

Boys High School Division

Timekeeper – Scorekeeper – Statistician
Training Session 2015

HRLAX



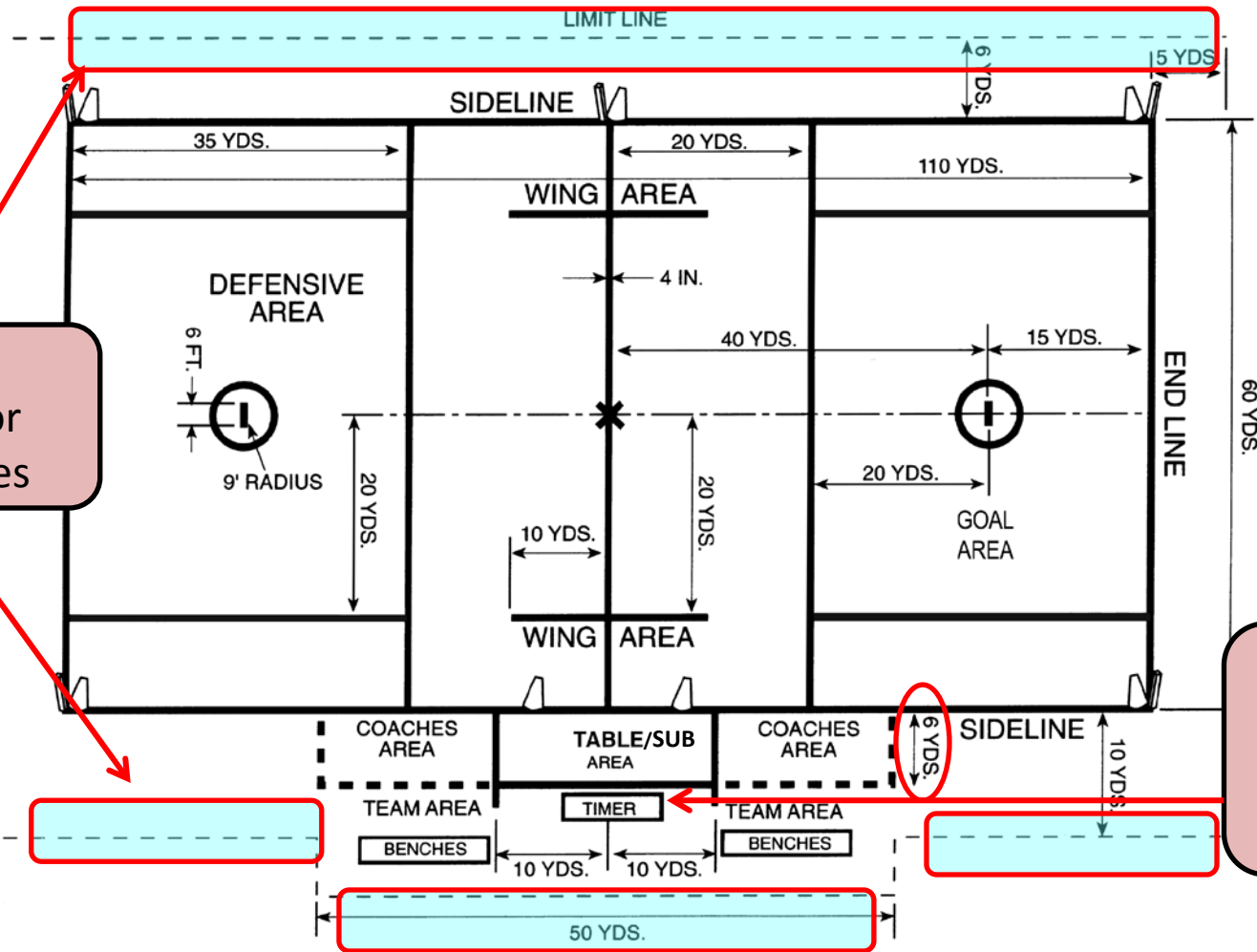
Agenda

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Table Crew - General

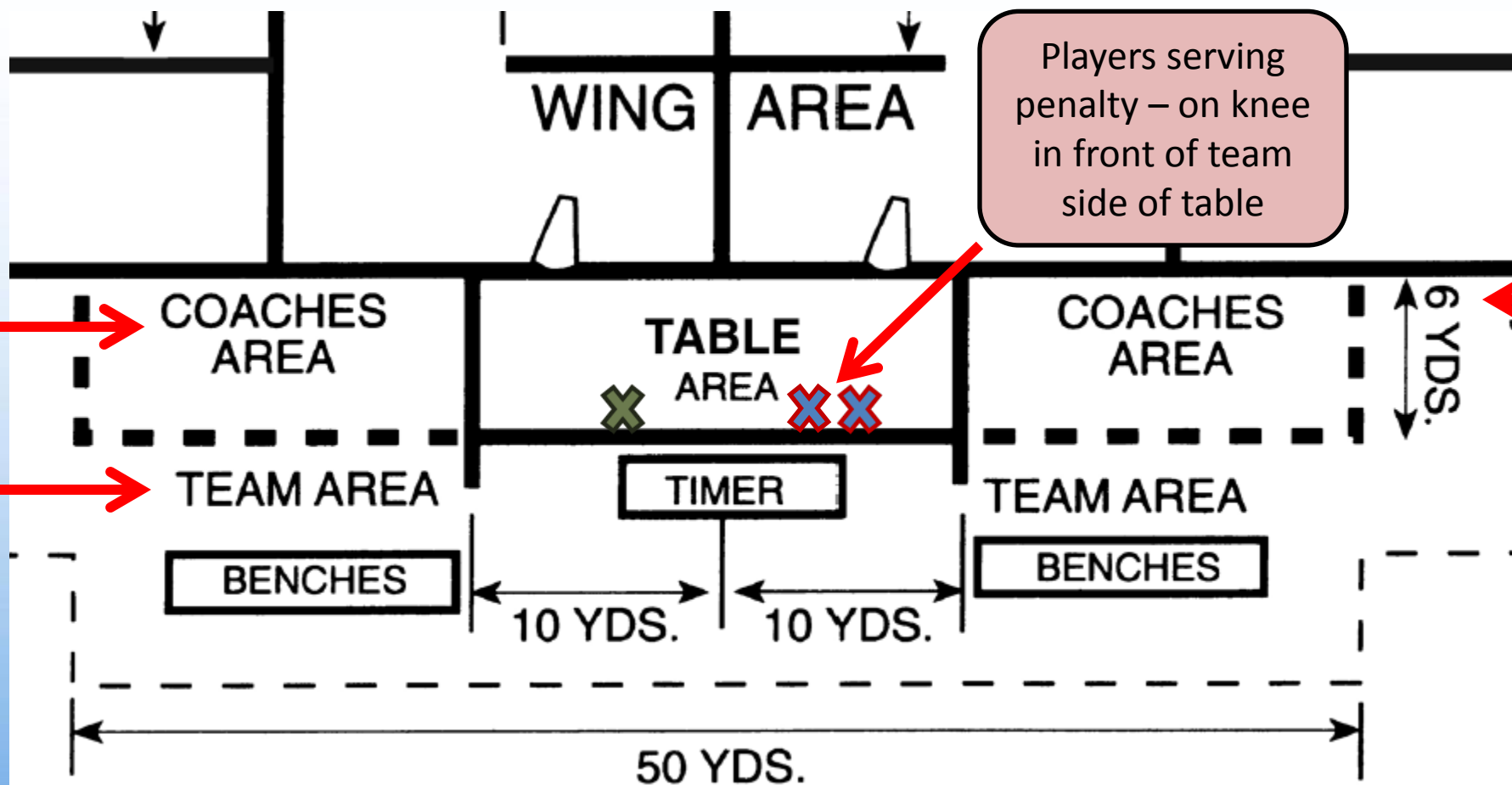
- Table Crew: Timekeeper and Scorer
 - Assist officials
 - Professional and impartial, no cheering
 - Responsible for Table Area
- Home Coach responsibility: Provide Table Crew
 - 2015 NFHS Boys Lacrosse Rule requirement
 - Penalty for not providing: Illegal Procedure
- Statisticians may also be at the table
 - Scorers and Statisticians perform different functions

The Field



Note:
Spectator
Limit Lines

Table set
behind table
area line. (not
in sub area)



