

BOYS' HS LACROSSE
MIDLINE MECHANICS
SCOREKEEPING /
TIMEKEEPING /
ANNOUNCING GUIDE
2019

WWW.TINYURL.COM/2019KEEPSTATS

RAISING & HONORING 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, NFHS and 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, time and/or announcing at games.

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
- Announcing a Game
- Officials Signals
- Resources

GAME OVERVIEW



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 more goals than the opponent 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 | Game ends when one team outscores the other.

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

BOYS' LACROSSE POSITIONS



Attack (3)

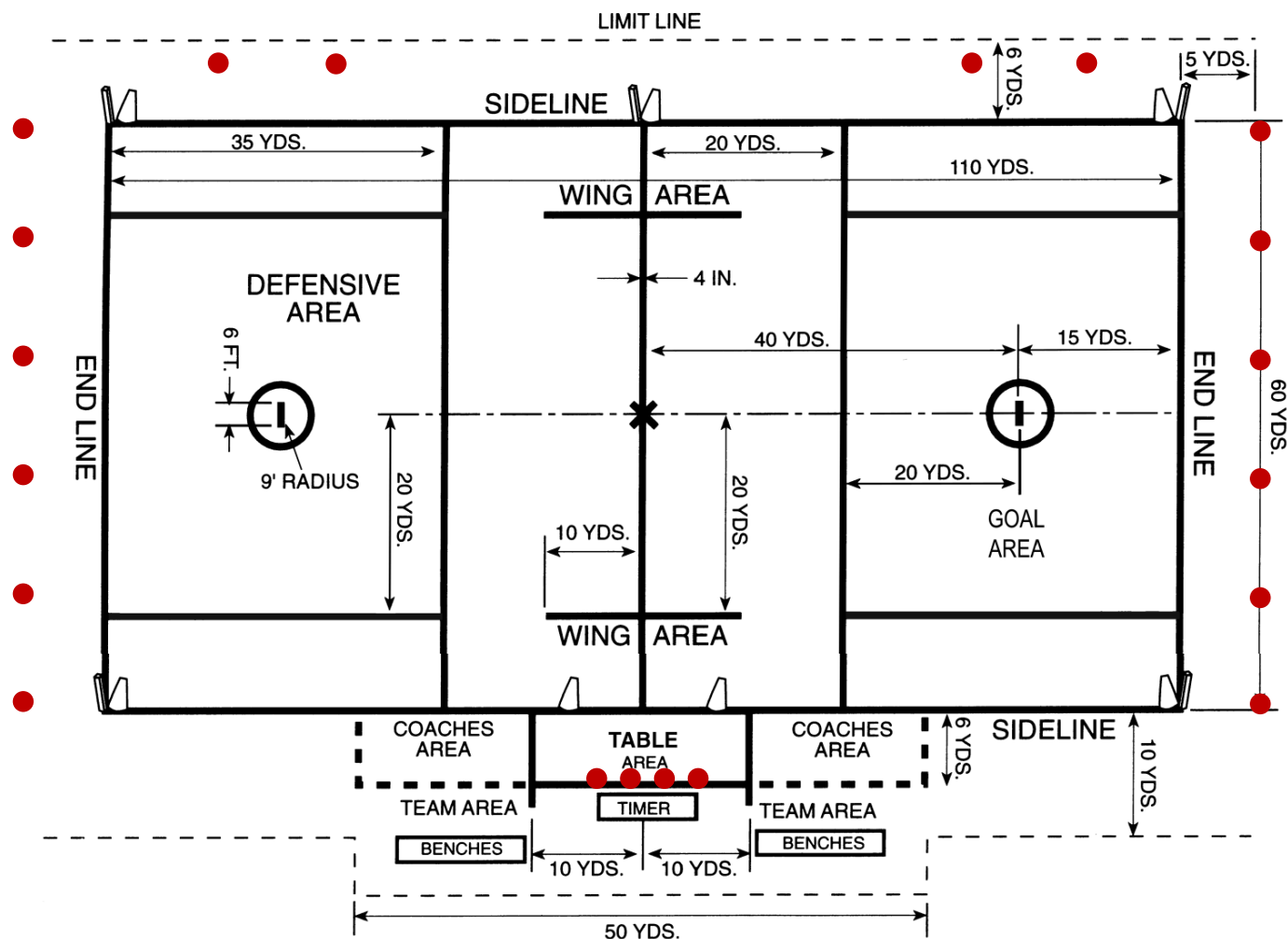
Midfield (3) - Offensive and Defensive Middies

Defense (3) - Long poles (D-poles)

Goalie (1)

