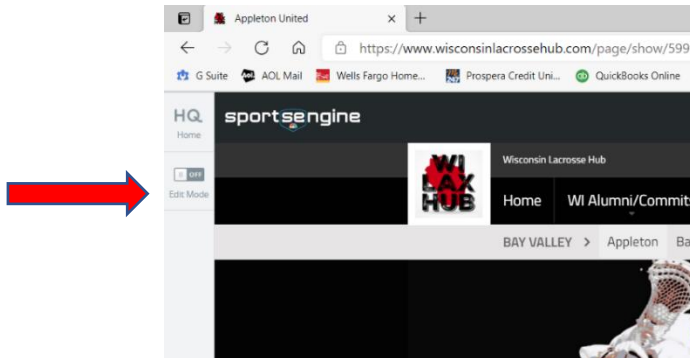


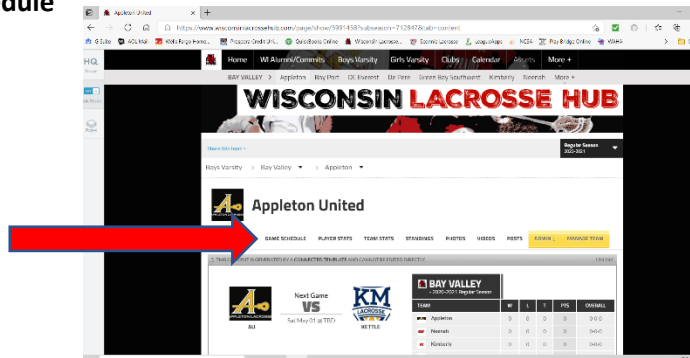
Instructions for Entering Player Stats

NOTES: (1) Stat entry will be faster and easier if you enter the jersey number and position for all players on the roster!
 (2) SportsEngine uses the term Forced Turnovers rather than Caused Turnovers which is the term used in the NCAA Lacrosse Statistician Manual and HUDL. Forced Turnovers = Caused Turnovers!

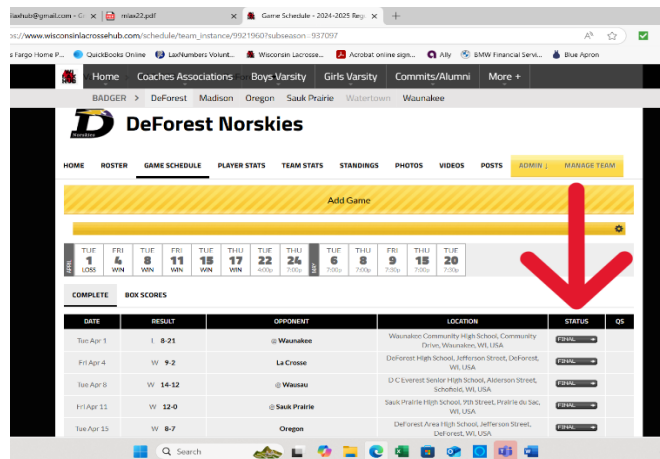
1. Go to the Wisconsin Lacrosse Hub website <https://www.wisconsinlacrosse.hub.com>
2. Navigate to your team page under the Boys Varsity or Girls Varsity tab
3. At the top right corner, click on **Sign In**
4. Once you have signed in, at the top left of your team page, you will see an **Edit Mode** icon.



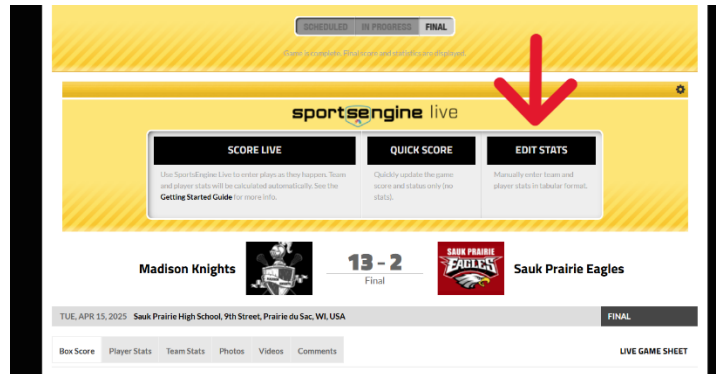
5. Click on the left side of the Edit Mode icon to switch into edit mode.
6. Click on **Game Schedule**