Keep Table Area clear; remind players and coaches

No players in Coaches Area

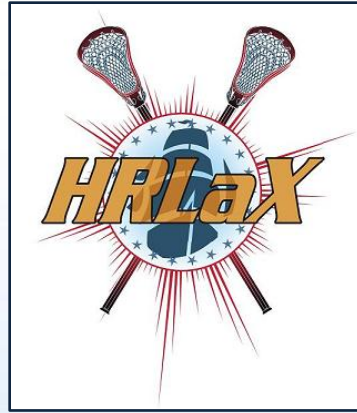
Table Crew

Timekeeper

- Keeps Game Time
- Sounds Horn
- Keeps Penalty Time
- Releases Players from penalty

Scorekeeper

- Records Roster
- Records Goals, Assists
- Records Penalties
- Records Team Time-outs



Timekeeper Responsibilities

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Timekeeping Responsibilities

- Keep accurate account of game & penalty time
- Inform the penalized player when penalty time expires
- Notify officials and coaches of important time marks
- Sound horn:
 - at end of each period
 - twice at next dead ball for substitution violations

Additional Notes

- Introduce yourself to officials BEFORE game begins
- Focus on every start and stop of whistle
- Keep players behind line so scorer's view is clear
- Keep substitution area clear for safety
- Call out time of goal to scorekeeper

Timing Procedures

- Four 12-minute quarters (JV is 10-minute)
- Stop and start clocks with whistle
- Face-offs: start time on first whistle
- Overtime – 4-minute periods

GAME TIME

VARSITY	JV	Qtr Break	Half Time Break	Overtime	Start/stop clock
12 Min Quarters	10 Min Quarters	2 Min	10 Min	4 Min Periods 1 Time Out/Sudden Victory Period	On Whistle
		Notify Ref at 30 sec	Notify Ref at 4 Min		

GAME TIME WARNINGS

AT THE END OF EACH QTR			ADDITIONAL FOR 4th QTR
At 20 Seconds :	At 10 Seconds:	At Zero:	At 2:10/2:00/1:00 Mins:
Notify Ref	Countdown Loudly from "10"	Sound Horn	Notify Officials

End of Quarter

- If visible scoreboard clock: sound horn at zero
- If non-visible scoreboard clock:
 - For all quarters:
 - Give officials notification at 20-sec left
 - Count-down from 10 sec and sound horn at 0
 - 4th Quarter:
 - Notify Officials at 2:10 and at 2:00

About Penalties

Penalty times vary depending on type of foul:

- **Technical Fouls:** 30 seconds
- **Personal Fouls:** 1 to 3 minutes depending on infraction (if a player accumulates 5 minutes of personal foul time, player is disqualified from participating in remainder of game)

Personal Fouls are either:

- **RELEASABLE:** Player is released when the penalty time expires OR when the **opposing team** scores a goal. Multiple releasable penalties on a single player are all released on an opposing goal.
- **NON RELEASABLE:** Player is released ONLY when the penalty time expires. Non-releasable penalties are served first if there are multiple penalties on one player.

Timing Player Penalties

- Penalty timing stops & starts with game timing
 - Preferably on same clock
- Technical foul: 30-seconds
- Personal foul: 1-3 minutes
 - Official will indicate time
 - Official will indicate if penalty is non-releasable
- Penalty time carries over to next period

One Player with Multiple Penalties

- Multiple Simultaneous Penalties:
 - Same player, serving multiple penalties
 - Non-releasable penalties served first (NFHS 7.2 sit. D)
 - If other team scores during non-releasable time, player stays in box, all penalty time remains.
 - If other team scores during remaining releasable time, player is released.
 - Only goals scored by opposing team during releasable time can release penalties

Penalties on Multiple Players

- More than 3 from one team:
 - Team will have at least 7 players on the field
 - Up to 3 players from one team in box
 - Additional penalized players wait in bench area
 - They start penalty time after another player is released
 - Team plays down the number in penalty box
 - Exception: If opponent goal releases penalties, the team goes back to full strength and the players who hadn't started serving enter the box to serve their penalty time.(NFHS 7.2 sit.H)
 - Player must have started serving penalty in order to be released by a goal