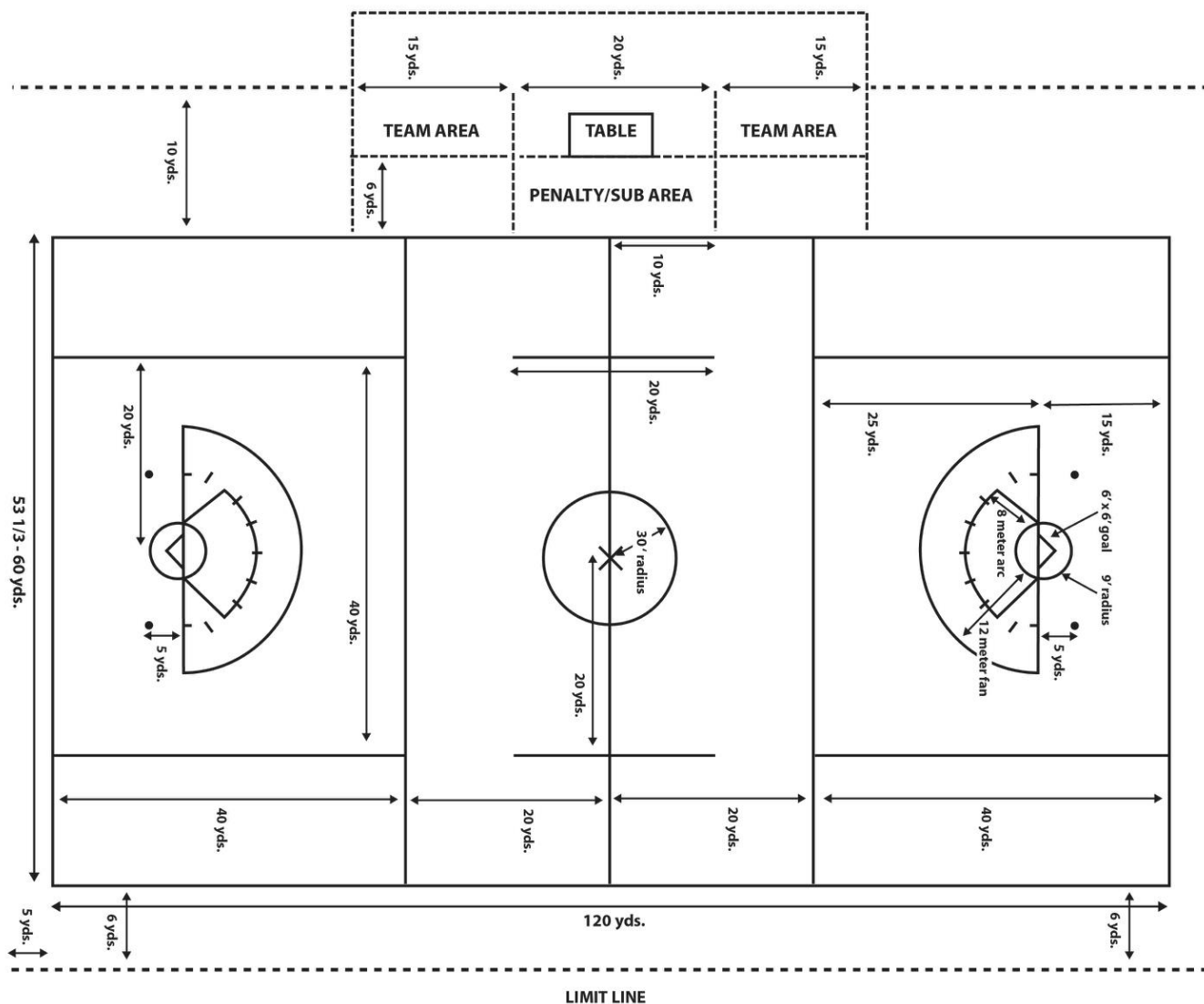
BOYS' LACROSSE FIELD SETUP

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



UNIFIED FIELD SETUP

As of 2018, using a “common” field for boys and girls lacrosse is acceptable practice



BOYS' AND GIRLS' UNIFIED FIELD MARKINGS (120 YARDS)

GAME TIME



	PRE	Q1		Q2	HALF	Q3		Q4	(OT)	POST
VARSITY	Countdown Clock 20-30 min	12 min	2 min	12 min	10 min	12 min	2 min	12 min	≤4 min	< 5 min
JV & FROSH	Countdown Clock < 30 min	10 min	2 min	10 min	10 min	10 min	2 min	10 min	≤4 min	< 5 min

REGULAR TIME is “STOP” TIME for QTRs and “RUNNING” for HT and TOs.

RUNNING CLOCK during the GAME may occur:

- To save daylight
- If “mercy rule” applies
- Always at the mutual agreement of coaches and officials

IF OT, a SHORT intermission is observed. No one leaves the field. SUDDEN DEATH determines game winner. Games do not end in a TIE.

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



NOCSAE CERTIFICATION

Warning: Counterfeit balls and equipment exist. Be safe.

Article:

<https://www.nfhs.org/articles/nocsae-issues-warning-about-counterfeit-lacrosse-balls/>

Check for certified manufacturers here:

<https://www.seinet.org/search.htm>

NOCSAE®

National Operating Committee on Standards for Athletic Equipment

KEY TERMINOLOGY

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 – POSSESSION

CARRY.

CRADLE.

PASS.

SHOOT.

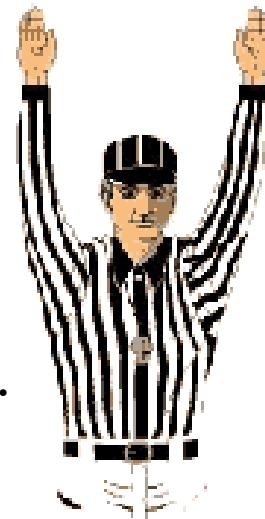
~~CLAMPING, KICKING, BATTING~~

IN THE DETAILS – A GOAL

Shot, kicked, swatted, deflected - all count, regardless of team/player.

GLE
Goal Line Extended

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



IN THE DETAILS – THE ASSIST

Awarded to a player whom **WITH INTENT, PASSED** the ball to the player scoring the goal.

Is optional, at the discretion of the official scorer.

For an assist to exist..

- the scoring player shall not dodge any player except the goalie
- the scoring player shall not take additional steps to improve his position prior to shooting - exception (fast break, full field pass)

IN THE DETAILS | SHOT v SHOT ON GOAL



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

A shot wide is simply a SHOT. Shot high is just a SHOT.

