

Men's Lacrosse Scorer Guidelines

Record keeping. The scorer keeps a written record of goals, assists and other statistics. This record is kept in the official score book, which is provided by the home team.

Time-outs. Record the period in which each timeout is taken and the time remaining when it is taken. Time-outs between periods are charged to the previous period.

Penalties. The scorer keeps an accurate record of the number of each player to whom a penalty is assessed, the type of violation, the time and the quarter when the foul occurred and the duration of the penalty. The scorer works with the timer in this effort. If a penalty is assessed against a coach or a bench player, be sure to note that in the score book even though the in-home player will serve the penalty (the bench player cannot enter the game until the penalty expires).

Goals. For a goal, record the number of the player scoring the goal, the period, and the time remaining in the period. Note that if a team puts the ball into its own goal, it is credited to the opponent as a "team goal" and not to any specific player on that team.

Assists. You may award an assist if a player makes a direct pass to a teammate who then scores a goal without having to dodge or evade an opponent other than the goalkeeper. Only one assist may be awarded on any goal, and many goals in lacrosse are unassisted.

Saves. When the goalkeeper stops or deflects a shot that otherwise *would have* entered the goal, a save is awarded. A shot that misses the goal on its own is not recorded as a save.

Shots. Whenever the offensive team propels the ball toward the goal with the intent of scoring, a shot is awarded (even if the ball is kicked, flipped directly from the ground with a stick, or intentionally deflected toward the goal). A shot may miss the goal entirely without being saved. A goal scored by the defensive team is not credited as a shot.

Fouling out. Under both NCAA and NFHS rules, if a player accumulates 5 minutes of *personal* fouls (regardless of the number of fouls), that player has fouled out of the game. Notify the nearest official immediately; the player will serve his penalty but then must exit to the bench area and another player will take his place on the field. Technical fouls have no bearing on fouling out of a game.

For NFHS lacrosse only, a player or coach receiving two nonreleasable unsportsmanlike conduct fouls is expelled from the game. Notify the officials when a player receives his second non-releasable USC penalty.

2014 Men's Stop-Time NFHS Timer Guidelines

Game time

- Four 12-minute periods.
- Start/stop timer on the whistle.
- Overtime periods are 4:00.

End of period

- All periods: Notify officials verbally when there are 20 seconds left, then count down loudly from 10, sounding horn at *zero*.
- Fourth period only: notify at 2:10 and 2:00.

Halftime

- 10:00 (or less if both teams are ready)
- Notify officials when 4:20 remains.

Clock malfunctions

- If clock malfunctions during play, count in your head while someone notifies officials.
- Sound double horn at next dead ball.

Signaling of penalties

- Official signals team, number, and foul.
- A "T" formed with the arms indicates a 30-second technical foul.
- Holding 1, 2, or 3 fingers overhead indicates the number of minutes for a personal foul.
- Hands clapped over head: penalty is non-releasable (NR).

Horn

- Double horn at next dead ball: coach request; early penalty release; help needed.
- Never sound horn when ball is in play except at the end of a period.

Timing of penalties

- Write player's team color and number, penalty length, period and time remaining when the penalty reported, game time the player will be released, and an "NR" if applicable.
- If Team A scores a goal, *all* releasable penalties being served by Team B are released.
- If Team A scores a goal, penalties for Team A are not released.
- NR penalties always serve the full penalty

time no matter how many goals are scored.

- If a player has multiple penalties, NR penalty time is always served first, regardless of the order of the fouls.
- Inform officials if period expires with a penalty being served (penalty time carries over).
- Penalized players stay at rear of sub area until 0:05 remains. Then a sub may take the place of the penalized player (who must go to the bench when the penalty expires).
- If a penalty expires during a face-off, do not release the player until possession is called.

Stacking

- If a team has more than 3 penalties at once, they will play with 3 players serving penalties and 7 players on the field.
- Additional players serving penalties will stand outside the sub area by the timer until there is room for them in the penalty area.
- When the first penalty releases, the releasing player exits to the bench and is replaced by one of the waiting players.
- Players with NR penalties serve first.
- A goal by Team A only releases releasable penalties from Team B players actually serving penalties (and not players waiting to serve outside sub area).

