

**BOYS' HS LACROSSE
TABLE MECHANICS
SCOREKEEPING /
TIMEKEEPING GUIDE
2016**

RAISING THE GAME

This guide was initially created to provide an overview of the scorekeeping and timekeeping processes for the Parkway West Boys' Lacrosse Club for the Spring 2011 season.

In 2012, West Lacrosse extended its scoring and timekeeping training to the greater St. Louis boys lacrosse community. In 2014, the in-person training extended westward to Columbia, MO and clubs and organizations coast to coast have found it online and requested permission to use it. Each year I update the guide based on feedback from stats class students, stewards of the game as well as from US Lacrosse.

*I appreciate your help and volunteerism to make this sport possible for boys. I ask that you do your best to keep statistics **accurate** and **consistent**. Please show good **sportsmanship** to the opponent and game officials while keeping score and/or time.*

You'll find that the love of the sport keeps us all united.

*A **current** and **official** NFHS Rule Book should always be available during games.*



IN THIS GUIDE...

- Overview
- Key Definitions
- Field Dimensions
- General Info
- Rule Changes
- Timekeeper's Duties
- Scorer's Duties
- Spotter's Duties
- Breaking Down Scorekeeping
- Scorer's Book – specifics
- Officials Signals
- Resources

LACROSSE – THE GAME

Besides the fastest game on two feet, it's the fastest growing game.

Lacrosse is ...

Two teams of 10 players each

On a 110 x 60 yard field

Playing in protective gear with a stick and a hard rubber ball.

A winner is the team

*scoring the most goals against the opposite team
in four quarters*.*

*It is a game of possession and strategy. It is a physical game
with full and appropriate contact and it's fast and unpredictable.*

Games begin with a face off.

*There are NO ties in lacrosse. Overtime periods determine the winner.

BOYS' LACROSSE POSITIONS



Attack (3)

Midfield (3) – Offensive and Defensive Middies

Defense (3) – Long poles (D-poles)

Goalie (1)

KEY DEFINITIONS

Goal	A goal is scored when a loose ball passes from the front, completely through the imaginary plane formed by the rear edges of the goal line. The goal posts and the crossbar of the goal, regardless of who supplied the impetus.
Goalkeeper Save	A save is recorded any time the ball is stopped or deflected by the goalkeeper's body or crosse in such a manner that had the ball not been stopped or deflected it would have resulted in a goal.
Assist	Any one direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent other than the goalkeeper. Only one assist is possible per goal.
Team Goal	A goal scored by a member of the defensive team on its own goal is a team goal.
Time of Goal	Time of goal is to be recorded as the time remaining in the quarter. It is the time "on the clock."
Shot	A ball propelled toward the goal by an offensive player either via a pass, a kick or otherwise physically directed. If the ball ricochets from another player and results in a goal – no shot is awarded. Any shot at the goal.
Shot On Goal (SOG)	On a shot that results in scoring or those saved by the goalie. Reconciliation – Saves + Goals = SOG
Ground Ball (GB)	Any ball not in possession of one team that becomes into possession of that team while in live-ball play is deemed a ground ball. It may be an intercepted pass, a loose ball on the ground, a goalie snagged catch. The ball must be obtained under pressure – whereby an opponent is within five (5) yards of the loose ball. If the player drops the ball on his own volition and pick it up again, no ground ball is awarded. Contestation is a must.

IN THE DETAILS

Ground ball is the ability to gain possession and demonstrate control: carry, cradle, pass, shoot.

A **shot on goal** results in a GOAL or a SAVE.

A ground ball is a **change of possession** or the result of a loss of possession and regaining it with **contestation**. *A ground ball does NOT need to be on the ground to be a GB. Possession is required.*

If the **goalie bobbles a save** and then gain possession, there is NO GB.

If the goalie saves the ball, and the ball drops in the crease OR if the goalie gains possession in the crease, there is NO GB.

If the shot hits the goal, otherwise known as a pipe, identify as a SHOT. No Save.

IN THE DETAILS – POSSESSION

CARRY.

CRADLE.

PASS.

SHOOT.

~~CLAMPING, KICKING, BATTING~~

IN THE DETAILS – A GROUND BALL

Ground ball is typically a change in possession.

There are exceptions.

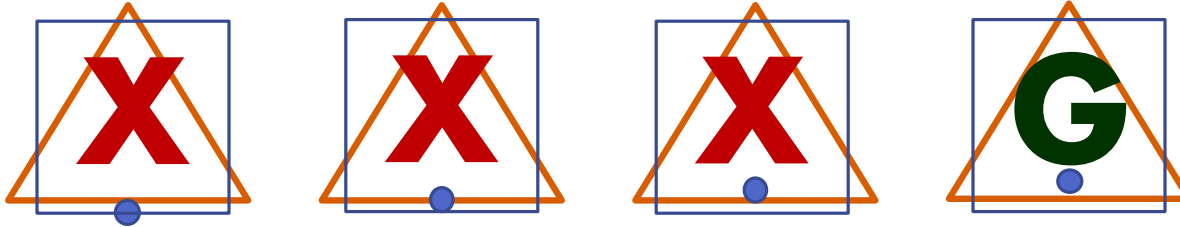
- Player A is stick checked, contestation results and Player A gains possession.) If Player A drops ball, is not contested and regains possession, there is NO GB.
- GB is typically awarded on a Face Off. May not be if out of bounds prior to possession being called.

Ground ball ALWAYS results in possession.

Ground ball can be an in-the-air interception by a field player or a goalie.

Ground balls do NOT have to always be on the ground.

IN THE DETAILS – A GOAL



Example:

1. Shot on goal,
2. Goalie stops but does not control,
3. Ball drops behind goalie on the goal line.

Goal or no goal?

When is a goal a goal?
When the official rules it as such.



IN THE DETAILS – SHOT ON GOAL



Shot on Goal results in a SAVE or a GOAL. Always.

A shot wide is simply a SHOT.

A shot hitting the pipe of the goal is just a SHOT, not a SOG or SAVE.