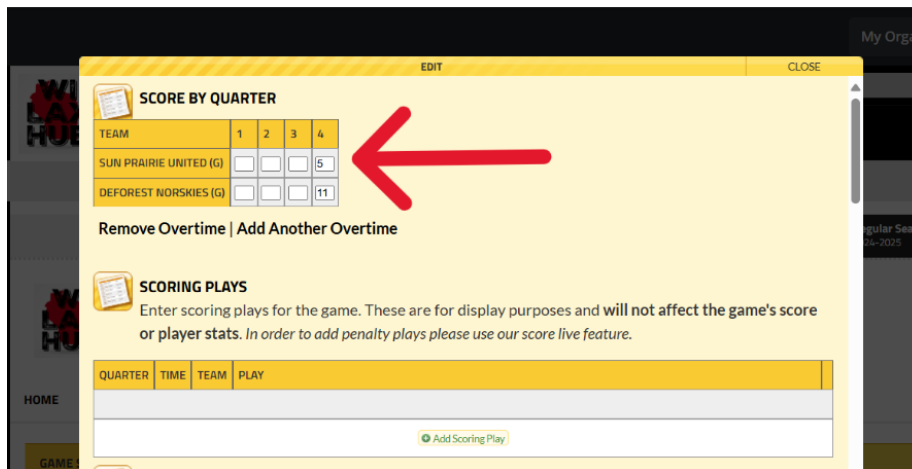
7. In the column entitled "Status," click on the status of the game for which you wish to enter stats. (The status should be Final.)



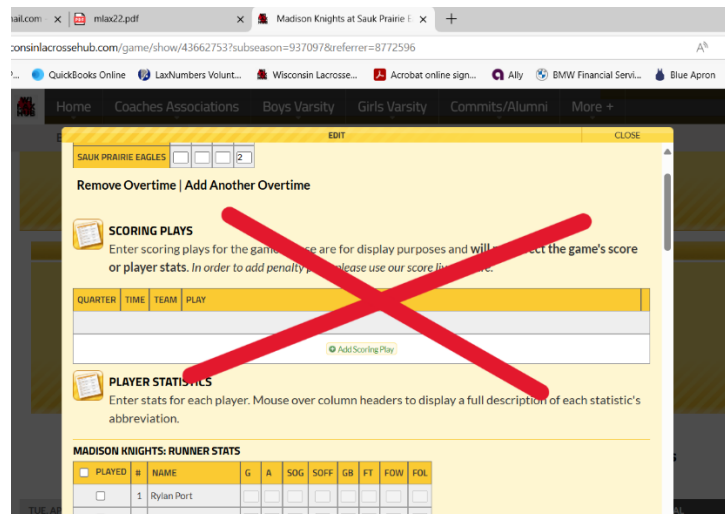
8. Click on **Edit Stats**



9. Enter the *Score by Quarter* (This is the number of goals scored each quarter). If needed, click **Add Another Overtime** and enter the score for the OT period. If you do not have the Score by Quarter, enter the final score in the Q4 column.

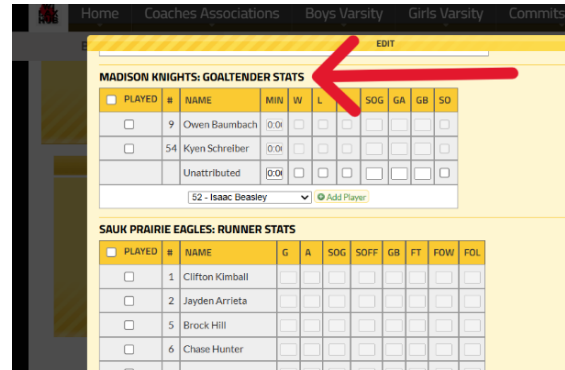
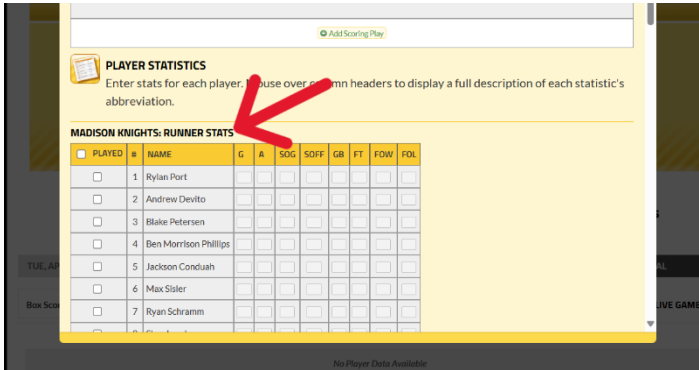


10. Leave the *Scoring Plays* section blank.



- Enter the *Player Statistics*. Note that only players listed on your Team Roster will appear. When you are finished, click the Save Stats button at the bottom right. Player Statistics are split into 2 sections: Runner Stats and Goaltender Stats.