Policing Penalty Area

- Officials count players serving penalties at a glance (only imminent subs and players serving penalties may be in the Sub/Table Area):
 - Penalized player must kneel or sit in front of score table
 - Imminent subs may be ready at front of box
 - No one else in a jersey may be near the Table Area
- Coach may sub penalized player in box at 5 sec left in penalty time. (Let Player & Coach know when 10 sec in penalty remains)
- Count down loudly from 5 secs, at zero yell
“Released”

Single Horn Blast

- At zero at end of quarter
- At zero at end of game

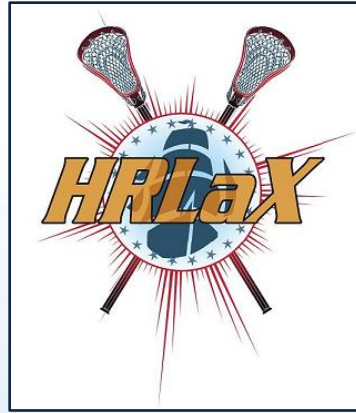
Double Horn Blast

- Only used during dead ball
- Used to alert officials at next dead ball when:
 - Player serving penalty entered field early
 - Coach requests (e.g. for long-pole count)

Running Clock

At 12-point differential in 2nd half, or at Coach mutual agreement for inclement weather, the clock will no longer be stopped when play stops.

- Game clock stopped only during time-outs
- Penalty during running clock:
 - Penalty time initially starts with whistle to resume play
 - Then runs with clock, doesn't stop with whistle.



Scorekeeper

The scorekeeper keeps official record of the game

(NFHS-required game personnel by Rule 2-9)

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Scorekeeping Responsibilities

- Before Game: Record officials, rosters, coaches and player #s in official scorebook
- During Game, Keep record of:
 - Goals and assists for each team
 - Timeouts
 - Penalties
 - notify official when player accumulates 5 minutes of personal fouls
- Check score with official at end of each period

Teams and Rosters

Before Game:

- Record teams and coaches
- Record players names and jersey #
- Check against online roster
- If jersey # is different from official roster, record official roster number after player's name
- Players added after game begins result in a Team Technical foul

H	Hometown High (Blue)	8:28
Coach	Joe Johnson	Record 9 11
V	Middleton HS (White)	8:27
Coach	Mike Smith	Record 24

HOME TEAM		
PO.	#	NAME
ATTACK	16	Ryan Johnson ← In-home
	9	Patrick Brown
	10	Josh Stephens
1st MID.	14	Matthew Hoffman
	5	Alex Martinez
	8	Tyrone Michaels
2nd MID.	13	Austin Johns
	18	Thomas Stewart
	12	Tyler Evans
3rd MID.	21	Ryan Jackman
	7	David Holloway
	34	Matt Reilly (#15)
DEFENSE	22	Kyle King →
	19	Jeremy Waller
	29	Mike Stauffer
A	4	Zach Richards
A	3	Adam Clark
M	6	David Marks (JV# 13)
M	17	Nick Turner
D	26	James Washington
D	31	Tony Stark

Recording Goals and Assists

	1				2				3				4	
H Hometown High (Blue)	8:28	8:07			11:44	9:49	8:19			11:21	10:36	8:09	8:00	
Coach Joe Johnson	9	10	5		16	14	9	5	10	9	5	18	14	6
V Middleton HS (White)	8:27	4:26			5:53	1:22	3:42			2:57	1:46			
Coach Mike Smith	24	9	21		9	21	21		9	13	13	21	13	12

Annotations: Red circles with numbers 1, 2, and 3. Red arrows point from circle 1 to the 8:28 cell, from circle 2 to the 8:07 and 4:26 cells, and from circle 3 to the 3:42 cell.

- Goal time is Time Remaining on Clock [1]
- In blocks below: Goal first*, Assist second [2]
- Add mark for end of period (bold line) [3]
- Check score with official at end of each period

*If a player scores on his own goal, record the goal for the other team with OG as player number.