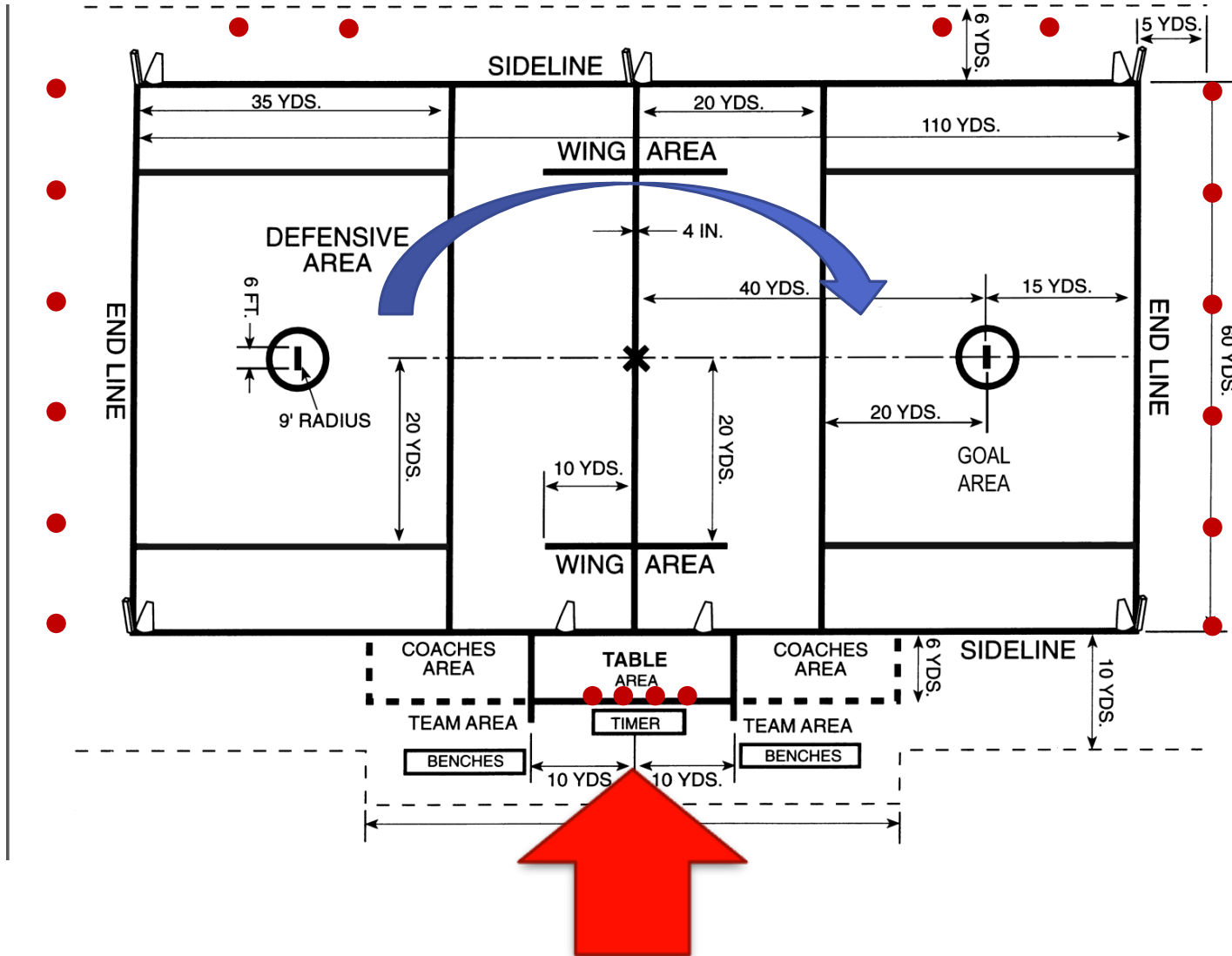
KEY DEFINITIONS (continued)

Clear	The attempt from one team to move the ball into the offensive area from its defensive area. A successful clear is awarded when the clearing team successfully establishes possession in their offensive area before the other team gains possession.
Extra-Man Offense/Defense	Any time a team is playing with one or more men short (extra) counts as an extra-man opportunity for the offense. If both teams are “short”, there is no EMO. Man-up goals are scored when the defensive does not yet have a full-team on the field.
Crease Violation	If an offensive player steps into the offensive crease. Possession is awarded to the defense.
Turnover	Turnovers occur when a player or team in possession of the ball or entitled to possession of the ball loses possession of it – either live ball or dead ball situation. The player responsible for the change of possession is awarded the turnover. If no one player is identifiable, the turnover is awarded to the team.
In Home	The first player in the scorebook roster for the game. This player serves any team penalties. The time served does not count toward his total penalty time.
Extra Man	Any time a team is playing one or more men short or extra counts as an extra-man opportunity (EMO) on defense or offense.
All Even	Both teams have the same number of players on the field.
Take Away	Defenseman takes the ball away from the driving offense man. Results in a GB to defenseman.
Interception	Pass caught by the opposing team when intended for a teammate; results in a GB.

IN THE DETAILS – A CLEAR

Clearing the ball: **Box to box possession** = CLEAR (as a stat)

Failure to advance: 20 sec. to midline OR 10 sec. to box



GENERAL INFO

• Game officials

- Home Team – Scorer and Timekeeper
- Opponent – Scorer
- Spotter(s) (optional)
- Field Referees (two/three/four*)

* (2015 introduces the Chief Bench Official to the HS Boys game)

• Home Team Requirements

- **Scorebook**
- **Working Timing** Device
- **Table**
- Working **horn** (hand-held or part of the scoreboard)
- **Personnel** to score and time
- **Officials** for the game
- Trainer
- **NOCSAE game balls** with the field set (end and side lines)

• Accountabilities

- *You are part of the Officials team while at the table. You are not an official.*

THE TABLE CREW

Avoid distractions – create clear space – the 20x6 box

Plan for ANY type of weather

Keep a clear line of view

Keep focused

Keep neutral

Clear communication

Do your best



“BEST SEAT at the GAME”

Helpful items to have on hand:

- Tent or umbrellas for rain / heat
- Insect repellent
- Two chairs (not three or four) of appropriate height to write well
- Boards for under chairs (even if turf)
- Extra writing instruments
- Water for spotter
- Extra timer
- Extra batteries



