

## Keeping Boys Lacrosse Statistics

### 1. Filling out your roster

- a. **The In-Home player – WTH?!?** The in-home player is the player designated to serve penalties on the coach, the bench, or if a player cannot serve his own penalty (ie he was ejected or the coach received a penalty). This person is the **first listed attack** on the roster. If the In-Home player is on the bench, the In-Home player must enter the game in place of another player so that he may serve the penalty.
- b. The stats book contains spaces for the players' names and uniform numbers. Most books have pre-labeled spaces as follows: 3 attack, 9 middies and 3 defensemen. This is followed by unlabeled spaces for other players. I find it easiest to label and list them as attack 4, 5 and 6, middies 10, 11 and 12, and defense 4, 5 and 6. There is one pre-labeled space for your goalie and an un-labeled space if you have more than one goalie.
- c. Anyone who is going to play or who may get into the game has to be in the book before the game starts.

### 2. The other team's roster

- a. Some teams will provide a roster to you, some won't. I say don't freak if they don't. In such a case, I ask my stats person to keep track of just a couple of things: uniform numbers, who scores and tracking the other team's penalties.
  - i. **NOTE:** You must get the visiting team's designated In-Home player. Ask the ref for help in getting it before the game starts if the other team doesn't cooperate.

### 3. Recording Face offs

- a. Record the numbers of the two players facing off in a fractional format 15/7. Circle the number of the person who wins the faceoff.
- b. Credits for face off wins
  - i. In a lot of cases, the two players facing off may not actually gain possession of the ball. One of the wing players may get it. In this case, the player who faced off gets credit for the win while the player who gained possession of it will get a ground ball.

### 4. Ground balls

- a. To get credit for a ground ball, a player must have gained possession of it in a contested manner (fought for it). If another player is running down the field and drops the ball and another player comes by and picks it up uncontested, it does not count as a ground ball.
- b. Intercepted passes are counted as ground balls

### 5. Assists

- a. A player gets credit for an assist, if his pass directly led to the goal. If Johnny passes to Billy and Billy immediately shoots and scores, Johnny gets credit for an assist. If however Johnny passes to Billy and Billy takes more than 3 steps or has to dodge before he scores, Johnny does not get an assist.
- b. Statistically, assists are worth 1 point (not on the game score). James scores two goals and gets two assists... statistically he gets credit for 4 points for that game.

## 6. Shots

- a. Shots must be considered to have had a chance to go in the goal. If a player shoots the ball and it goes 50 feet in the air over the goal and has no chance of ever going in, no shot is counted.

## 7. Penalties

- a. Two types of penalties – Personal and Technical
- b. The referee will come in front of the table and announce personal or technical, the penalty infraction, the player's number and the duration of the penalty.
  - i. The hand signal for a technical foul is the traditional "time out" T signal
- c. **Technical fouls** are 30 seconds in duration
- d. **Personal fouls** in middle school are 1-2 minutes in length (releasable or non-releasable)
  - i. **Releasable personal fouls** – if the other team scores prior to the penalty time being over, the penalty is immediately cancelled. Example: #32 white gets called for slashing and is given a 1-minute penalty. Play resumes with the blue team in possession of the ball and the blue team scores, but there is still 20-seconds left in #32's penalty. The penalty is immediately cancelled and #32 can immediately re-enter the game.
  - ii. **Non-releasable fouls** – the referee will announce the penalty the same as before but will place his arms above his head making a big YMCA letter A to signify that the penalty will not be released before the penalty time is up, no matter how many goals the other team scores.
  - iii. **Five personal fouls or five-minutes of personal fouls** by one player in a game is a disqualification of that player. This is not an ejection.
- e. **Player ejections** – if a player is ejected from the game, by rule he must immediately leave the stadium or park area of the game. The In-Home player will then serve the penalty. By rule, an ejected player must serve a 2 game suspension following an ejection.
- f. **Penalty time** carries over between quarters. Billy still has 30 seconds left in his penalty and it is halftime. Billy must serve his final 30 seconds and Billy's team will be a player short, "man down" to start the 3<sup>rd</sup> quarter. **NOTE:** Penalty time does not start at the face off until one team gets possession, or the ball enters either team's restraining box.
  - i. The penalty time keeper must provide an audible 10 second countdown of the penalty.
  - ii. If a player releases himself before the time is up and doesn't come back, notify the official at the next dead ball (double toot of the horn)
- g. **2014 change:** No more than 3 players per team may serve penalties in the box. Additional players must wait in the team bench area until there is space in the penalty box.
  - i. Example: 4 players from team A received releasable penalties. Team B scores 30 seconds into the penalty time. Players 1-3 will be released, but player 4 must now start his penalty time.

- ii. In the case of multiple players waiting to serve penalty time, the player with the most severe infraction will serve first.
- h. **Hey Ref, I have a question or problem!** Before play resumes or at the next dead ball (stoppage of play), blow the horn twice. That is the signal for the officials to come to the table.

#### 8. Goalie Stats

- a. Saves – How saves are determined is up to the coach. Some coaches say that if the goalie did not personally stop the shot by catching it, deflecting it or stopping it with his body, it doesn't count. Some coaches give credit for the save if it hits the pipes and the goalie didn't even see it. In either case, see section 6a on shots.

#### 9. Clears

- a. A clear is the act of getting the ball out of your team's defensive side of the ball and into the other's team's end. **Clears will be either successful or not successful.** A successful clear is recorded when the defensive team gets the ball into the other team's restraining box on the other end of the field.

## Home Team Responsibilities

By rule, the home team is responsible for:

1. the score table, to include:
  - a. a score keeper,
  - b. a game clock time keeper, a penalty time keeper (they may be the same person),
  - c. the official score book which must be kept at or very near the score table
  - d. a horn, timers, stop watches, etc.
  - e. Game balls (4 kept on each end line and 4 on each sideline) and 2-3 kept at the table
  - f. A properly marked boys' lacrosse field (cones, goals, etc.)
2. Failure of the home team to provide any of these items is an illegal procedure penalty to start the game on the home team. This means the visitors will get the ball to start the game with no face off.
3. Make contact with the assigned official a few days before the game to confirm, see if they need directions, etc.
4. Home team pays the officials (\$45 per game per official in MS)
  - a. If you cancel a game due to weather, etc., you must immediately contact the officials and Paul Balcerzak (OMSLA). If the officials don't get the word and show up, you are required to pay them.
5. The home team is responsible for updating the score on the OMSLA website.

## Score Table Guidelines

1. The score table is not allowed to cheer, etc. (sorry!)
2. Be in control. Teams tend to inch forward to the point where you may not be able to see the entire field. Have the coach get his players back. If the coach refuses or doesn't take any action to move the players back, call the official over at the next dead ball (2 blows of the horn) and tell him you cannot see. He will move them back for you.
3. The player or players serving penalties must kneel in front of the score table.
4. Coaches will continually ask you for the time in the quarter and in the penalty.
5. At the conclusion of the game, the lead referee will sign the book making it an official game.
6. Quarters in middle school are 8 minutes in length, with 2 minutes between quarters. Half time is 10 minutes, unless the coaches agree to shorten it (Trying to beat the darkness, weather, etc.). There can be no ties... over time periods are 4 minute – first team to score, wins.
7. Most officials will ask you to notify them when there is 2 minutes remaining in the halftime and also at 2 minutes left in the game.

## Recommended Score Table Supplies

Pencils (mechanical or #2 wood)

A pencil sharpener (if needed)

Paper clips and tape

Spare batteries for your clocks and timers

A spare can of air for the horn

## Questions?