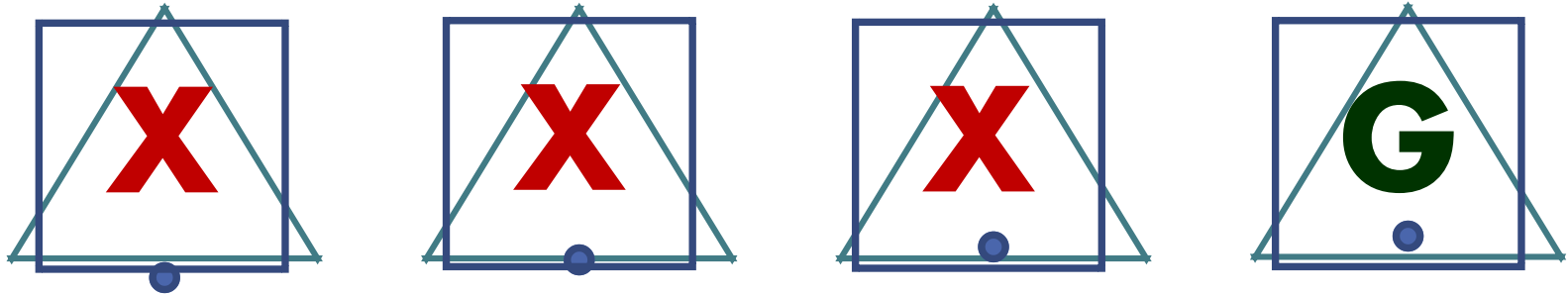
A shot hitting the pipe of the goal is just a SHOT, not a SOG nor a SAVE.

IN THE DETAILS – THE SAVE

The ball is prevented from going in the goal.

Ask: If the goalie did not stop it, would it have been a goal?

IN THE DETAILS – A GOAL



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



IN THE DETAILS – GROUND BALL

Ground ball **ALWAYS** results in possession.

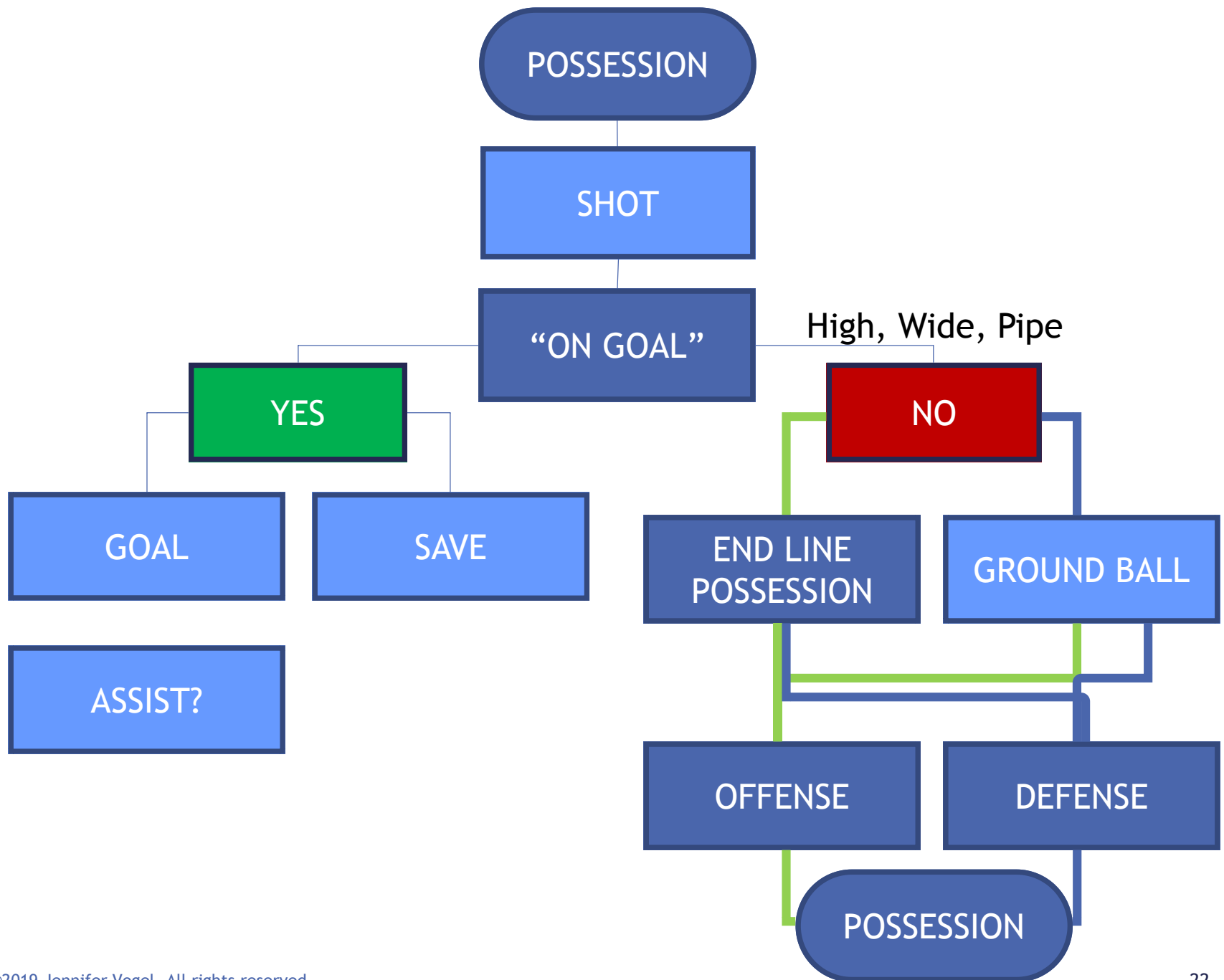
Ground ball is *typically* a change in possession.