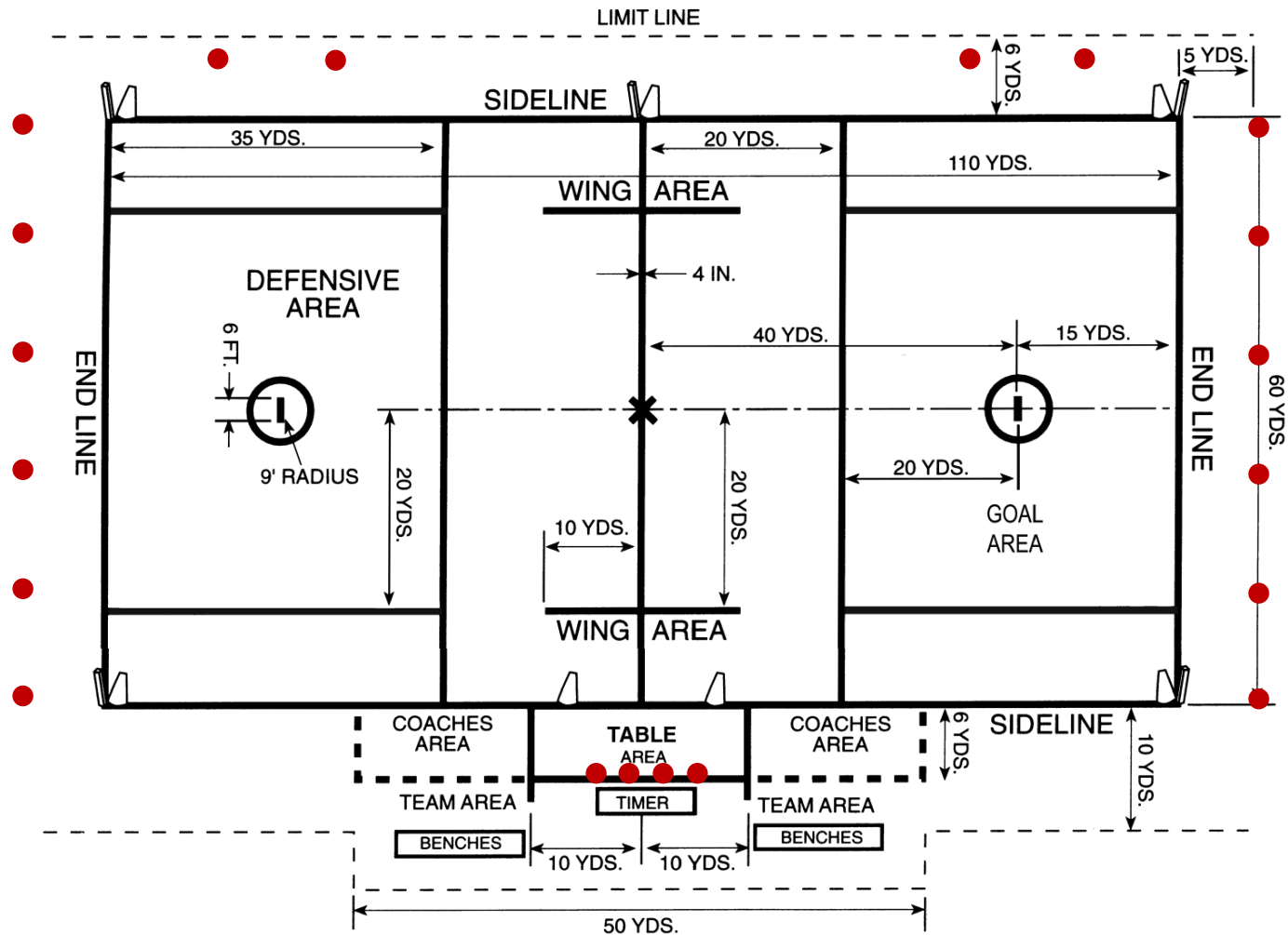
*Scorer table of a
National Champion*



Reality at the HS level

BOYS' LACROSSE FIELD SETUP

Dimensions may vary – Width must be between 53.5 and 60 yards.



GENERAL INFO (continued)

- **Length of quarters** in game
 - 12 minutes for Varsity
 - 10 minutes for JV
 - 10 minutes for Freshmen
 - Time **between quarters** is two (2) minutes – running clock
 - **Time-outs** are two (2) minutes in duration – running clock
 - **Half time** is **10** minutes – running clock
 - A minimum of two clocks are kept during a game
 - Game clock – clock which tracks game run-time
 - Penalty clock(s) – timer for penalty tracking
- Note: there may be multiple penalties running simultaneously – Be prepared.*
- If you cannot attend the game(s) you have signed up to score/time, please inform your Club contact as soon as possible. The home team is responsible for providing a scorer and timekeeper. The team may be penalized if adequate table personnel are absent.

NOCSAE BALLS

- Home team must supply **NOCSAE** imprinted balls at the time of manufacturing for game play. All balls must have the NOCSAE seal.
- **Field setup – at start and after EACH quarter**
 - At least five (4) balls on each end line
 - At least four (4) balls on each side line opposite benches
 - At least 4 balls at the table
- If the visiting team supplies the balls, the visiting team is awarded possession on the opening faceoff.
- If neither team has NOCSAE balls, the game cannot be played



TIMEKEEPER'S DUTIES

- **Home** team provides the official timekeeper(s)
 - game and penalty clocks.
- If you are a time-keeper for the game, please arrive **20 minutes prior** to the game start.
- Find and check operations of game clock – ensure that it is in **good working order**.
- Familiarize yourself with how the **controller operates**.
- If you use stop watches, know how to **stop/start/reset** and do it quickly.
- Start and stop the clock at the **official's whistle**.

WORKING TOGETHER

- As a timer or scorekeeper you are not an official, however you are part of their team.
- During pregame, the officials will request:
 - In-home designations
 - Duration of periods
 - When they want to be notified of end of period/game and how
- The horn may be double tooted during DEAD BALL, to gain the officials' attention to discuss the following:
 - player enters the field of play from the penalty area before released
 - player not legally in the game enters the field of play
 - player legally in the game leaves the field of play and doesn't return
 - player deliberately delays substituting
 - head coach requests a count of long-sticks
 - a player commits illegal substitution
 - player illegally exchanges his crosse
 - the table needs clarity on a call
- Between periods, the head official will confirm score and time out counts with the home team scorekeeper

TIMEKEEPER'S DUTIES

THE CLOCK

- Game time is kept with a **Stop Clock**.
At the sound of the whistle the clock is started and stopped.
- Game clock changes to **Running Clock**...
 - in the **Second Half**.
 - when the GOAL differential is **12 Goals**.
 - and remains running clock.
 - Clock only stops for time outs and end of periods.
 - Penalty time during running clock starts on the whistle.
- If goal differential becomes less than 12, go back to STOP CLOCK immediately on the next whistle

TIMEKEEPER'S DUTIES

GAME TIME KEEPER:

- You will need to **notify** the officials prior to the end of periods.
- Officials will indicate the amount of time prior to the end of a period in which they would like to be notified. A **two minute** warning prior to end of a half/game is required.
- Provide a **countdown** from 10 seconds at end of the periods to referee.
- Track time during **intermissions** and alert coaches and officials **four minutes** prior to intermission ending.
- Responsible for the **horn**.

TIMEKEEPER'S DUTIES

THE HORN

- You will sound the horn at the end of **each time period**.

NOTE: *New in 2014, the horn is NO LONGER sounded when ball goes out of bounds on the sidelines and a coach calls for a “horn.” Substitution now occurs during normal play and during dead-ball situations.*

TIMEKEEPER'S DUTIES

PENALTY TIME KEEPER:

- You will set the penalty clock based on the **infraction and time** specified by the official.
- **Calculate** release time.
- Clock **starts/stops** with the official's whistle.
- Provide the player/coach an **audible countdown** from 10 seconds to release the penalized player.
- If multiple players out for a penalty, be clear on **which** player is being released.
- **Reset** the penalty clock as a “get ready” measure.
- **Penalties vary in time** – the referee will identify the amount of time to be served.
 - **Personal fouls** – one to three minutes depending on the infraction
 - **Technical fouls** – 30 seconds
- **Penalty Types:**
 - **RELEASABLE Penalty** – penalty time is over when goal is scored
 - **UNRELEASEABLE Penalty** – the full penalty time is served regardless of goal or period ending.
- Penalized players must remain in the “**special substitution box**”, on their knee while serving the penalty. They may not obstruct the view of the scorer/timer.