NOTE: Players who do not have a position listed on the roster will not automatically appear in the Statistics lists. Scroll to the bottom of the Runner Stats or Goaltender Stats area and find the drop down menu of all players on the roster. Select the appropriate player and click Add Player.



- After you have finished entering your Player Statistics, click on the Save Stats button.
- Leave the sections for your opponent's Player Statistics blank.

The information that you have entered will feed into the leader boards and to the player and team statistics on your team page.

Checks & Balances:

The total SOG by your team must be equal to the SOG for the opponent's goalie.

- Shots off Target (SOFF) – A shot at the goal that would not have scored if the net were empty.
- Ground Balls (GB) - Any ball not in possession of either team that comes into possession of either team should result in a ground ball once a player establishes possession and is immediately able to perform the normal functions of possession (i.e., shoot, pass, cradle), provided the ball was contested by both teams before establishing possession.
- Caused Turnovers (FT) - A caused turnover is credited to a player when the player's positive, aggressive action(s) causes a turnover by the opponent. A turnover may not always warrant a caused turnover.
- Faceoffs Won (FOW)/Faceoffs Lost (FOL) - Since the standard in faceoff stats is to award to the faceoff man the faceoff, whether he actually obtained possession or not, care should be taken to credit faceoffs properly. Additionally, ground balls should be credited in faceoff play (there can be more than one). Every faceoff has to end with players being credited and charged with a faceoff win and loss, unless the quarter ends before possession is established. Credit the faceoff to the team that gains clear possession of the ball and can perform the normal functions of the possession.

Checks & Balances (BLAX):

The total FOW and FOL for your team must be equal to the total FOL and FOW for the opponent.

Stat Definitions from the NCAA Statisticians Manual – Please note that the definitions below have many caveats. Please refer to the NCAA Statisticians Manual for more information.

RUNNER STATS

- Played - A player should be charged with a game played if he/she is in the game while the clock is running.
- Goal (G) - A goal should be credited to the player who shot the ball, scoring a goal for his/her own team.
- Assist (A) - An assist is not necessarily credited to a player who makes a pass before a goal. There should be conscious effort on the part of the passer to find an open player for a shot or to help a player work free for a shot. There should be no particular time frame for an assist (although the pass and shot should appear to be part of the same play) nor should there be any rigid distance factor in the play (the player scoring the goal could take one step, several steps, or even run a number of yards with the ball and still have the passer credited with an assist). An assist should not be credited on a play when the goal scorer dodges a defensive player after receiving the pass before shooting unless, in the opinion of the statistician, it was the pass itself and not the dodge that led directly to the shot.
- Shots on Goal (SOG) - A shot on goal is not the same thing as a shot at the goal. A shot on goal includes only shots scoring and those having been saved by the goalie. If the shot scores or would have scored, had it not been stopped or deflected by the goalie, then count a shot on goal. A shot that hits the pipe is not a shot on goal.
- Draw Controls (DC) - A draw control is awarded to the player who controls the ball and/or creates an opportunity to play after the taking of a draw; i.e., gains possession after the draw. Draw controls and ground balls are mutually exclusive. The player who wins the draw control DOES NOT get credit for a ground ball.

GOALTENDER STATS

- Played - A goalie should be charged with a game played if he/she is in the game while the clock is running.
- Minutes Played (MIN) – Enter the amount of time that each goalie is in the game using 4 digits. 48:00 = 48 minutes.
- Win/Loss/Tie (W/L/T) – At the conclusion of each game, the statistician shall award one goalie a win and charge one goalie a loss. In the event that the teams use more than one goalie, the statistician has the discretion to credit the win and charge the loss based on which goalie (in the statistician’s opinion) contributed most to the outcome of the game. Only 1 goalie per team should be credited with a win or charged with a loss.
- Shots on Goal (SOG) – See Above
- Goals Allowed (GA) – The number of goals scored by the opponents.
- Ground Balls (GB) – See Above
- Shut Outs (SO) – A goalie can only be credited with a shut out if he/she plays the entire game and there is at least 1 shot on goal. Only 1 goalie can be credited with a shut out.