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 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

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 awarded.

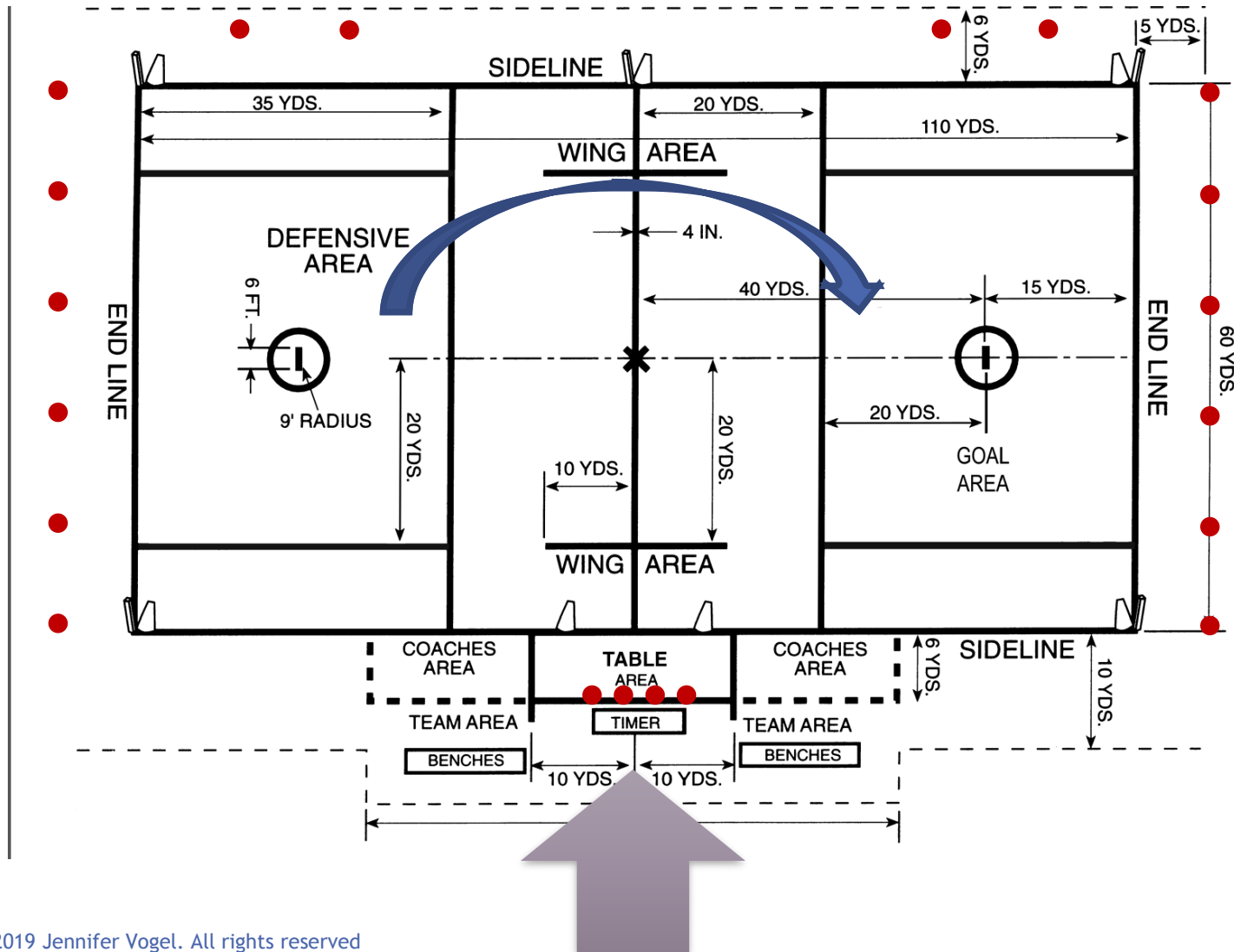
DEFINITIONS (continued)

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 offenseman. 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



YOUR ROLE @ THE TABLE

BEST SEAT @ THE GAME



THE “OFFICIALS”

- 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)

- Optional: Announcer

- Accountabilities

Scorers, Timers, Spotters and Announcers 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

Remain neutral

Communicate clearly

Do your best

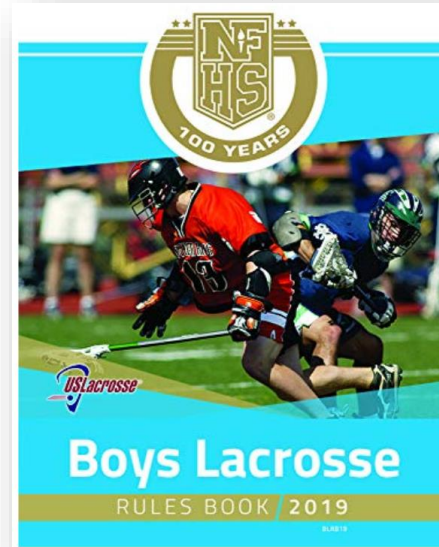


HOME TEAM TABLE CREW

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)
- Writing instruments

RECOMMENDATION: Have two current rule books available.



AWAY TEAM TABLE CREW

Requirements: NONE

Optional:

Scorer & Spotter

NOTE: The home team is NOT required to provide your team with water.