QUICK CALC for PENALTY TIME RELEASE

: 30 SECOND PENALTY

If seconds on time of penalty is between 0-30 seconds,
subtract 1 min and add 30 seconds:

For example - Time of penalty is 8:03,
30-second penalty release is 7:33

$$8:03 = 8-1, 03+30 = 7:33$$

If seconds on the clock at the time
of penalty are between 30-59:
subtract 30:

For example - Time of penalty is 3:53,
30-second penalty release is 3:23

$$3:53 = 3-0, 53-30 = 3:23$$



SCORER'S DUTIES

PREGAME

- Unless specified by the official, the **home** team scorer shall be the official scorer.
- You should be on-site at least **20 minutes prior** to the game.
- Obtain the scorebook **from the coach**.
- Verify that the **roster** has been entered for the game.
- You will be asked by the official who is the “**in-home man**” for each team.
- Enter **pertinent** game information –
 - Opponent's name, coach's name, officials' names
 - Game date/time
 - Your name
- Obtain the **opponent's roster** and enter into the scorebook.
- **Share** your roster with the opponent's scorer.

SCORER'S DUTIES

DURING THE GAME

- **Record** goals and assists into the scorebook via player # –
- **Verify** the goals/assists and player #s with the referee at the end of each quarter.
- **Record** timeouts accurately. Notify the nearest referee immediately if more timeouts are taken than allowed.
- **Record** the time of, duration, infraction type and player # when penalties are assessed.
- **Notify** the nearest official immediately if a player accumulated more than five (5) minutes of personal fouls. This player will be ejected from the game.
- **Notify** the nearest official if a player enters the contest without being on the roster prior to game start.
- Track all statistics **accurately**.
- **Tally** stats by quarter.
- Be **friendly** with the opponent's scorer.
- Ensure that the **focus** at the timer/scorer table is on the game and **clear from visual and audible** obstructions.

SCORER'S DUTIES

POST GAME

- Offer humble **congratulations** and **gratitude** to other table officials and respect opponent
- **Tally** statistical totals. Confer with opponent scorekeeper if needed.
- Provide **head coach** with the score book following the game for signature.

SPOTTER'S DUTIES

- Keep an **extra** set of eyes on the game.
- Help with **penalty time** keeping.

SCORER'S/SPOTTER'S JARGON

“X from Y”	Player X scored the goal; Player Y had the assist, where X and Y are the players' numbers.
“White X Groundball”	Award Player X in the white jersey a ground ball, where X is the player's number.
“Blue X Shot (wide/high)” “Blue X Shot on Goal”	Award Player X in the blue jersey a shot. Shot may be on-goal or not.
“Save”	Goalie prohibits goal as shot on goal is made.
“Blue Possession”	“Blue” team wins face off. “White” team loses face off.
“Clear by Blue”	“Blue” team successfully moves ball from their defensive area across the midline and into the offensive area.
“White X” and “Blue Y”	Name the faceoff players numbers with a pre-call of the team color.
“Caused turnover White X, Turnover Blue X, Groundball White Y”	If the event of a caused turnover, call the team color of the player whom caused the turnover as well as the ground ball (team color and number). Call the player team color and number whom turned the ball over.

The Score Book

Time of Goal

of Goal Scorer

of Assistor

Bold line denotes end of quarter

Designation if no assist

M	Central High	Record 3-1	0:14	F	5:12	8:40	X	7:37	D	11:54	O	6:19	C	3:40	F	7:11	X	9:40	X	10:01	O	11:21	C	
C	Roger Southworth	VB	13	18	13	25	41	18	37	-	13	-	16	18	13	25	18	25	41	-	47	18	26	11
V	Country Day	Record 2-1-1	5:02	X	1:39	X	9:03	F	0:16	F	1:14	X	3:24	D	5:02	D	6:27	C	7:30	F				
C	Ned Turner		17	25	26	-	17	43	19	25	25	U	14	-	14	-	14	24	17	25				

Coaches enter the roster:

		TEAM		Central H. S.					
PO.	NO.	NAME	QUARTERS	SHOT	G	A	G/A	P.T. NO.	INFRACTION (#)
ATTACK	13	Peter Bitz	✓✓✓✓ OT	###	7	///	/	///	1 m 29 Slashing (1)
	41	Mike Rogers	✓✓✓✓ OT	###	7	///	/	///	1 m 47 Tripping (1)
	8	Lydel Jones	✓✓✓✓ OT	///	3	/	///	///	1 m 29 Cross Check (?)
MID	23	Andy Messerschmidt	✓✓✓✓ OT					///	1 33 Slash (1)
	25	Larry Rogers	✓✓✓✓ OT	///	3	///	///	///	
	33	Tom Harris	✓✓✓✓ OT	/	1	/	///	///	
DEFENSE	16	Fran Smith	✓✓✓✓ OT	/	1	/			
	42	Jim Bickmore	✓✓✓✓ OT	///	4				
	37	Phil Levine	✓✓✓✓ OT						
RESERVE	40	Kevin MacLeod	1 ✓✓✓ OT	/	1			///	
	47	Mayless Colander	1 ✓✓✓ OT	///	3	/			
	31	Seth Fields	1 ✓✓✓ OT	/	1				
ATTACK	24	Bob Sled	✓✓✓✓ OT					///	
	28	Mike Zicher	✓✓✓✓ OT						
	29	Paul Trump	✓✓✓✓ OT					///	
DEFENSE	11	Chuck Wagon	1 ✓✓✓ OT				/		
	12	Ralph Rodriguez	1 ✓ 3 4 OT						
	44	Dale Thomas	1 2 3 ✓ OT						
RESERVE	30	Ed Bergman	1 2 3 ✓ OT				///		
	14	Pete Rebozo	1 2 3 ✓ OT						

PENALTIES		
P.T. NO.	INFRACTION (#)	PER. TIME
1 m 29	Slashing (1)	2 4:20
1 m 47	Tripping (1)	2 11:58
1 m 29	Cross Check (?)	3 0:41
1 33	Slash (1)	4 0:38

STATISTICS			
1	###	///	8
2	###	///	9
3	###	///	7
4	###	///	10
OT			
TOTALS			34

SHOTS			
1	###	###	1
2	###	///	7
3	###	/	6
4	###	///	8
OT			
TOTALS			32

CLEARS			
	CLEARED	FAILED	
1	///	/	4
2	///	///	3
3	///	/	4
4	///	///	4
OT			
TOTALS			15

GAME SCORING

- enter **before** the game
- track **during** the game
- update **during** game or **between** quarters
- update **after** the game

HINT: use different colored pencils per quarter

M	44	Dale Thomas	1	2	3	/	OT											
M	30	Ed Bergman	1	2	3	/	OT							//				
M	14	Pete Rebozo	1	2	3	/	OT											
M	26	Allan Drier	1	2	3	/	OT	/	1	/								
M	45	Greg Sims	1	2	3	/	OT											
D	50	Andy Robinson	/	/	3	4	OT											
D	15	Scott Thomas	1	2	/	4	OT											
D	27	Don Shapiro	1	/	/	/	OT											
			1	2	3	4	OT											
			1	2	3	4	OT											
			1	2	3	4	OT											
G	3	Archie Padding	/	/	/	4	OT											
G	2	Mel Pipes	1	2	3	/	OT											