Fouling out

- Notify officials if any player accumulates 5 minutes of personal foul penalties (regardless of the number of fouls).
- Notify officials if any player accumulates 2 NR unsportsmanlike conduct penalties.

Mercy Rule

- If a team leads by 12 or more in the 2nd half, the clock does not stop except for time-outs and injuries. The clock does **not** stop on the goal that takes the lead to 12.
- Penalties are running time and are **not** adjusted; time starts running on the whistle.
- If lead drops to 11, revert to stop time.

2014 BOYS High School (UT LEAGUE) Table Rules, Responsibilities & Job Details

- ❖ Table crew's primary responsibility is to **record** the events in the game and table area is neutral zone.
- ❖ **Referees and table crew work as a TEAM.** The refs officiate the game while table crews record player stats and ref calls/rulings. Hence, prior to game, introduce yourselves to referees and opponent's table crew.
- ❖ Discuss with refs what they need from you and what you need from them.
- ❖ **Home and visiting table crews work with each other to keep accurate stats.**
- ❖ Discuss with all members of the table crew your stat recording capabilities and pre-determine sharing of common stats (i.e., GBs, CTs, TOs, etc.).
- ❖ In any situation where a stat question arises, it is crucial that the statisticians of both teams discuss the situation so that both teams' statistics are in sync. If the two statisticians cannot come to a mutually-agreed upon conclusion, the decision of the **home statistician prevails.**
- ❖ Keep your eyes, ears and conversation in the table area focused on the events on the field. You can only record what you observe.

Home Team Table Crew Responsibilities

MANDATORY

At table:

- League required team forms, Player Medical Releases, and Emergency contacts
- First Aid Kit
- 2014 Boys HS NFHS Lacrosse Rule Book
- 2014 Boys HS Certified Statistician List
- 2014 Boys HS NCAA Statisticians Manual (UT LEAGUE VERSION)

Certified Statistician List & Stat Manual: Frequently check for updates & revisions to ensure you have the most current version. All documents can be downloaded from the league website (Stat/Scorekeeping info)

- Home team is required to have a league Certified Statistician at the score table for every game – failure to have one will result in Game Forfeit.
- Have table area set up a minimum of 30 minutes prior to game start between team bench areas.
- Set up table: Front edge of the table is set back 6 yds from the sideline and centered on midline.
- Table size must be large enough to accommodate at least 4 people and please provide 4 chairs
- Scoreboard: Flip chart or other scoreboard to show each teams current score
- Provide Game Clock and Penalty Clock:
 - Use of a LAX CLOCK is strongly encouraged as it encompasses Game Clock, Penalty Clock and Game Horn.
 - If you don't have a Lax Clock, the Game Clock must count down the time (2:00, 1:59, 1:58)
 - To ensure synchronization between Game Clock timer and penalty timer, please try to use one clock for timing both game and penalties. See Timekeeper responsibilities for add'l details.
 - Backup clock/stopwatches and batteries on hand
- Provide Game Horn:
 - Backup horn with recharge
 - see above re: LAX CLOCK
- Scorebook: **REFEREES MUST SIGN THE HOME TEAM'S SCOREBOOK AT THE END OF THE GAME!**
- Game balls: The home team shall supply NOCSAE balls as stipulated in rule book (end/side lines)
- Pick up all trash after game is over.
- Report/enter game score on LEAGUE website.

OPTIONAL

- Print a copy of your roster with starting line ups to give to visiting table crew prior to game.
- Print a copy of closest emergency medical treatment facility info to give to visiting table crew.
- Treat visiting table crew and referees with utmost respect as you would a guest in your home. You are their host.
- Have on hand extra writing instruments, clipboards, paper, stat sheets or anything you think may be useful should your visitors forget something.
- PLEASE consider having treats and beverages at the table for the visiting table crews and refs – they might have traveled some distance to get to your home field and may appreciate a bit of sustenance.