WORKING TOGETHER

- As a timer or scorekeeper you are not an official, however you are part of their team. In the event you have an announcer, they are part of the team too.
- 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

TABLE ENVY



TABLE REALITY



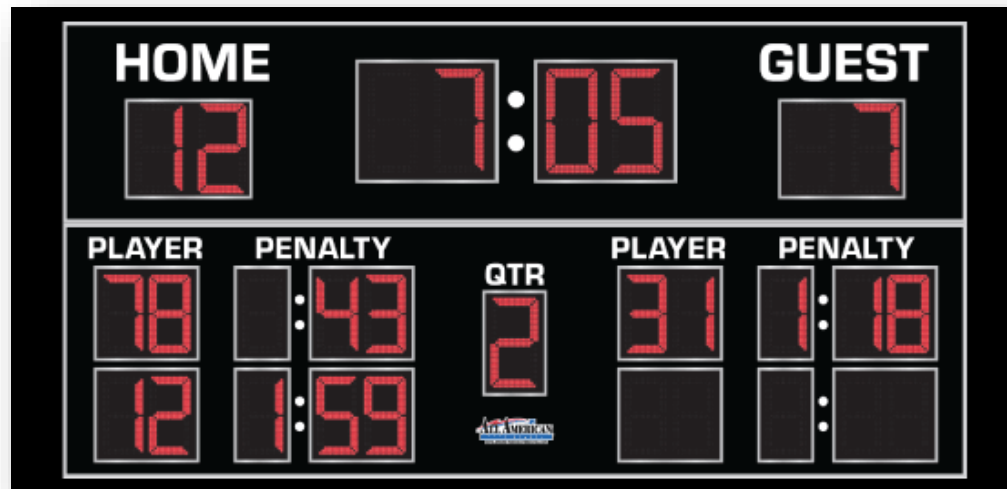
GET COMFORTABLE

ONE - TWO TABLES required.

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
- Hand warmers | snow gear
- Binder clips

THE TIMEKEEPER



TIMEKEEPER'S DUTIES

Game Clock

Clock Start/Stop

- Before Game
- During Game
- InterMissions
 - Between Periods
 - Half Time
- Time Outs
- Game End

Penalty Clock(s)

Penalty Start / Release

- Releasable
- Non-Releasable

The Horn

Man the horn

- End of periods
- Alerts

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 **at least 30 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.

TIMEKEEPER'S DUTIES

Game clock **starts / stop on the official's whistle.**

Best to remain attentive at all times:

Whistle >> Clock ON

Whistle >> Clock OFF

GAME TIME



	PRE	Q1		Q2	HALF	Q3		Q4	(OT)	POST
VARSITY	Countdown Clock 20-30 min	12 min	2 min	12 min	10 min	12 min	2 min	12 min	≤4 min	< 5 min
JV & FROSH	Countdown Clock < 30 min	10 min	2 min	10 min	10 min	10 min	2 min	10 min	≤4 min	< 5 min

REGULAR TIME is “STOP” TIME for QTRs and “RUNNING” for HT and TOs.

RUNNING CLOCK during the GAME may occur:

- To save daylight
- If “mercy rule” applies
- Always at the mutual agreement of coaches and officials

IF OT, a SHORT intermission is observed. No one leaves the field. SUDDEN DEATH determines game winner. Games do not end in a TIE.

THE RUNNING CLOCK

AKA The “MERCY RULE”

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

- A horn is required at the table, regardless of using a scoreboard for the end of period/game.
- You will sound the horn at the end of **each time period**.
- The horn may be DOUBLE TOOTED **during the next dead ball** for a coach's request, when official's help is needed or on an early release from the penalty box.

TIMEKEEPER'S DUTIES

PENALTY TIME KEEPER:

- **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.

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.

Players are NOT to leave the box until ZERO is called -
“RELEASE” may be used instead of “ZERO.”

QUICK CALC for PENALTY TIME RELEASE

: 30 SECOND PENALTY

If seconds at the 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

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

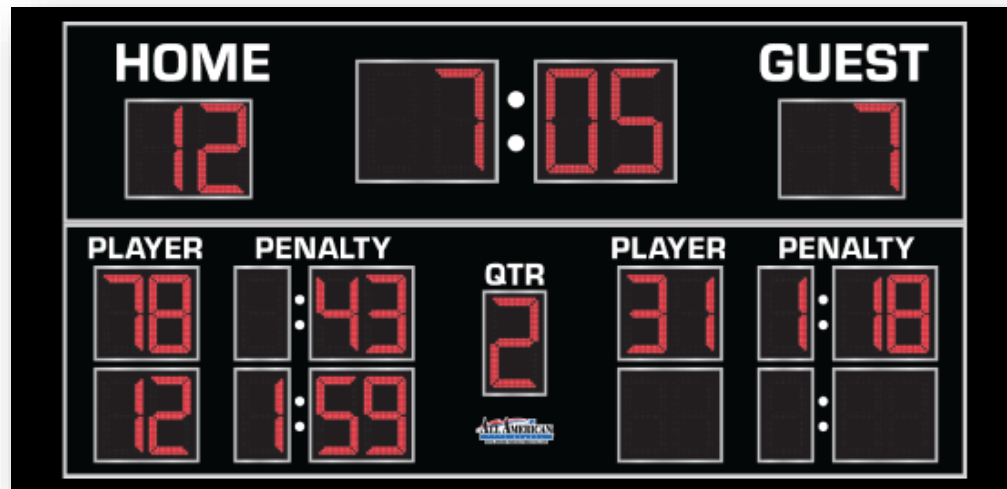
If seconds on the clock at the time of penalty are between 30-59: subtract 30:

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

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



THE SCOREKEEPER



SCORER'S DUTIES

Recordkeeping

Score

Penalties

Timeouts

Statistics

Goals | Shots | Shots On Goal

Assists

Saves | Goals Against

Groundballs

Faceoffs

Clears

Turnovers | Caused Turnover

Extra Man Opportunities

SCORER'S DUTIES

PREGAME	DURING	POST-GAME
Verify your roster with coach	Record goals/assists by player	Tally game stats
Enter opponent's roster	Record penalties by type and player	Provide coach with book
Share your roster with opponent's scorekeeper	Record timeouts by team by half	
Verify the in-home player* for both teams and share with the head referee	Track and tally stats accurately	
Record all officials' names in book	Confer with officials	
	Update the announcer	
	Update score on board	
<i>Compete with Class ~ Honor the Game</i>		

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.
- **Share** rosters with the announcers (optional). Take photo and email to the press box.