GOALS						
	1 st QUARTER	2 nd QUARTER	3 rd QUARTER	4 th QUARTER	O.T.	TOTAL
3	//	2	///	3	///	5
2			/	1		1

SAVES						
	1 st QUARTER	2 nd QUARTER	3 rd QUARTER	4 th QUARTER	O.T.	TOTAL

GAME SCORING				
NO.	NAME	G	A	P
13	Peter Bitz	4	1	5
19	Lydel Jones	1	3	4
25	Larry Rogers	0	3	3
41	Mike Rogers	2	0	2
33	Tom Harris	1	0	1
16	Fran Smith	1	0	1
47	Mayless Colander	1	0	1
26	Allan Drier	1	0	1
11	Chuck Wagon	0	1	1

TIME OUTS			
	FIRST HALF	SECOND HALF	TOTAL
9-12	2	5:02 4	7:30 4

EXTRA MAN			
	SCORED	FAILED	TOTALS
1	/	/	1 1
2	//	//	0 2
3	/	/	0 1
4	//	//	2 0
OT			
TOTALS	2	2	4 2

FACE OFFS			
	WON	LOST	TOTALS
1	///	/	3 1
2	//	/	2 0
3	///	/	3 1
4	/// /	///	6 4
OT			
TOTALS	14	8	22 12

PAGE	10
DATE:	4/14/00
PLACE:	Bidwell Field
TIME:	3:00 pm
SCOREKEEPER:	Mary O'Hara
OPP. SCOREKEEPER:	Frank Eaton

- enter **before** the game
- track **during** the game
- update **between** quarters
- update **after** the game

Goalie Roster

Tally the columns to verify totals

Period of TimeOut
Time of TimeOut

BREAKING IT DOWN

FOCUS ON WHAT'S **MOST** IMPORTANT

- Enter **rosters + in-home**
- Keep **score** (Goals and Assists)
 - who scored, who assisted, time of goal, quarter
- Keep **penalties**
 - who, duration of penalty, type of penalty, time penalty occurred, quarter
- Keep **time outs**
 - time and quarter

WHO'S THE IN-HOME

- Each team designates an **in-home man**.
- The number and name are entered as the FIRST player on each roster in the scorebook.
- The in-home player does play ATTACK.
- It is typically the third-best attackman on the team.
- This player is confirmed with the each head coach and verified by the officials.
- This player serves penalties called against the team or coach.

BREAKING IT DOWN

THEN WORK ON ...

- **Ground balls**
- **Shots**
- **Saves**
- **Face offs**

start with your team as tallies, then work toward tracking stats to the player, then track both teams.

BREAKING IT DOWN

THEN WORK ON ...

- Clears
- Extra Man

Again, start with your team as tallies, then work toward tracking both teams

FIRST STEP ...

- Enter **rosters**
- Keep **score** (Goals and Assists)
 - who scored, who assisted, time of goal, quarter
- Keep **penalties**
 - who, duration of penalty, type of penalty, time penalty occurred, quarter
- Keep **time outs**
 - time and quarter

Team Roster and Individual Stats

		TEAM Central H. S.						
PO.	NO.	NAME	QUARTERS	SHOTS	G	A	GB's	
ATTACK	13	Peter Bitz	✓✓✓✓ OT	###	7	////	1	///
	41	Mike Rogers	✓✓✓✓ OT	###	7	//		/
	18	Lydel Jones	✓✓✓✓ OT	///	3	/	///	//
MID.	23	Andy Messerschmidt	✓✓✓✓ OT					###
	25	Larry Rogers	✓✓✓✓ OT	///	3		///	###
	33	Tom Harris	✓✓✓✓ OT	/	1	/		//
DEFENSE	16	Fran Smith	✓✓✓✓ OT	/	1	/		
	42	Jim Bickmore	✓✓✓✓ OT	////	4			
	37	Phil Levine	✓✓✓✓ OT					
MID.	40	Kevin MacLeod	1 ✓✓✓✓ OT	/	1			###
	47	Mayless Calander	1 ✓✓✓✓ OT	///	3	/		
	31	Seth Fields	1 ✓✓✓✓ OT	/	1			
DEFENSE	24	Bob Sled	✓✓✓✓ OT					###
	28	Mike Zicher	✓✓✓✓ OT					
	29	Paul Trump	✓✓✓✓ OT					////
A	11	Chuck Wagon	1 ✓✓✓✓ OT				/	
A	12	Ralph Rodriguez	1 ✓ 3 4 OT					
M	44	Dale Thomas	1 2 3 ✓ OT					
M	30	Ed Bergman	1 2 3 ✓ OT					//
M	14	Pete Rebozo	1 2 3 ✓ OT					

SHOTS – on goal; even if goal made – there was a shot

GOAL – award a goal at the call of the referee

GROUND BALL – award a ground ball when there is a change of possession with control. If player drops ball and an opponent is within 5 yards, the ball is considered contested. Should the team and/or player who dropped the ball and gained possession, and the ball is contested, the GB is awarded. Goalies are awarded GBs upon a clamp or an in-air snatch. GBs may be in-air interceptions.

ASSIST – on goal scored; assist is awarded if the pass to the scorer and the scorer does not dodge or evade the opponent.

QUARTERS PLAYED – if player participates in a period, note it with a slash

The Scorer's Box

Time of Score
as noted by Time Keeper

As a rule of thumb, most teams
do not track the goal type

Bold the line at the end of
the quarter

H	Central High		0:14 F	5:53 C	8:40 X	7:37 O	11:54 O	6:19 C	3:40 F	7:11 X	9:40 X	10:01 O	11:21 C													
C Coach	Roger Southworth	Record 3-1	13	18	13	25	41	18	35	-	13	-	16	18	13	25	18	25	41	-	47	18	26	11		
V	Country Day		5:02 X	1:39 X	9:03 F	0:16 F	1:14 X	3:24 D	5:02 D	6:27 C	7:30 F															
C Coach	Ned Turner	Record 2-1-1	17	25	26	-	17	43	19	25	25	U	14	-	14	-	14	24	17	25						

Player # who Scored
CIRCLE the # who Scored

Player # who Assisted

If Unassisted – use “dash”

Sequence of goals by team

Team Roster and Individual Stats

		TEAM Central H. S.						
PO.	NO.	NAME	QUARTERS	SHOTS	G	A	GB's	
A T T A C K	13	Peter Bitz	✓✓✓✓ OT	###//	7	////	/	///
	41	Mike Rogers	✓✓✓✓ OT	###//	7	//		/
	18	Lydel Jones	✓✓✓✓ OT	///	3	/	///	//
M I D	23	Andy Messerschmidt	✓✓✓✓ OT					###
	25	Larry Rogers	✓✓✓✓ OT	///	3		///	###
	33	Tom Harris	✓✓✓✓ OT	/	1	/		//
D E F E N D	16	Fran Smith	✓✓✓✓ OT	/	1	/		
	42	Jim Bickmore	✓✓✓✓ OT	////	4			
	37	Phil Levine	✓✓✓✓ OT					
W I D	40	Kevin MacLeod	1 ✓✓✓✓ OT	/	1			###
	47	Mayless Calander	1 ✓✓✓✓ OT	///	3	/		
	31	Seth Fields	1 ✓✓✓✓ OT	/	1			
D E P H E N D I C E	24	Bob Sled	✓✓✓✓ OT					###
	28	Mike Zicher	✓✓✓✓ OT					
	29	Paul Trump	✓✓✓✓ OT					////
A	11	Chuck Wagon	1 ✓✓✓✓ OT				/	
A	12	Ralph Rodriguez	1 ✓ 3 4 OT					
M	44	Dale Thomas	1 2 3 ✓ OT					
M	30	Ed Bergman	1 2 3 ✓ OT					//
M	14	Pete Rebozo	1 2 3 ✓ OT					

SHOTS – on goal; even if goal made – there was a shot

GOAL – award a goal at the call of the referee

GROUND BALL – award a ground ball when there is a change of possession with control. If player drops ball and an opponent is within 5 yards, the ball is considered contested. Should the team and/or player who dropped the ball and gained possession, and the ball is contested, the GB is awarded. Goalies are awarded GBs upon a clamp or an in-air snatch. GBs may be in-air interceptions.