Visiting Team Table Crew Responsibilities

MANDATORY

Arrive at least 30 minutes prior to game time. Pick up all trash left by your team before leaving the field.

At Table:

- Scorebook: This is your record of the game – see Scorebook job responsibilities for add'l details.

- League required team forms, player Medical Releases, and Emergency contacts

Visiting team is required to have a league Certified Statistician at the score table for every game – failure to have one will result in Game Forfeit.

OPTIONAL

- Print a copy of your roster with starting line ups to give to visiting table crew prior to game.

Job Details

TIMEKEEPER

The Timekeeper should only work the clock – please do not attempt to multi-task – seconds matter. Responsible for starting/stopping Game Clock/Penalty Clock and sounding horn – dovetails with Scorebook. Responsible to assist with supervising table area, penalty management and monitoring. Responsible for understanding current NFHS HS rules regarding game and penalty timing, fouling out, etc. Should be knowledgeable of the most current LEAGUE Statisticians Manual. Must communicate effectively with all table crew and teams/players/refs.

It is strongly suggested that all teams use a professional LAX Clock which encompasses Game Clock/Penalty Clock and horn in a single device.

GAME TIMING

- Must NOT be distracted from Game Clock/Penalty Clock at any time during game.
- Keep track of time in each quarter. Must closely observe refs during game to properly manage the Game Clock start/stops. Start the Game Clock when ref whistle blows to start play. Stop the Game Clock when the ref whistle blows to stop play.
- Keep track of time during halftime and team timeouts
- All quarters: Notify refs @ 20 seconds left in quarter.
- 4th Quarter: Notify refs @ 2:10, 2:00 and 20 seconds left in quarter/game.
- Halftime: Notify refs @ 4:00 and 2:00 left in half-time.
- Clock Malfunction: Count in your head, notify refs @ next DEAD ball
- LOUDLY COUNTDOWN EXPIRING TIME IN QUARTER FROM 10 SECONDS SO TEAMS/REFS CAN HEAR YOU! Single Horn blast at end of each quarter.**
- MERCY RULE! Please remember this is ONLY applicable in the second half (3rd/4th quarters).**

NFHS Rulebook - Rule 3 SECTION 1. ART. 2 . . . After the first half, **any time** the score differential reaches 12 goals or more, **the clock will only be stopped for a team time-out, official's time-out or an injury time-out.** Should the score differential be reduced to fewer than 12 goals, then normal play will resume. All penalties that occur during a score differential situation will be running time. In this situation running penalty time begins with the next whistle resuming play.

PENALTY TIMING

- Keep track of time on all penalties. Start the Penalty Clock when ref whistle blows to start play. Stop the Penalty Clock when the ref whistle blows to stop play if in stop time – see running time definition on when to stop penalty clock
- If you are NOT using a LAX clock, the Game Clock can be used for penalty timing although it is recommended that a separate timer be used – ensure both clocks are synchronized.
 - If you want to use Game Clock for Penalty timing (barring early release because of score): Time remaining 13:14 when a 30 sec penalty is called. The penalty will be released when the 12:44 is remaining on Game Clock.
 - Time remaining in quarter :45 when a 1 minute penalty is called. Player serves the :45 seconds and at the start of next quarter, serves remaining :15 seconds (release at 11:45).