WHO'S THE "IN-HOME MAN"

- 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" starting 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 or other non-player (could be a parent).

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.
- **TAKE PHOTOS** of the entire Game's stat sheets.

THE SPOTTER



SPOTTER'S DUTIES

- Keeps an **extra** set of eyes on the game.
- Calls/confirms the plays of the game.
- Helps with **penalty time** keeping.
- Leave the binoculars at home.

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.

1. *What is the purpose of this study?*

[illegible]

PRIORITY OF STAT RECORDING

MUST-HAVE

In-Home/Rosters
Score
Goals
Assists
Penalties
Timeouts

NICE-TO-HAVE

Shots v SOG
Saves v G-Against

Groundballs
Faceoffs
(Win/Loss)

BONUS

Turnovers
(TA, TO and CT)

Clears
Extra Man Opps

Required
for both
teams?

YES

NO

NO

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

BREAKING IT DOWN

THEN WORK ON ...

- Ground balls
- Shots & Shots on Goal
- 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
- Turnovers, Take Aways and Caused Turnovers

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

KNOW THE BOOK

Game #: _____ Date: _____ Time: _____ Min/ Qtr: _____ Played At: _____ Conf: ☐ Non-Conf: ☐ Score: _____

Team Name: _____ Head Coach: _____

YOUR TEAM **Running Score**

No.	Player Name	Goals Played	Shots	Goals	Assists	Ground Balls	Pts	Penalties	Overall Statistics
		1 2 3 4 5 6 7						RT No Infraction (R) On Time	
Attack									
Mid-A									
Mid-B									
Mid-C									
Defense									
Goalie									

Field Player Stats

- Shots
- Goals
- Assists
- GBs
- Points

Penalties

GBs

Shots

Clears

EMOs

FOs

Time Outs

Goalie Stats

G	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Total

YOUR TEAM

Scorer (Opp): _____ Timekeeper: _____ Field Judge: _____ Referee: _____ Umpire: _____

Team Name: _____ Head Coach: _____

OPPONENT

No.	Player Name	Goals Played	Shots	Goals	Assists	Ground Balls	Pts	Penalties	Overall Statistics
		1 2 3 4 5 6 7						RT No Infraction (R) On Time	
Attack									
Mid-A									
Mid-B									
Mid-C									
Defense									
Goalie									

Field Player Stats

- Shots
- Goals
- Assists
- GBs
- Points

Penalties

GBs

Shots

Clears

EMOs

FOs

Time Outs

Goalie Stats

G	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Total

OPPONENT

Copyright © 2014 Wolters Kluwer Health | Lippincott Williams & Wilkins | www.lww.com | 504

COLORED PENS/PENCILS WITH FINE POINTS

-
- JetPens.com
- Pilot FriXion Ball 4
4 color Gel Ink Multi Pen
- 0.5mm Black
 +
 ■ 0.5mm Blue
 +
 ■ 0.5mm Green
 +
 ■ 0.5mm Red
- BLACKBLACKBLACK
 BLUEBLUEBLUE
 GREENGREENGREEN
 REDREDRED
- JetPens.com

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

THE SCORERS' 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 - optional

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	VB	Record 3-1	13	13	13	25	41	18	33	-	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

THE CALL

WHITE 30 SHOT, ON GOAL,
FROM 41.

Goal is good. 30 From 41.

Time: 7:41 in the first

WHITE TEAM	7:41	1							
<i>Coach Smith</i>	30	41							
	1		2		3		4		
BLUE TEAM									
<i>Coach Jones</i>									

THE CALL

BLUE 1 SHOT, ON GOAL,
FROM 20. 1 FROM 20.

Goal is good.

Time: 3:23 in the first

WHITE TEAM	7:41	1						
Coach Smith	(30)	41						
	1		2		3		4	
BLUE TEAM	3:23	1						
Coach Jones	(1)	20						

THE CALL

BLUE 20 SHOT, ON GOAL,
UNASSISTED

Goal is good. Goal 20.

Time: 2:07 in the first

WHITE TEAM	7:41	1						
Coach Smith	(30)	41						
	1		2		3		4	
BLUE TEAM	3:23	1	2:07	1				
Coach Jones	(1)	20	(20)	----				

THE CALL

WHITE 41 SHOT, ON GOAL,
UNASSISTED

Goal is good. Goal 41.