ASSIST – on goal scored; assist is awarded if the pass to the scorer and the scorer does not dodge or evade the opponent.

QUARTERS PLAYED – if player participates in a period, note it with a slash



CHECKPOINT

GOAL is **SCORED**, did you...

1. Record **goal** in scorers box?
 1. Player #
 2. Time of goal
 3. Quarter
 4. Circle the Player # who scored
2. Give player **Shot on Goal** and **Goal** in player stat area.
3. Record **assist**, if needed?
 1. Player # with assist in scorers box
 2. Give player **Assist** in player stat area
4. Change score on scoreboard.

Penalty Box

Player #

Duration of Penalty

Type of Penalty

Quarter Penalty Occurred

Time of Clock – Penalty Occurred

PENALTIES				
P.T.	NO.	INFRACTION (#)	PER.	TIME
1 m	29	Slashing (1)	2	4:20
1 m	47	Tripping (1)	2	11:58
1 m	29	Cross Check (2)	3	0:41
1	33	Slash (1)	4	0:38

Personal Fouls – “Safety related” infractions

The penalty for a personal foul is a one to three minute suspension from play and possession to the team that was fouled. **Players with five minutes of personal fouls are ejected from the game.**

SLASHING: Occurs when a player's stick contacts an opponent in any area other than the stick or gloved hand on the stick.

TRIPPING: Occurs when a player obstructs his opponent at or below the waist with the crosse, hands, arms, feet or legs.

CROSS CHECKING: Occurs when a player uses the handle of his crosse to make contact with an opponent.

UNSPORTSMANLIKE CONDUCT: Occurs when any player or coach commits an act which is considered unsportsmanlike by an official, including taunting, obscene language or gestures, and arguing.

UNNECESSARY ROUGHNESS: Occurs when a player strikes an opponent with his stick or body using excessive or violent force.

ILLEGAL CROSSE: Occurs when a player uses a crosse that does not conform to required specifications. A crosse may be found illegal if the pocket is too deep or if the crosse was altered to gain an advantage.

ILLEGAL BODY CHECKING: Occurs when any of the following actions take place: (a) body checking of an opponent who is not in possession of the ball or within five yards of a loose ball; (b) avoidable body check of an opponent after he has passed or shot the ball; (c) body checking of an opponent from the rear or at or below the waist; (d) body checking of an opponent by a player in which contact is made above the shoulders of the opponent. A body check must be below the neck, and both hands of the player applying the body check must remain in contact with his crosse.

ILLEGAL GLOVES: Occurs when a player uses gloves that do not conform to required specifications. A glove will be found illegal if the fingers and palms are cut out of the gloves, or if the glove has been altered in a way that compromises its protective features.

Technical Fouls

The penalty for a technical foul is a thirty second suspension if a team is in possession of the ball when the foul is committed, or possession of the ball to the team that was fouled if there was no possession when the foul was committed.

HOLDING: Occurs when a player impedes the movement of an opponent or an opponent's crosse.

INTERFERENCE: Occurs when a player interferes in any manner with the free movement of an opponent, except when that opponent has possession of the ball, the ball is in flight and within five yards of the players, or both players are within five yards of a loose ball.

OFF SIDES: Occurs when a team does not have at least four players on its defensive side of the midfield line or at least three players on its offensive side of the midfield line.

PUSHING: Occurs when a player thrusts or shoves a player from behind.

SCREENING: Occurs illegally when an offensive player moves into and makes contact with a defensive player with the purpose of blocking him from the man he is defending.

STALLING: Occurs when a team intentionally holds the ball without conducting normal offensive play, with the intent of running times off the clock.

WARDING OFF: Occurs when a player in possession of the ball uses his free hand or arm to hold, push or control the direction of an opponent's stick check.

UNRELEASABLE – if a penalty is unreleasable, the player “serves” the full penalty time. If releasable, the penalty is over upon goal scored.

Tracking Time Outs

TIME OUTS							
FIRST HALF			SECOND HALF			1 O.T.	2 O.T.
9:12	2		5:02	4	7:30	4	

Record the quarter of play the time out was called

Record time of timeout as noted by the Time Keeper

NOTE: There are two timeouts permitted per team per half. One time out per team per OT period.



CHECKPOINT

PENALTY called, did you...

1. Record **penalty** in scorebook.
 - a) Penalty duration
 - b) Player #
 - c) Infraction type
 - d) Quarter
 - e) Time on clock
2. Calculate release time.
3. Start penalty clock on official's whistle.

TIME OUT called, did you...

1. Set stopwatch for 2 minutes.
2. Record **time out** for the appropriate team.
 - a) Time on clock
 - b) Quarter

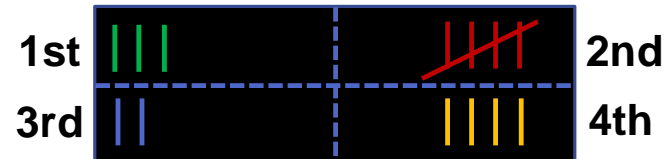
NEXT ...

- **Ground balls**
- **Shots**
- **Saves**
- **Face offs**

RECORDING STATS

COLORED PENCILS

- Change **color per quarter**
- Use contrasting colors
- Avoid using blue/green or red/orange in back to back quarters/half
- Think **quadrant** for GBs



- Think **perpendicular** for Shots and Shots on Goal (SOG)



