

Abbreviated Scoring Guidelines

Record the following stats by player, with these guidelines in mind. Consistency is very important to having these stats be meaningful throughout the league.

Score Sheet Columns

Goals: Only record a goal when given the signal by the referee (both arms up).

Shots: Any attempt/intent made by a player to score a goal. It is recorded when a player's actions could result in a score, regardless of where she is on the field, the speed of the shot, or placement of other players on either team. A shot result will have one of the following outcomes:

- Goal (a tic in the goal column on our score sheet)
- Save (shot that would have scored is blocked by goalie on other team – no tic on our score sheet)
- Ground Ball (the ball goes wide/errant and another player gains possession, or a player besides the goalie gains possession of the ball). If our player, tic under ground ball column

Free Position Shot on Goal (FPSOG): Used to record situations where a player takes a shot directly after being awarded a free position. A player granted a free position does not need to take a shot, and may choose to pass or run with the ball (and then no tic is scored for FPSOG). If a shot is immediately taken, the player earns a FPSOG. If that shot results in a goal, the goal is recorded in the goal column with an F.

Assists: Assists are awarded when there is a conscious effort on the part of a passer to find an open player for a shot or to help a player work free for a shot. A player is awarded an assist when she makes, in the opinion of the statistician, a pass contributing directly to a goal.

- There is no specified time frame nor should there be any rigid distance factors to award an assist. The assist and shot should appear to be part of the same play.
- An assist cannot be awarded to any player other than the one who had the ball immediately before the player awarded the goal (maximum of one assist per goal).
- May be any play where a player passes the ball to another player who is able to run and score (regardless of time or distance) without any significant defensive pressure from the opposing team (e.g. the pass resulted in a perfect set-up to run to the goal unopposed and score). If a player is passed the ball, and then encounters defensive pressure to be overcome from the other team, the original passing player is not awarded the assist.

Draws Taken – Draw Control: Records who took the draw for the team (T), and it also records who ultimately gained clear offensive control of the ball following the draw (W). It may either be the person taking the draw, another member of our team, or the other team gains control (and we do not record any statistic aside from who took the draw).

- Draws Taken – total draws taken for the game should equal total number of goals scored by both teams, plus the total number of periods played (e.g. 6 goals total by both teams means 8 taken draws during a standard, non-overtime game)
- Draws Won – tics awarded to any of our players that gain clear offensive possession of the ball. This may not be determined for a minute or so after the draw.
- Ground balls or CTOs are not recorded while the draw control is being determined. Once the scrambling is settled, one team has clear possession and advances the ball in their favor, and the player that drives that control is awarded the draw win.

Ground Ball: A ground ball should be recorded when a ball changes possession during live-ball play (ball remains in-bounds and in play). It is to designate when a player gains and controls possession of the ball from the opposing team.

- A ground ball is not recorded if a player has possession, drops it, and recovers her own mistake (or the mistake of a team-mate's pass, etc.). There has not been a change of possession.
- A ground ball should be credited to a player who gains possession of the ball by preventing it from going out of bounds, even if the play was uncontested.
- Ground balls are awarded to the retrieving player following a shot at goal (rebound) if the ball remains in-bound.

- A ground ball is not awarded after a shot or pass if the ball goes out of bounds. The ball is dead before the possession is gained.

CTO: Caused Turnover by **C**hecking, **B**locking or **I**ntercepting the Ball from the other team (a "steal"). This statistic tracks a player's ability to disrupt the opposition's possession of the ball, resulting in our team gaining possession. The same player or a teammate would also be credited with a ground ball.

- Checking – player uses a stick check to gain possession for our team. Tic under C on score sheet.
- Blocking – player disrupts the other team's pass and the ball is deflected to the ground, and our team gains possession (likely through awarding of a ground ball to the player picking it up. Tic under B on score sheet.
- Interception – our player cleanly intercepts the other team's pass, and gains possession/control of the ball. Tic under I on score sheet and a separate tic for a ground ball, even though the ball never touched the ground)

Turnover: Recorded when our player had possession and lost it to the other team. Possession may be lost due:

- Fouls (recorded in foul column)
- Checks
- Blocks
- Interceptions

Fouls: Used to record players that are assessed a foul by the referee. Yellow Card or Red Card fouls are designated by letter Y or R in the foul column. All other fouls are represented by tics. Yellow or Red Cards issued to the bench or any coach will be assessed to the Head Coach. When a player or Head Coach receives a Red Card or their 2nd Yellow Card, they are no longer allowed to participate in the current game as well as future games (Yellow Card results in sitting out the team's next game; Red Card results in sitting out the team's next 2 games).

Goalie Stats: Record the goalie's name and their playing time, as well as the following:

- **Shots Against (Shots Ag)** – total shots that were directed towards the goal with the intent to score, regardless of quality of that shot.
- **Wide (errant)** – records shots at our goalie that go wide, over and generally would have missed the goal with or without any action by the goalie. This may also be shots that hit the goal posts.
- **Saves** – Records each time the goalie stops a ball from going in her goal that if she had not acted, would have resulted in a goal for the opposing team.
- **Goals Ag** – records the number of goals allowed by the goalie. This is tracked by player in addition to total goals against our team. If two goalies play, the sum of their goals against should equal total goals at the end of the game for the opposing team.
- The total number of Wide shots + Saves + Goals Against should equal total Shots Against.
- Goalies are also able to earn credit for ground balls (if a ball rolls into her sphere of coverage and she picks it up) and interceptions (she catches a ball coming from the back of the goal line that would not have gone in the goal from that direction).

Other Scoring Categories – Recorded for team and not by player

Good Clears: Any time our team moves the ball from our defensive 1/3 of our field (before the restraining line) to our offensive end of the field (past the midfield line). This stat records our ability to successfully transition from a defensive to offensive position on the field.

Broken Clears: Any time our team begins to move from our defensive 1/3 of the field (before the restraining line) but has a turnover / foul before we reach midfield, and it results in the other team gaining possession.

Offsides (Offense): If a referee calls a foul on the team for having more than 7 offensive players on or over the restraining line in their offensive end

Offsides (Defense): If a referee calls a foul on the team for having more than 8 defensive players on or over the restraining line in their defensive end

Free Position Attempts: Number of times the team was awarded a free position attempt regardless of the outcome (direct or indirect)