Recording Timeouts

TOTAL		TIMEOUTS								FACEOFFS									
		FIRST HALF				SECOND HALF				1 O.T.		2 O.T.			1	2	3	4	OT
		2:05	2			6:25	3	7:11	4										
		WE COND																	
		UMPIRE: <input type="text"/>								FIELD JUDGE: <input type="text"/>									

Keep an accurate record of timeouts taken by each team

- Show exact time
- Show period

Recording Penalties

Keep a record of each player committing a violation

- Show Penalty Length or Type
- Note player number
- Identify type of foul
- Show Qtr. and Time remaining
- Indicate if non-releasable (NR)

Note: Notify official when any player accumulates 5 minutes of Personal fouls

PENALTIES / FOULS				
P/T	#	INFRACTION	QTR	TIME
T	22	Hold	1	4:41
P	19	Slash	2	7:13
P	31	Cross Check	3	5:12
P	34	Slash	3	4:02
P2	34	Unsportsmanlike (NR)	3	4:02
T	22	Push	3	3:45
T	22	Hold	3	3:01
P	19	Slash	3	1:55
P3	22	X-check to head (NR)	3	1:51

Recording Additional Information

Recording additional team or individual statistics is a secondary role for scorekeepers. The scorebook includes spaces for:

Individual:

- shots
- ground balls
- goalie saves

Team:

- clears
- extra man outcome
- Faceoffs
- Ground Balls
- Shots

The League recommends that separate team statisticians record these statistics.



Statisticians Training

Each team should provide statisticians to record their own team's player statistics.

References available online at hrlax.com:
2015 NCAA Statisticians Manual

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Statistics in Boys HS League

- Scorers required to record:
 - Goals, Assists, Penalties, Games Played
- Scorekeepers and/or **Statisticians** may record:
 - Shots, Ground Balls; Goalie: Saves or Goals Allowed
- **Statisticians** may also record:
 - Face-Offs Taken, Face-Offs Won, Turnovers, Caused Turnovers

Statistician Information

The information on the following slides is an overview, for full information download and read the current

NCAA Men's Lacrosse Statisticians' Manual

A link is available online at hrlax.com

<http://files.leagueathletics.com/Text/Documents/6386/39670.pdf>



Goal – credit to player who took the shot

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Assist

- Credited to player if he made a pass that contributed directly to the goal
 - not necessarily credited to a player who simply made the last pass before the goal.
 - No Assist if scorer had to dodge defensemen (unless it was the pass, not the dodge that led to shot)
 - The pass and shot need to appear to be part of same play (no limit on number of steps taken by shooter)
 - Many goals are unassisted.

Shot

- Any propulsion of the ball toward the goal
- Can miss the goal and still be a shot
- Can be deflected and still be a shot
- Can be directed with other than stick (foot)

Goalies: Saves & Goals-Allowed

- Save – Any time the ball would have entered the net and Goalie prevents the goal
- Goals-Allowed – keep track of which goalie was playing when goals were scored
- Minutes played – keep track of when goalies are substituted

Ground Balls

- Player under pressure (opponent within 5 yards of loose ball)
- Must end up with control of ball
- Interception is credited as a ground ball (and CTO)
- If player just drops the ball, getting it again doesn't count (even if under pressure)
- **Does** count if ball knocked out of stick by other team and he gets it again

Faceoffs

- The player taking the face-off is credited with the win if his team gains possession
- Only the two players participating in the face-off can be credited with the face-off win. One will be credited with a win, the other with the loss

Caused Turnovers

- When a single player is judged to be primarily responsible for causing the other team to turn over the ball
- An interception is credited as a Ground Ball and a Caused Turnover

Mechanics of Recording Statistics

- Statistician team
 - Multiple spotter & recorder teams
- Two-person team:
 - If table long enough, one two-person stats team from each side may sit at table
 - One spots, one records
- Single Statistician (not recommended, but possible):
 - Running notes format – Transpose later:
(ex: GB15,sh10,c4,CT14,Sv13...)

Sample single-stat form for new statistician volunteers

Team:

Game Date:

Ground Ball

h. Ground ball— Any ball not in the possession of one team that comes into the possession of the other team in live-ball play can be a ground ball. This may occur on an intercepted pass (the ball does not have to hit the ground) or from a ball checked loose onto the ground. Further, the ball must be obtained under pressure (another opposing player must be within 5 yards of the loose ball). When such a ground ball is obtained, the player gaining the ground ball must be able to perform immediately the normal functions of possession (shoot, pass, cradle). Should any of these conditions not be met, a ground ball may not be awarded. A player cannot drop the ball of his own volition, pick it up again, and be credited with a ground ball. (However, if it was knocked loose, then picked up, it is a ground ball)