Time: 12:07 in the second

WHITE TEAM	7:41	1	12:07	2				
Coach Smith	(30)	41	(41)	----				
	1		2		3		4	
BLUE TEAM	3:23	1	2:07	1				
Coach Jones	(1)	20	(20)	----				

THE CALL

WHITE 35 SHOT, GOAL,
UNASSISTED
Goal is good.
Time: 10:10 in the third

WHITE TEAM	7:41	1	12:07	2	10:10	3		
Coach Smith	(30)	41	(41)	----	(35)	----		
	1		2		3		4	
BLUE TEAM	3:23	1	2:07	1				
Coach Jones	(1)	20	(20)	----				

RECORDING PLAYER STATS

#	Player Name	Shots	SOG	Goals	Asst	GBs
30	Rodgers					
35	Coulson					
41	Myles					
20	Ulster					

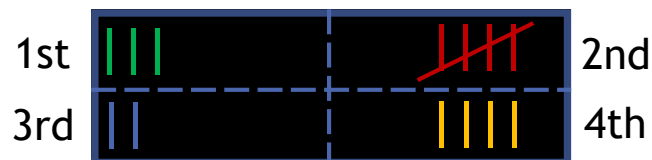
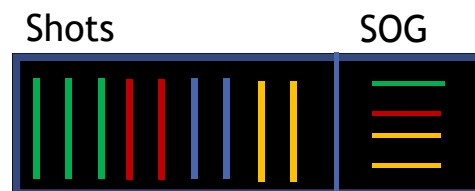
Think **perpendicular lines** for
Shots and Shots on Goal (SOG)

Vertical = shot
Horizontal = sog

RECORDING STATS

COLORED PENCILS or PENS

- Change **color per quarter**
- Use contrasting colors
- Avoid using blue/green or red/orange in back to back quarters/half
- Think **perpendicular** for Shots and Shots on Goal (SOG)
- Think **quadrant** for GBs





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.

RECORDING PENALTIES

[illegible]

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.

MOUTHGUARD: If mouthguard not worn, technical foul assessed.



12. Non-Releasable
Penalty

NON-RELEASABLE - if a penalty is non-releasable, the player “serves” the full penalty time. If releasable, the penalty is over upon goal scored. Watch for this signal at the end of the penalty call at the table.

TRACKING TIME OUTS

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

TIME OUTS							
FIRST HALF				SECOND HALF			
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



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

TEAM ROSTER AND INDIVIDUAL STATS

TEAM Central H. S.									
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

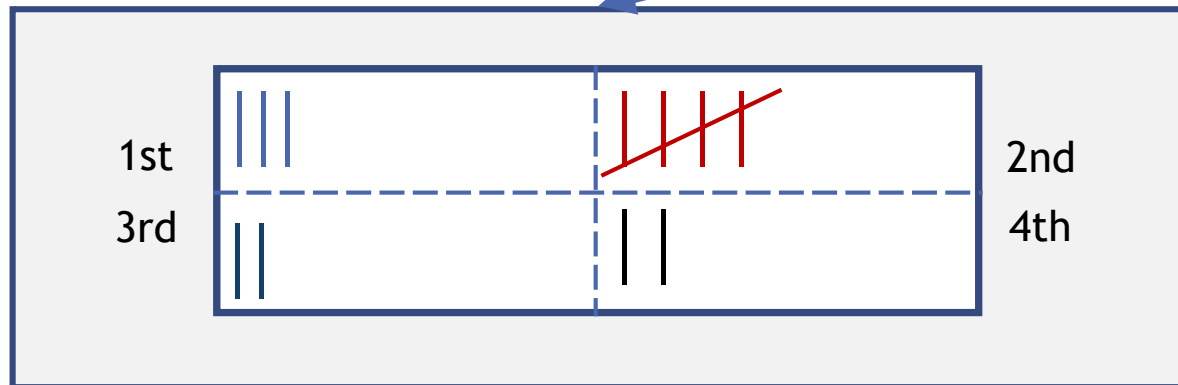
GROUND BALL - award a ground ball when there is a change of possession with control. If player drops ball and an opponent is within 5 yards, the ball is considered contested. Should the team and/or player who dropped the ball and gained possession, and the ball is contested, the GB is awarded. Goalies 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 GROUND BALLS

#	Player Name	Shots		Goals	Asst	GBs
30	Rodgers		—			
35	Coulson		—			
41	Myles		—			
20	Ulster					



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					1

RECORDING FACE OFFS

Per	Won	Lost	%
1	20 ₂₀	20 ¹²	50%
2	12	12	50%
3	20	20	50%
4	12 12		100%
OT			
	6 / 10		60%

20's and 12's individual stats:

#20	#12
3/5 = 60%	3/5 = 60%

ADVANCED ...

- Clears
- Extra Man

TRACKING TEAM STATS

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

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

CLEAR		CLEARED	FAILED	
	1	///	/	4/1
	2	///	//	3/2
	3	///	/	4/1
	4	///	//	4/2
	OT			
	TOTALS			15/6

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

FACE OFFS		WON	LOST	
	1	///	/	3/1
	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.

CLEAR -
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

The diagram illustrates a game scoring table with the following annotations:

- Player #**: Points to the 'NO.' column.
- Player Name**: Points to the 'NAME' column.
- Total # of Goals**: Points to the 'G' column.
- Total # of Assists**: Points to the 'A' column.
- Total # of Points in Game (Goals + Assists)**: Points to the 'P' column.

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.

THE ANNOUNCER



WHEN ANNOUNCING A GAME...

BE EARLY.
BE PREPARED.

WORK WITH
OFFICIALS.

PROMOTE
SPORTSMANSHIP.

STICK TO THE
BASICS.

BE ACCURATE.

AVOID TALKING
OVER THE ACTION.

BE ATTENTIVE.
KEEP YOUR COOL.

BE
PROFESSIONAL.

Check out the NASPAA Code of Conduct.