PENALTY ADMINISTRATION:

- Non-releasable penalties are released only when the penalty time expires. Non-releasable penalties are never released early.
- Non-releasable penalties are served first if there are multi-penalties on player.
- Maximum of 3 players for each team in penalty box – 4th/add'l players must wait beside table area for spot to open up. Penalty timing begins when player gets into penalty box.
- Releasable penalties are released when the penalty time expires OR when the **opposing team** scores a goal. Multiple releasable penalties on a single player are all releasable on an opposing goal (as long as player has begun serving penalty time)
- Without comment and within 20 seconds, player must leave the field through the table area.
- Penalty time begins with the next whistle commencing play.
- Penalties carry over between periods.
- Penalties on opposing teams that begin on the same tick of the clock have common time non-releasable.
- Goalies serve all their own penalties.
- If the in-home is in the box, the next player on roster serves.
- Equipment violations are always non-releasable.
 - Note: Special substitutions can be made anytime during live play or dead ball, EXCEPT when there is an official's timeout for an equipment violation.
 - Depending on refs ruling, the illegal crosse will either stay at table for remainder of game OR player can correct equipment so listen closely to what ref calls.
- Any player who accumulates five minutes of PERSONAL fouls has fouled out of the game and may no longer play in the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not

fouled out. A player who accumulates five minutes of personal fouls **has NOT been** ejected, only fouled out. Notify coaches and refs when a player fouls out of game.

m. Personal Fouls are:

- a. Slash
- b. Trip
- c. Cross-Check
- d. Unnecessary Roughness
- e. Illegal Body Check
- f. Unsportsmanlike Conduct
- g. Illegal Crosse
- h. Illegal or Missing Equipment (Pads)

n. **LOUDLY COUNTDOWN EXPIRING TIME IN PENALTY (FROM 10 SECONDS – mandatory from 5 seconds!) SO PLAYER/TEAMS/REFS CAN HEAR YOU!**

HORN

Single Horn: At the end of all quarters. Keep your eye on the clock and BE PRECISE – LOUDLY COUNTDOWN FROM 10.

Double Horn on a DEAD ball:

- a. If table or coach wants to speak with refs
- b. Player enters the field early from penalty
- c. Player not legally in the game enters field
- d. Player leaves field and does not immediately return
- e. Substituting player deliberately delays entry
- f. Player violates special substitution rules – equipped, one-for-one & wait, entry imminent, between cones
- g. Head coach asks for count of long crosses

SCOREBOOK

Home and visiting team must have each have their own scorebook. Responsible for data input into the home (official) and visitor's scorebook – dovetails with Timekeeper. Responsible to assist with supervising table area, penalty management and monitoring. Responsible for understanding current NFHS HS rules regarding game and penalty timing, fouling out, etc. Should be knowledgeable of the most current LEAGUE Statisticians Manual. Must communicate effectively with all table crew and teams/players/refs.

MANDATORY SCOREBOOK ENTRIES

PRIOR TO GAME: Both home and visitor enters into their own scorebook:

- i. Enter both teams' rosters/line ups with first & last name, jersey number of each player including goalies.
- ii. IN HOME is always 1st player listed (must be starting attacker). All other players may be entered in numerical order or by position.
- iii. All table crew and referee names along with game date, time, opponent, who is Home/Visitor.

AT THE START OF GAME: Check players on the game field and record an "s" next to player number to denote starter.

- i. Ensure that the recorded IN HOME is starting attack player.

DURING GAME: Both home and visitor enters into their own scorebook:

- i. You must be able to differentiate between quarters – denote the quarters by inserting a line at the end of quarter.
- ii. **Game Played – IMPORTANT!** When player enters game and clock is running, record it immediately by checking the "played" box next to player name in the scorebook. Players are charged with a game regardless of how many minutes played as long as they were in while game clock is running.
- iii. **Goals & Assists:** Record player # that scored; Assist # (if necessary) , the quarter and the time remaining in quarter when score occurred.
 - a. If score occurred during Extra Man Offense or Defense, note MU/MD above the score entry.
 - b. If a team scores on themselves, record OG as the scorer and time remaining in quarter.
 - c. Confirm the score with the referee at the end of each period.
- iv. **Timeouts:** Record team, quarter and time of TO
- v. **Penalties:** Record Team, player # or In Home, infraction (+NR if non-releasable), duration of penalty, time of remaining in QTR.
- vi. Confer with statisticians /refs and reconcile stats/score at end of each quarter to **ensure scorebook matches stats/scores.**
- vii. **After score is confirmed, it is MANDATORY to have the HOME team scorebook SIGNED BY REFEREE as game is not official unless it is signed. Do not let referees leave without getting their autographs.**

Both scorebook and stat sheets must be kept by team for 30 days after season ends.

