을 경우  
플래그/헬드휘슬 + 플래그 상황 종료 후 퇴장 (셀프스타트 가능)
  - 플래그 상황 종료
    - ① 파울 당한 팀 득점
    - ② 라인아웃
    - ③ 공 소유권 잃었을 때
    - ④ 플래그 상황에서 파울 당한 팀이 파울 하더라도 상대팀의 첫번째 파울 패널티만 적용한다
    - ⑤ 쿼터 종료, 팀 타임아웃

## 퇴장 패널티

- 퇴장석(타이머 테이블)에 앉은 순간부터 시간을 잴다
- 득점 이후 마이너 파울을 발견 했을 경우 퇴장하지 않아도 된다. (Fouling out 누적은 적용)
- 득점 이후 메이저 파울을 발견 했을 경우는 퇴장해야 한다.

## Fouling out

- 퇴장 패널티 누적 시간이 2분 이상인 선수는 경기에 더 이상 참여 불가

# FIELD DIAGRAM