<https://www.nfhs.org/sports-resource-content/public-address-announcers-guidelines/>

RESOURCES



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-Releasable Penalty



13. Counts



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



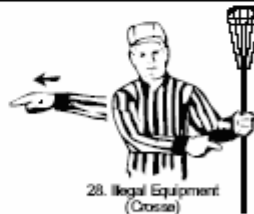
25. Tripping



26. Unnecessary Roughness



27. Unsportsmanlike Conduct



28. Illegal Equipment (Crosse)



29. Deep Pockets



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



31. Ejection Foul

Technical

OFFICIAL LACROSSE SIGNALS



32. Technical Foul (Time Served)



33. Interference



34. Illegal Offensive Screening



35. Holding



36. Warding Off



37. Pushing



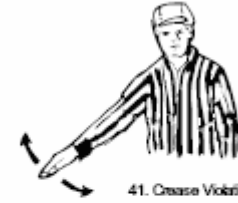
38. Withholding Ball from Play



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

RULE CHANGES - 2019

<https://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2019/>

- 1-6-2** Measuring the length of the head at the front (face) of the head.
- 1-7-1** The pocket /net must be completely attached to the head and the side walls, leaving o gaps large enough for a ball to pass through.
- 1-9-1j** **Beginning 1/1/21, a goalkeeper chest protector designed for lacrosse incorporates the NOCSAE ND200 at the time of manufacture shall be used by all goalkeepers**
- 4-5-9** **A shot is considered a ball propelled toward the goal by an offensive players with the intent of scoring a goal. A shot can only be made when the ball is parallel to or above the goal line extended. The ball can be thrown from a crosse, kicked or otherwise physically directed.**
- 4-9-3** If any of the following occur between the end of a period and the shot entering the goal, the goal is disallowed:
- a ball makes contact with any member of the attacking team or his equipment
 - The ball is touched by a player of either team other than the defending goalkeeper after hitting the goalkeeper or his equipment, goal posts or crossbar.
- 4-13-3** The ball does not touch the center line or something over the center line, no infraction has occurred. A defensive layer may reach over the center line with his crosse and bat the ball to keep it in his team's offensive half and thus prevent an over0and0bak violation. However, he may NOT reach over the center line and bat the ball with is foot or any other part of this body excluding his gloved hand wrapped around his crosse. If he does so, it shall be a turnover.

RULE CHANGES - 2019

<https://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2019/>

5-4-4 A player shall not initiate a body check legally but slides up into or follows through to an opponent's head or neck.

5-4-5 A player shall not body-check a player in a defenseless position. This includes but is not limited to: (a) body-checking a player from his "blind side;" (b) body checking a player who has his head down in an attempt to play a loose ball; and c) body-checking a player whose head is turned away to receive a pass, even if that player turns toward the contract immediately before the body check.

5-4-6 A player shall not initiate targeting, which is intentionally taking aim at the head/neck of an opponent for the purpose of making violent contact. This could include a check with the crown of the helmet (spearing) that targets the head or neck of an opponent. PENALTY: Three-minute, non-releasable foul. An excessively violent violation of this rule may result in an ejection.

5-4-7 A player shall not initiate targeting that intentionally takes aim at a player in a defenseless position. PENALTY: Three-minute, non-releasable foul. An excessively violent violation of this rule may result in an ejection.

5-10e A coach who is on the field and obstructs play.

5-12-1 PENALTY: **Three-minute non-releasable penalty for a player, substitute or non-playing team member or a one-minute non-releasable penalty for a coach and ejection for the remainder of the game. The ejected coach shall be removed from the premises (bench and field area). The ejected player, substitute or non-playing team member shall be removed from the premises if there is authorized school personnel present to supervise the ejected student. If no authorized school personnel is available, the student shall be confined to the bench area. The sponsoring authority is responsible for notifying the appropriate school of the ejection.**

RULE CHANGES - 2019

<https://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2019/>

- 6-3-2a** A player shall not use the portion of the handle that is between his hands to hold an opponent, when his hands are more than shoulder-width apart.
- 6-3-3e** Holding is permitted if a player uses the portion of the handle that is between his hands, which are no more than shoulder-width apart, to hold an opponent on the torso with no more than equal pressure and no thrusting motion.
- 6-5-2b(4)** A player shall not exchange his crosse with that of a teammate during live play while the ball is in either crosse.
- 6-11-2** A player in possession of the ball with both hands on his crosse shall not use his hand or arm to push the body of the player applying the check. NOTE: Illegal body checks (5-3), "spearing" (5-4-3) and unnecessary roughness (5-9-3 SITUATION E) shall be strictly enforced as personal fouls.

HOT LINKS

NFHS Lacrosse Rules

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

Rule changes: <https://www.nfhs.org/sports-resource-content/boys-lacrosse-rules-changes-2019/>

COLORED PENCILS: www.jetpens.com – Search for “multi pen”

NFHS LACROSSE UNIFORM SPECS

<https://www.nfhs.org/media/869200/boyslacrosseuniforms.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.com/p-1120-2019-boys-lacrosse-rules-book.aspx>
eBook on Amazon

QUICK REFERENCES

NCAA STATISTICIANS' GUIDE

http://fs.ncaa.org/Docs/stats/Stats_Manuals/Lacrosse/mlax19.pdf

SCOREKEEPER HIGHLIGHTS

<https://www.nfhs.org/sports-resource-content/boys-lacrosse-scorer-guidelines/>

TIMEKEEPER HIGHLIGHTS

https://www.nfhs.org/media/869199/nfhs-boys-lacrosse-timer_s-guidelines.pdf

PUBLIC ADDRESS ANNOUNCER GUIDELINES

<https://www.nfhs.org/sports-resource-content/public-address-announcers-guidelines/>

CONTACT

JENNIFER VOGEL

vogelj24@gmail.com

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.

A microphone on a stand is positioned on a red cloth in the foreground. In the background, a soccer field is visible with the word "GLOPATO" written across the top of the stands. A clipboard with a form is partially visible in the bottom left corner.



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