STATTER

Home and visiting team MUST each have a certified statistician at every league game. Responsible to accurately document the statistics of the game and be fundamentally consistent when applying judgment to statistics as prescribed in the most current LEAGUE Statisticians Manual. Must be proficient at multi-tasking. Must have ability to stay focused on ball and refs, listen to input from spotters and table crew while writing down the game's statistics/data onto a STATTER sheet. Statters are also spotters, notating events and coordinating information with timekeeper and scorebook. Must communicate effectively with all table crew and teams/players/refs. Responsible to assist with supervising per current NFHS HS rules regarding all activity under the table area purview.

Statters record the following:

- a. FACEOFFS (FO): All FO's, team wins and FO GB unless ref awards ball
- b. SHOTS and SHOT OUTCOME:
 1. Player # who took shot
 2. **GOALS/ASSISTS (include MU/MD if score was during MU/MD)**
 3. **SAVES (would have scored had GOALIE not stopped)**
 4. WIDE (outside of pipes or hit pipe),
 5. DEFENSE (defender blocked/disrupted shot - include D player #)
- c. CAUSED TURNOVER (CT): aggressive action causes opponent to lose possession; usually accompanied by GB unless ref awards ball
- d. GROUND BALLS (GB): gained possession of contested ball during live play; saved possession- imminent OOB/midline loss.
- e. TURNOVER (TO): player or team in possession of the ball or entitled to possession of the ball loses possession of it.
- f. CLEARS: moved ball from defensive third to offensive third; failed clears are always a turnover
- g. PENALTIES – optional as this is required in scorebook
- h. TIMEOUTS – optional as this is required in scorebook

Both scorebook and stat sheets must be kept by team for 30 days after season ends.

SPOTTER

Keen-eyed spotters who call out (narrate) the events occurring on the field are critical assistants to the statters. Each team may have up to three spotters assisting during games. Please see STATTER description... Spotters do the exact same thing as a STATTER with the exception they do not write the stats down.

MANDATORY REPORTING TO LEAGUE and LEAGUE website

A logon/userid is required to input this information so please contact your head coach/parent rep if you have questions about your team's administrator logons.

- i. Game score must be reported to league at conclusion of game by the HOME team; Game score must be entered onto league website by HOME team within **24 hours** of game conclusion.
- ii. Both Home and Visitor teams must enter their player's stats onto league website within **48 hours** of game conclusion (e.g., Team A enters their player's stats for the game on Team A's league page; Team B enters their player's stats on Team B's league page).
 - a. If a team does not enter player statistics by the 48 hour deadline for a single game, all players are charged with Game Played and all individual player stats are voided.
 - b. If a team does not enter player statistics by the 48 hour deadline for multiple games, all players are charged with Game Played, all individual player stats are voided and team is ineligible for post-season awards.
 - c. If player stats are falsified, all individual player stats are voided and team is ineligible for post-season awards.
- iii. Statistics that must be entered for ALL players:
 - Gms Plyd - Games Played
 - Goals - Goals Scored
 - Asst - Assists
 - Gballs - Ground balls
 - FO/DTkn - Faceoff or Draw Taken (enter each FO player # and number of faceoffs he did in game)
 - FO/DWn - Faceoff or Draw's Won (the total of faceoffs your team won in game)
 - CT - Caused Turnover
- iv. Additional statistics for Goalies only:
 - SH – Shots (total of opponent shots on your goalie - do not include D or W shots; should equal GA+SV)
 - GA - Goals allowed
 - SV – Number of goalie saves

It is recommended that all teams verify the accuracy of your player's stats by watching game film. If upon verification, your player stats require updating, you may adjust your team's player stats on your league webpage within 7 days. Remember, game scores cannot be altered – only player stats can be remedied.