



BUCS LACROSSE 6s REGULATIONS

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LAS i The BUCS Lacrosse 6s Championships shall be conducted in accordance with the following BUCS sport specific regulations, the BUCS general regulations and the World Lacrosse (WL) Sixes Official Playing Rules. Further event specific requirements, rules, and regulations will be contained within the entry and pre-event information for each Championship.

LAS ii In the event that these regulations contradict the BUCS general regulations, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

LAS iii In the event that these regulations contradict the World Lacrosse (WL) Sixes Official Playing Rules, these BUCS sport specific regulations will supersede, unless specifically stated otherwise.

LAS 1 Championships BUCS will host annually a Lacrosse 6s Championships. The programme shall include the events listed in Appendix 1 ('BUCS Competition Offer and Associated BUCS Points'), subject to entry numbers. All competition specific event information will be available in the event entry information and pre-event information.

LAS 2 Playing surfaces The type(s) of playing surfaces to be used and any footwear restrictions shall be confirmed in the pre-event information. It is the responsibility of teams and individual players to ensure that they have the appropriate footwear for any playing surfaces they will be required to play on.

LAS 3 Squad Size The maximum squad size shall be 12 players.

LAS 4 Minimum number of players for a game to start The minimum number of players per team required for a game to start will be six players which includes five field players and one goalkeeper.

LAS 5 Squad and team selection

LAS 5.1 Following teams being entered on BUCS Play, players who wish to be eligible for selection for a team must apply to join, and be accepted into, the team's squad on BUCS Play by the deadline listed in the entry information.

LAS 5.2 When registering at the event (or in advance), each team will be required to complete a team sheet listing their chosen 12 players for the Championships from those listed in the squad on BUCS Play. Individuals who are not in the squad on BUCS Play will not be eligible to compete.

LAS 5.3 At any Championships where institutions are allowed to enter more than one team into a competition, individuals are not permitted to be named on a team sheet, or play, for more than one team at the same Championships.

LAS 6 Playing kit Each team must provide two sets of matching playing shirts or bibs which are clearly numbered on the front and back. Teams must identify playing numbers on their team sheet when registering at the event. No number may be used more than once, and players cannot swap numbers during the tournament. If there is a clash of colours the first named team will change kit.

LAS 7 Duration of play The length of each game and the turnaround time between games is subject to the number of teams entered and so shall be confirmed in the pre-event information for each Championships. There shall be central timing, no use of stopping clocks and no time outs allowed. It is the responsibility of teams and individual players to ensure that they are ready pitchside to start each match on time.

LAS 8 Ties in group stage games A tie in group stage games can occur. If at the end of normal time the score is tied, then the game will be counted as a draw.

LAS 9 Ties in knockout games In the event of a tie at the end of regulation time, sudden victory overtime will be played. This will be played to a maximum of two minutes in one direction, followed by a maximum of two minutes after swapping ends, with an interval of one minute allowed between. The team who scores the first goal will win the game and overtime will cease. If no goal is scored during the sudden victory overtime, results from the group stages will be used to determine the winner.

LAS 10 Walkovers Where a team fails to appear at the appointed time and place for a game, does not have the minimum number of players available to start a game, or fails to finish a game, this shall be recorded as a walkover to their opposition, with no score recorded. (Note LAS 11.2)

LAS 11 League points in group stages

LAS 11.1 Five points will be awarded for a win, three points for a draw and no points for a loss. A separate bonus point will be awarded to the losing team when the scoring margin is half or less (e.g. 4-2 or 5-3).

LAS 11.2 Where a walkover has been awarded/conceded, five points shall be given to the non-offending team and five points deducted from the offending team.

LAS 11.3 No points will be awarded to either team in the case of a void fixture.

LAS 12 Calculating final league positions in group stages Final league positions will be primarily based on league points accumulated. However, should there be any ties on points within a league, they shall be split by the following sequential systems:

LAS 12.1 A team tied on points in a league who has conceded any walkovers shall automatically be placed below other tied teams who have conceded fewer walkovers.

LAS 12.2 Tie between two teams

LAS 12.2.1 The result between the teams will be the determining factor in placing one team above the other. Where fixtures are played on a 'home' and 'away' basis, the aggregate score of the two (or more) matches will determine the higher placed team. If this does not determine the higher placed team;

LAS 12.2.2 Goals data shall be used as per LAS 12.2.3. If the tie on points has been effected by any walkovers conceded to either of the teams or any void fixtures, all the relevant results against the team(s) which conceded the walkover(s) or the team(s) involved in the void fixtures (i.e. all the results between the teams tied on points and the team(s) conceding the walkover(s)/void match(es)) will be removed from the results table and the recalculated goals data shall be used.

LAS 12.2.3 The team with the higher goal differential shall be deemed the higher placed team. The goal differential formula used shall be:

$$\frac{\text{Goals For} - \text{Goals Against}}{\text{Total Goals}}$$

Actual scores are used except those matches in which the goal difference exceeds 12. In these cases, the goal difference is reduced to 12 by reducing the 'Goals For'. For example, a score of 15 – 1 will be reduced to 13 – 1 before using the goal differential formula.

LAS 12.2.4 If the higher placed team cannot be determined from the system above, then this shall be determined by the toss of a coin.

LAS 12.3 Tie between three or more teams

LAS 12.3.1 Where three or more teams are tied on league points, a 'mini league' table shall be formed to calculate the higher placed team from the results between the relevant teams using the following sequential system:

LAS 12.3.2 League points accumulated. If a tie still exists;

LAS 12.3.3 The team with the higher goal differential shall be deemed the higher placed team. The goal differential formula used shall be:

$$\frac{\text{Goals For} - \text{Goals Against}}{\text{Total Goals}}$$

Actual scores are used except those matches in which the goal difference exceeds 12. In these cases, the goal difference is reduced to 12 by reducing the 'Goals For'. For example, a score of 15 – 1 will be reduced to 13 – 1 before using the goal differential formula.

LAS 12.3.4 If the higher placed team cannot be determined from the system above, then this shall be determined by the toss of a coin.

LAS 13 Penalty demerit system

LAS 13.1 A penalty point system will be in place for players receiving warning cards for personal fouls and to deter unsportsmanlike or dangerous conduct by players:

- Yellow card suspension = Two penalty points
- Yellow/red card suspension = Four penalty points (including initial yellow card)
- Red card suspension = Eight penalty points

LAS 13.2 When a player has accrued eight penalty points, they will be suspended from their team's next match of the Championships.