Team Roster and Individual Stats

		TEAM <i>Central H. S.</i>						
PO.	NO.	NAME	QUARTERS	SHOTS	G	A	GB's	
ATTACK	13	Peter Bitz	✓ / ✓ / ✓ / ✓ OT	### //	7	////	/	///
	41	Mike Rogers	✓ / ✓ / ✓ / ✓ OT	### //	7	//		/
	18	Lydel Jones	✓ / ✓ / ✓ / ✓ OT	///	3	/	///	//
MID.	23	Andy Messerschmidt	✓ / ✓ / ✓ / ✓ OT					###
	25	Larry Rogers	✓ / ✓ / ✓ / ✓ OT	///	3		///	###
	33	Tom Harris	✓ / ✓ / ✓ / ✓ OT	/	1	/		//
MID.	16	Fran Smith	✓ / ✓ / ✓ / ✓ OT	/	1	/		
	42	Jim Bickmore	✓ / ✓ / ✓ / ✓ OT	////	4			
	37	Phil Levine	✓ / ✓ / ✓ / ✓ OT					
MID.	40	Kevin MacLeod	1 ✓ / ✓ / ✓ / ✓ OT	/	1			###
	47	Mayless Calander	1 ✓ / ✓ / ✓ / ✓ OT	///	3	/		
	31	Seth Fields	1 ✓ / ✓ / ✓ / ✓ OT	/	1			
DEFENSE	24	Bob Sled	✓ / ✓ / ✓ / ✓ OT					###
	28	Mike Zicher	✓ / ✓ / ✓ / ✓ OT					
	29	Paul Trump	✓ / ✓ / ✓ / ✓ OT					////
A	11	Chuck Wagon	1 ✓ / ✓ / ✓ / ✓ OT			/		
A	12	Ralph Rodriguez	1 ✓ / 3 4 OT					
M	44	Dale Thomas	1 2 3 / OT					
M	30	Ed Bergman	1 2 3 / OT					//
M	14	Pete Rebozo	1 2 3 / OT					

SHOTS – on goal; even if goal made – there was a shot

GOAL – award a goal at the call of the referee

GROUND BALL – award a ground ball when there is a change of possession with control. If player drops ball and an opponent is within 5 yards, the ball is considered contested. Should the team and/or player who dropped the ball and gained possession, and the ball is contested, the GB is awarded. Goalies are awarded GBs upon a clamp or an in-air snatch. GBs may be in-air interceptions.

ASSIST – on goal scored; assist is awarded if the pass to the scorer and the scorer does not dodge or evade the opponent.

QUARTERS PLAYED – if player participates in a period, note it with a slash

Recording Saves

SAVES – award the goalie a “save” when he *prevents* a goal from being scored. Tally by quarter and total.

		SAVES									
GOALES		1 st QUARTER		2 nd QUARTER		3 rd QUARTER		4 th QUARTER		O. T.	TOTAL
	3	//	2	///	3	//	2	///	5		12
	2					/	1				1

ADVANCED ...

- **Clears**
- **Extra Man**

Tracking Team Stats

STATISTICS			
GROUND BALLS	1	### III	8
	2	### IIII	9
	3	### II	7
	4	### IIII	10
	OT		
TOTALS			34

SHOTS	1	### IIII /	11
	2	### II	7
	3	### /	6
	4	### III	8
	OT		
TOTALS			32

CLEARS		CLEARED	FAILED		
		1	###	/	4
2	###	//	3	2	
3	###	/	4	1	
4	###	//	4	2	
OT					
TOTALS			15	6	

EXTRA MAN		SCORED	FAILED		
		1	/	/	1
2		//	0	2	
3		/	0	1	
4	//		2	0	
OT					
TOTALS			3	4	

FACE OFFS		WON	LOST		
		1	###	/	3
2	//		2	0	
3	###	/	3	1	
4	### /	###	6	4	
OT					
TOTALS			14	6	

TOTAL GB's by PERIOD
– tally total GBs by period.

TOTAL SHOTS ON GOAL by PERIOD –
tally total shots on goal by period.

CLEARS –
CLEARED – tally successful advancement of ball by offense into its offensive area
FAILED – tally failure to advance the ball.
Tally totals by period.

EXTRA MAN – “extra man opportunity” – when team has more players on the field than the opponent
SCORED - tally goals scored when EMO exists.
FAILED – tally goals scored against when opponent has EMO

FACE OFFS –
WON – tally face-offs won. If won, award player with the possession a GB.
LOST – tally face-offs lost.



CHECKPOINT

END OF QUARTER, did you...

1. **Confirm** score with officials.
2. **Confirm** score with opponent's scorekeeper.
3. **Reset** clock.
4. **Tally** stats.

HALF TIME, did you...

1. Set clock for **10** minutes
2. Notify officials at **4** minutes left in half.

Recording Overall Game Scoring Stats

GAME SCORING				
NO.	NAME	G	A	P
13	Peter Bitz	4	1	5
19	Lydel Jones	1	3	4
25	Larry Rogers	0	3	3
41	Mike Rogers	2	0	2
33	Tom Harris	1	0	1
16	Fran Smith	1	0	1
47	Mayless Calander	1	0	1
26	Allen Drier	1	0	1
11	Chuck Wagon	0	1	1

In High School Boys' Lacrosse

Goal = 1 pt

Assist = 1 pt



CHECKPOINT

END OF CONTEST, did you...

1. **Congratulate.**
2. **Confirm** score.
3. **Reset** clock.
4. **Tally** stats.
5. **Give** scorebook to coach.

PROCEDURAL SIGNALS

OFFICIAL LACROSSE SIGNALS



1. Timeout. For Discretionary or Injury Timeout, Follow Signal Above with Tapping of Hands on Chest



2. Score



3. No Score



4. Faceoff



5. Alternate Possession



6. Ball in Possession on Faceoff and Start the Clock at Halftime



7. Ball has Entered Attack Area



8. Out of Bounds Direction of Play



9. Failure to Advance the Ball



10. Loose Ball



11. Simultaneous Fouls



12. Non-Releaseable Penalty



13. Courts



14. Stalling Warning



15. Re-entry of the Crease



16. Play-On, Dead Ball or Dead Ball Followed by Appropriate Foul Signal



17. Inadvertent Whistle (Face Press Box)



18. Disregard Flag



19. Free clear



20. Tipped/Deflection

SIGNALS – FOULS

Personal

OFFICIAL LACROSSE SIGNALS



21. Personal Foul



22. Illegal Body Check



23. Slashing



24. Cross Checking



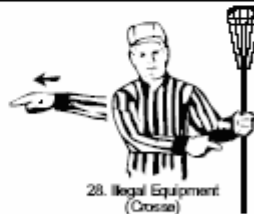
25. Tripping



26. Unnecessary Roughness



27. Unsportsmanlike Conduct



28. Illegal Equipment (Crosse)



29. Deep Pockets



30. Illegal Gloves (or point to other illegal equipment)



31. Expulsion Foul

Technical

OFFICIAL LACROSSE SIGNALS



32. Technical Foul (Time Served)



33. Interference



34. Illegal Offensive Screening



35. Holding



36. Warding Off



37. Pushing



38. Withholding Ball from Play



39. Stalling or Delay of Game



40. Offside



41. Crease Violation



42. Conduct Foul



43. Illegal Procedure



44. Substitution Infraction



45. Illegal Touching of the Ball

LACROSSE – THE SPIRIT OF THE GAME

Many parents miss the game after their sons graduate high school. Some boys will play beyond high school. Some will not and some may go even farther. Regardless, the game changes for parents.

You CAN stay involved.