Record the jersey # of the player credited with a ground ball: (ex. 14, 5, 7, 14, 5, 1, 14, 14)

Post-Game Tally:

Jersey #	Tally	Total
Ex. 14	////	4

Entering on HRLax Website

- Statisticians examine own notes and tally the statistics
- For each player on roster, list applicable stats
- Designated person* enters stats onto website
- Log onto www.hrlax.com
 - First select correct Team from Team drop-down
 - Then select Results from Team drop-down menu

*Coach, PA, Team Admin, or head Time/Scorekeeper listed on the roster



HRLAX LEAGUE

THE HAMPTON ROADS VA LACROSSE LEAGUE

SERVING WILLIAMSBURG, VA TO THE OUTER BANKS OF NC,
AND FROM VA BEACH TO SUFFOLK, VA.



- League
- Teams
- Register
- Youth
- High School
- Hey Coach
- Gold Stick
- US Lacrosse

Season: Sp Division: Varsity Team: Kellam Varsity Boys

- KELLAM VARSITY BOYS
- Contacts
- Fields
- Schedule
- Calendar
- Roster
- Results
- Brackets
- Statistics
- Standings
- Multi-Schedule
- + Add Page

First Choose Results, then from Results page, click the Enter/Edit Game Stats Symbol

Knights Season

Boys HS

Games

Date	Location	Opponent	W/L/T	GF	GA	Actions
Mon 0	Virginia Beach	Cox Varsity Boys	L	6	7	[Enter/Edit] [Stats] [Delete]
Fri 04/	Newport News	Menchville Varsity Boys	W	12	4	[Enter/Edit] [Stats] [Delete]
Wed 04/18/2012 <	Virginia Beach	Princess Anne Varsity Boys	W	7	6	[Enter/Edit] [Stats] [Delete]
Mon 04/16/2012 <	Virginia Beach	Hickory Varsity Boys	L	6	11	[Enter/Edit] [Stats] [Delete]



Select Male Player (or Male Goalie)

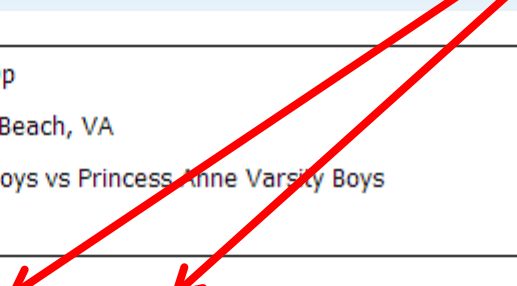
- Important! For Men's game stats select Male!

Game INTO

Game Date:	4-18-2012 7:00p
Where:	PAAC - Virginia Beach, VA
Match up:	Kellam Varsity Boys vs Princess Anne Varsity Boys
Score:	7 to 6

Female Player **Female Goalie** **Male Player** **Male Goalie**

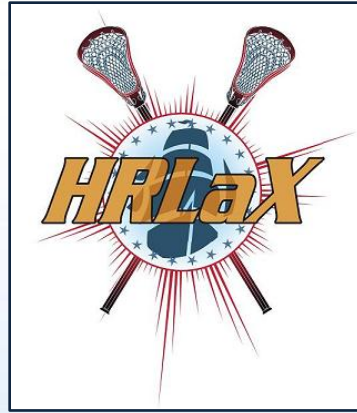
#	Player	Atn	Position	SOG	A	G
12	Anthony, Grayson	<input type="checkbox"/>	Player			
24	Breland, Colin	<input type="checkbox"/>	Player			
2	Cosentino, Dominick	<input type="checkbox"/>	Player			



Entering Player Stats

Female Player		Female Goalie		Male Player		Male Goalie								
#	Player	Atn	Position	G	A	Sh	GB	T/O	CT	FO	FOW	Pen	PM	
	Smith, Mark	<input type="checkbox"/>	<input type="text" value="Player"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

- Check Atn if participated in game
- Enter number of : (at bottom right hit Submit)
 - Goals
 - Assists
 - Shots
 - Ground Ball
 - *** (T – Turnovers are optional – only enter if Coach wants Turnovers recorded)
 - Caused Turnovers
 - Face-Offs taken
 - Face-offs won
 - Number of Penalties & total Penalty Min



Thank you for your participation

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