Consider:

1. Continuing to keep stats / spot for the team or another team
2. Officiating – yes, this is an option! Contact your local LOA (Lacrosse Officials Association) for certification and training requirements
3. Announcing games
4. Getting involved with US Lacrosse at the local level
5. Coaching at any level

RULE CHANGES - 2016

<http://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2016/>

- CROSSE DIMENSIONS – CHANGE, readying for 2018
- CROSSE PROHIBITIONS – No pull strings
- FACE-OFF PROCEDURE CHANGES
Down. Place Ball. Set. Whistle
- OVER & BACK PROHIBITION

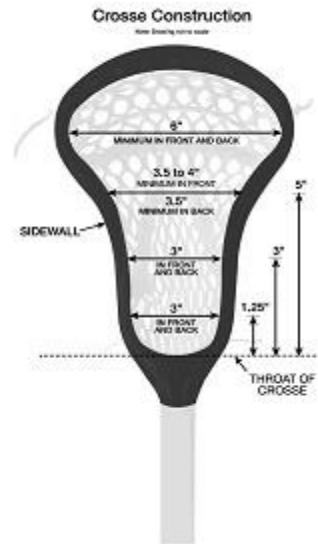
RULE CHANGES - 2016

<http://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2016/>

1-6-1: ART. 1 ... CROSSE DIMENSIONS SECTION 6 CROSSE DIMENSIONS
The crosse shall be an overall fixed length of either 40 to 42 inches (short crosse) or 52 to 72 inches (long crosse), except for the goalkeeper's crosse, which may be 40 to 72 inches long. The circumference of the crosse handle shall be no more than 3½ inches. The head of the crosse at its widest point shall measure between 6½ and 10 inches, inside measurement, at the top and the bottom of the wall. (See Figure 3) There shall be one crosse 10 to 12 inches, inside measurement at its widest point, at the top and bottom of the wall. This crosse shall be used by the required designated goalkeeper. The walls of any crosse shall not be more than 2 inches high. **EXCEPTION:** The gut wall.

Beginning in 2018, minimum stick specifications shall be as follows:

NOTE: From the 1.25-inch measurement to the widest point of the crosse, the distance between the sidewalls of the crosse must be at least 3 inches.



RULE CHANGES - 2016

<http://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2016/>

1-8: CROSSE PROHIBITIONS

No player shall use a crosse that does not meet the specifications of Sections 6 and 7. Furthermore, crosses in which the pocket has sagged to such a depth that it has become difficult for an opponent to dislodge the ball and crosses in which the construction or stringing at the bottom is designed to withhold the ball from play also are prohibited. Additionally, no player may use a crosse that has stringing that retards the normal and free dislodgment of the ball by an opponent. The pocket shall be deemed to have sagged too deeply if the top surface of a lacrosse ball, when placed therein, is below the bottom edge of the side wall (this prohibition does not apply to the goalkeeper's crosse). (See Figure 4) A crosse that has been altered in such a way as to give an advantage to an individual is illegal. Adjustable-length handles are illegal. Handles that have been altered in any fashion other than taping or adding another covering designed to improve the grip are illegal. The use of pull strings to alter the depth of the pocket is illegal. No more than one sidewall string on each side is allowed. A broken crosse is considered as no crosse.

RULE CHANGES - 2016

<http://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2016/>

4-3-3 (NEW): ART. 3 ... FACING OFF

The official conducting the faceoff will start the procedure by holding the ball and bringing the players together.

DOWN, Place ball, SET, WHISTLE.

Highlights of face off change:

- A single-wrap of tape must be applied to the handle of the crosse for any player taking a face-off. The tape is to begin (but not be touching) the plastic at the throat of the crosse and continuing six inches down the handle. Tape must be of contrasting color to the head, gloves, and shaft.
- A violation will be called if a player picks up and carries the ball on the back of his stick. It is legal to clamp the ball with the back of the stick, but it must be moved, raked or directed immediately. Immediately is defined as within one step.

Rationale: By deleting ART. 3 through ART. 6 and adding this revised 4-3-3, the committee improved the process of the face off by clarifying the rules to create more consistent and fair play.

RULE CHANGES - 2016

<http://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2016/>

4-14-3 (NEW): ART. 3 . . . Once the ball has been successfully advanced into the goal area, a team is provided the opportunity to run its offense in its offensive half of the field. If the offensive team carries, passes or propels the ball to its defensive half of the field and the offensive team was last in possession, and last touched the ball (except on shot), the result will be an immediate a turnover or play-on. If the ball does not touch or go over the centerline, no infraction has occurred. Players may legally bat the ball to keep it in the offensive half of the field, but if it is possessed and their feet are in the defensive half, it shall be a turnover.

Rationale: The committee added a new “over and back” rule to keep the ball in play in the offensive half of the field once possession has been established in the goal area.

RESOURCES

NFHS Lacrosse Rules

<http://www.uslacrosse.org/rules/boys-rules.aspx>

Rule changes: <http://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2016/>

COLORED PENCILS

www.jetpens.com – Search for “multi pen”

NCAA STATISTICIANS’ GUIDE

http://fs.ncaa.org/Docs/stats/Stats_Manuals/Lacrosse/mlax15.pdf

OFFICIALS TRAINING

<http://www.uslacrosse.org/participants/officials/mens-officials-information.aspx>

NFHS

<http://www.nfhs.org/>

US LACROSSE / NFHS LACROSSE RULE BOOKS/eBOOKS

<http://www.nfhs.org/resources/publications/>

CONTACT

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314-757-4263

I'm committed to improving the game, to share knowledge with others, to continue learning. Because changes occur annually, so will this guide.

You are welcome to share this guide with others – please be respectful and don't claim it as your own. If when shared, please shoot me an email and let me know where it went. I love to know where and how the game is growing.

THANK YOU and **BEST OF LUCK** to you and your program this season.

FIL World Championship Final Game Denver 2014



2014 FIL WORLD CHAMPIONSHIPS DENVER
 Game #: 142 Date: 7/19/14 Field: STADIUM Start Time: 7pm
 Home: USA Visitor: CANADA

Quarter by Quarter Score

	1	2	3	4	OT1	OT2	SD	Total
H:	0	1	1	3				5
V:	2	1	4	1				8

Qtr	1	2	3	4	OT1	OT2	SD
HOME	0	1	1	3			
VISITOR	2	1	4	1			

Ground Balls/Shots/Goals/Assists					Penalties			
#	P/T	Qtr	Clock	Dur	Description	#	P/T	Qtr
33	P		13:53	1	slash			

Ground Balls/Shots/Goals/Assists					Penalties			
#	P/T	Qtr	Clock	Dur	Description	#	P/T	Qtr
44	P	2	2:26	1	slash			

Saves							
#	1	2	3	4	OT1	OT2	SD
91	1	1	1	1			

Saves							
#	1	2	3	4	OT1	OT2	SD
37	1	0	1	1			

Official Signatures:
 Head Referee: D PC
 Printed Name: DAVID CAMPBELL
 CBO: PD
 Printed Name: PETER DAVIDSON

Referee 2: DC
 Printed Name: BRENT COULOMBE
Bench Manager/Scorer: KJ
 Printed Name: KENTARO SHIMIZU

Referee 3: C 452
 Printed Name: CHRIS CLARK
Time Keeper:
 Printed Name: