

2015 BOYS HIGH SCHOOL STATS MANUAL (UTAH EDITION)

The Official National Collegiate Athletic Association

2015 MEN'S LACROSSE STATISTICIANS' MANUAL

*Including Special Interpretations
and Approved Rulings
Covering Unusual Situations*



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The NCAA Men's Lacrosse Statisticians' Manual is dedicated to the memory of our friend and colleague Mike Colley, who passed away in the summer of 2009 at the all-too-young age of 46. Mike was a longtime member of the sports information staff at the University of Virginia, and he succeeded as Virginia's men's lacrosse contact the legendary Doyle Smith, who wrote the original rules for men's lacrosse stat-keeping.

Mike played a large role in the preparation of the content of this manual, and it is the hope of the rest of us who worked on the project that this manual keep alive the memory of his professionalism, devotion to the sport of lacrosse, good humor and friendship.

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► Official Men's Lacrosse Statistics Rules

Approved Rulings and Interpretations

Based on an original set of guidelines developed by Doyle Smith, this manual has been created to provide consistent rulings of the statistical components of men's lacrosse.

APPROVED RULING—Approved rulings that appear in this text (shown as A.R.) are designed to interpret the appropriate rules and definitions and to apply them in the appropriate context. Statisticians should also make an effort to understand the NCAA playing rules of the game and to match that awareness with the rules for statisticians. In the approved rulings listed in each section, players A1, A2, etc., are on same team (Team A), while players B1, B2, etc., are on the opposing team (Team B).

STATISTICIAN'S JOB—The statistician's job is to record the statistics as they happen, accurately reflecting what happened and not what might have happened if something else had not intervened. What this manual is intended to provide is a set of guidelines to determine officially what actually happened. Should there be doubt in the mind of the statistician, he or she should use the guidelines and philosophies in this manual. If there is no doubt, then the statistician should follow his or her observation.

► SECTION 1—GAMES PLAYED

Article 1. A player should be charged with a game played if he is in the game while the clock is running.

- (1) A game should not be charged if a player is sent into a game during a dead-ball situation and is substituted for before play resumes.
- (2) A game should be charged if a player appears in a game only during a dead-ball situation, but incurs a penalty during that interval. If the player in this situation is the goalie, he is charged with a game played but no minutes played.
- (3) For the purposes of statistics, a game should not be charged to a player if a team's game is never played or if the game is declared a forfeit by the game official before the contest has progressed to a "reasonable point of conclusion" (three quarters completed). See Appendix A for more information.
- (4) Charge a game played to a player if a team's game is unfinished, but is declared by the official to have progressed to a "reasonable point of conclusion" (three quarters completed). See Appendix A for more information.

Article 2. The first attack unit, first offensive midfield unit, first defensive unit, and first goalie will be considered the starters.

► SECTION 2—GOALS

Article 1. A goal should be credited to the player who shot the ball, scoring a goal for his own team. In certain situations, a team goal (also known as "own goal") may be credited. However, statisticians should err on the side of awarding the goal to the player who took the original shot.

- (1) A shot that strikes another offensive player and deflects into the goal should be credited as a goal to the player who last touched the ball before it entered the goal. The player credited with the goal must also be credited with a shot; the original shooter should be credited only with a shot, not an assist.
- (2) A ball entering the goal that appeared to have been a pass to another player shall be counted as a shot and a goal for the player who made the pass.
- (3) A team goal will be credited if a defensive player gains possession of the ball and then causes the ball to enter his own team's goal.

A.R. 1. A goalie who flings the ball up field against a full field ride, causing the ball to enter the other team's goal, shall be credited with a shot and a goal.

A.R. 2. Player A1 takes a shot that hits teammate A2 and deflects into the goal with or without any intent on the part of A2 to redirect the ball. Credit a shot to A1 and a shot and a goal to A2.

A.R. 3. Player A1 takes a shot that deflects off defensive player B1's body or stick and goes into the goal. Credit A1 with a goal.

A.R. 4. Player A1 takes a shot that the goalie originally stops but does not control and does not gain possession, and then the goalie

inadvertently causes the ball to go into the goal (e.g., kicks, hits with his stick). Credit A1 with a goal and no save for the goalie.

A.R. 5. Player A1 takes a shot. The goalie makes the save and has clear possession of the ball. However, the goalie then causes the ball to enter the goal. Credit A1 with a shot, the goalie with a save, and Team A with a team goal.

- (4) If a team is credited by the game official with a forfeit win, 1-0, that team shall be credited with an own goal. See Appendix A for more information.
- (5) Any goal scored that is subsequently nullified for any reason shall not be credited to any player.
- (6) Any goal (or any other statistic) in a game played and subsequently forfeited shall be counted for the appropriate player.

► SECTION 3—ASSISTS

Philosophy. An assist is not necessarily credited to a player who makes a pass before a goal. There should be conscious effort on the part of the passer to find an open player for a shot or to help a player work free for a shot. There should be no particular time frame for an assist (although the pass and shot should appear to be part of the same play) nor should there be any rigid distance factor in the play (the player scoring the goal could take one step, several steps, or even run a number of yards with the ball and still have the passer credited with an assist). An assist should not be credited on a play when the goal scorer dodges a defensive player after receiving the pass before shooting unless, in the opinion of the statistician, it was the pass itself and not the dodge that led directly to the shot.

Article 1. A player is credited with an assist when he makes, in the opinion of the statistician, a pass contributing directly to a goal. An assist cannot be credited to any player other than the one who had the ball immediately before the player credited with the goal.

Article 2: A goal that is scored when the ball deflects off of an offensive player into the goal can have an assist if, in the scorer's opinion, the player whose action caused the ball to deflect off of the second player was attempting to pass and not shoot.

A.R. 1. Player A1 passes to teammate A2 and the pass finds A2 open for a goal. Credit an assist to A1.

A.R. 2. Player A1 passes to teammate A2 in a circle offense against a zone defense, a pass that appears to be a routine pass in a series around the zone. A2 shoots and scores. Credit an assist to A1 because his pass led directly to the goal.

A.R. 3. Player A1 shoots, the shot misses the cage, and teammate A2 picks the ball out of the air, shoots and scores. Credit A1 with an assist, although his intent may have been to score, not pass the ball.

A.R. 4. (a.) Player A1 passes the ball to teammate A2 who has a one-on-one play with the goalie. A2 fakes the goalie several times, shoots and scores. Credit the assist to A1 because there is supposed to be a goalie in the crease and sometimes a fake will be necessary to score. (b.) A1 passes the ball to A2 who has a one-on-one with a defender and an unintended cage. A2 fakes the defender, shoots and scores. Do not credit an assist on the play because A2 had to fake a defender who was not the goalie.

A.R. 5. Player A1 passes to teammate A2 cutting across the crease. A2 is closely guarded but shoots an over-the-shoulder or behind-the-back shot that scores a goal. Credit A1 with an assist, because in spite of there being a considerable move to score, the pass accorded A2 with an advantage that he did not previously have and because the shot was an immediate result of a pass with no essential fake to get free.

A.R. 6. Player A1 has the ball in his stick, and opponent B1 knocks the ball out of his stick. The ball goes directly into A2's stick, and he shoots and scores. Do not credit an assist, because A1 having the ball was irrelevant to A2 scoring a goal.

A.R. 7. Player A1's pass to teammate A2 is deflected and A3 catches the ball, shoots and scores. Do not credit an assist.

A.R. 8. Player A1 throws a pass to teammate A2, who is open on the crease. A2 shoots, and opponent B1 stops the ball but does not catch it. A2 picks up the loose ball and scores. Do not credit A1 with an assist.

A.R. 9. Player A1 passes the ball to teammate A2, who is wide open. A2 holds the ball for more than a short period of time (10 seconds, for example). A2 then shoots and scores. There should not be

an assist on the play, since the pass became irrelevant to the scoring of the goal. A statistician should carefully consider which element of the play was the more significant.

A.R. 10. Player A1, in the opinion of the scorer, attempts a shot that deflects off of Player A2 and goes into the goal. Player A1 is not credited with an assist. Player A2 is credited with a shot and goal.

A.R. 11. Player A1, in the opinion of the scorer, attempts to pass to Player A2, who does not cleanly catch the ball but off of whom the ball deflects and goes into the goal. Credit A2 with a shot and goal and credit A1 with an assist.

A.R. 12. Player A1 attempts a shot or pass that would not have gone into the goal. It hits a defensive player's body and is redirected into the goal. Credit A1 with a shot and goal. If a teammate passed the ball to A1, normal assist rules apply.

A.R. 13. Player A1 has the ball and passes it to teammate A2 as a bounce pass. A2 takes a shot. Credit A2 with the shot (and goal if scored); A1 is credited with an assist (if goal is scored), and no ground ball is credited on the play.

A.R. 14. Player A1 passes the ball to teammate A2, who shoots; the ball touches A3 or a defensive player, but this does not materially change the direction of the ball, and it goes into the goal. Credit A1 with an assist and A2 with a shot and goal; a ground ball is not credited on the play; and A3 is not credited with any statistics. If A3 or a defensive player does materially affect the flight of the ball and the ball goes into the goal, credit A3 with a ground ball, shot and goal.

A.R. 15. Player A1 picks up a loose ball in front of his crease, runs 90 yards down the field and makes a pass to teammate A2, who makes one dodge, shoots and scores. Credit A1 with an assist.

Note. While there must be some understandable leeway in judgment as to whether an assist should be credited on any given play, statisticians should endeavor to be consistent with both teams and from game to game. It cannot be specified as to how many assists there should be in any given game, nor is it possible to extrapolate any average number per game. Some games may have very few assists and some may have many. Types of offenses may determine how many assists there will be per game as much as anything else.

► SECTION 4—SAVES

Philosophy. The basic rule of a save is that any time a ball is stopped or deflected with any part of the goalie's body or stick, which if not stopped or deflected would have resulted in the ball entering the goal, a save is recorded.

The statistician should focus on what would have happened to the ball if it had not been stopped or deflected by the goalie. If the shot would have scored, then award the goalie a save. If it would not have scored, do not credit a save. The tendency is to give a goalie a save every time he touches a shot; this creates inflated statistics. No matter how difficult it is to determine, the statistician should make consistent judgments on each shot that goalies stop or deflect. Consistency must be maintained so that the national statistics are meaningful.

Article 1. Offensive efforts that the goalie prevents from going into the goal are considered saves. A team save can be credited in certain situations (see approved rulings below). If the goalie is in the crease, no one else can be credited with a save (including a team save).

Article 2. A blocked shot by a defenseman is not considered a save unless the defenseman is in the crease and the goalie is not.

Article 3. A shot that hits the pipe, rebounds off the goalie's body and would go into the goal if not stopped by the goalie is credited as a save. A shot that hits the pipe, rebounds off the goalie's body and would not go into the goal before being picked up by another player is credited as a ground ball.

A.R. 1. Player A1 shoots the ball from anywhere on the field, and goalie B1 stops the ball from going into the goal, but is not in the crease when he does so. Credit B1 with a save.

A.R. 2. Player A1 takes a shot, goalie B1 stops the ball from going into the goal but does not control the ball, and A2 picks up the loose ball and scores. Charge A1 with a shot, credit B1 with a save, and then credit A2 with a ground ball, a shot, and a goal.

A.R. 3. The goalie intercepts a pass or shot that otherwise would not have gone into the goal while standing in the crease. Credit the goalie with a ground ball.

A.R. 4. The goalie makes a save, but doesn't control the ball. However, the goalie is uncontested and picks up the ball again. Credit the goalie with a save, but no ground ball. If the ball would have been contested in that situation, credit the goalie with both a save and a ground ball.

A.R. 5. The goalie steps out of the crease and there are also no defensive players in the crease. A shot is taken and a defensive player stops the ball. Credit this as a shot that is blocked, not a save.

A.R. 6. Goalie B1 is not in the crease, but defenseman B2 is and he makes a save. Credit it as a team save for Team B.

A.R. 7. The goalie is in the crease, and a defenseman is also in the crease. The non-goalie defenseman stops the ball. No save is credited. It is a shot that is blocked.

A.R. 8. Player A1 passes the ball to teammate A2; A2 does not catch the pass, and the ball rolls toward the crease and would roll into the goal, but goalie B1 stops it. Credit B1 with a save and charge A1 with a shot.

A.R. 9. Defenseman B2 passes the ball to teammate B3, who does not catch the pass. The ball then rolls toward the crease and would roll into the goal, but goalie B1 picks it up. Credit B1 with a ground ball, but not a save.

► SECTION 5—GROUND BALLS

Philosophy. Any ball not in possession of either team that comes into possession of either team should result in a ground ball once a player establishes possession and is immediately able to perform the normal functions of possession (i.e., shoot, pass, cradle), provided the ball was contested by both teams before establishing possession. A ground ball could be awarded even if no opposing player is within considerable distance of the player when he gets possession of the ball.

Article 1. The statistician will determine whether or not the ball is being contested, keeping in mind that contested could refer to the original player with possession, the player gaining possession or the ball itself.

Article 2. If a player is in possession of the ball, drops it while uncontested, and then regains possession, he cannot be credited with a ground ball even if he is contested while regaining possession. If that player has the ball checked out of his stick and then regains possession, he may be credited with a ground ball.

Article 3. Ground balls can be credited as part of the faceoff play. In a faceoff situation, a ground ball should be credited to the player who gains clear possession regardless of whether or not the player gaining possession is being contested at that time.

Article 4. A ground ball should be credited to an offensive or defensive player who gains possession of the ball and prevents it from either going out of bounds or reaching the midline even if the play was not being contested. The philosophy is to give statistical credit for gaining or maintaining possession.

Article 5. A loose ball that is not contested and would not reach the midline or go out of bounds should not result in a ground ball.

A.R. 1. Player A1 passes the ball to A2, but opponent B1 intercepts the ball. Credit B1 with a ground ball.

A.R. 2. Player A1 has the ball checked out of his stick and (a.) the ball stays inbounds, where it is picked up by another player or (b.) the ball goes out of bounds without anyone else obtaining possession. Credit a ground ball in scenario (a.) but no ground ball in (b.).

A.R. 3. Player A1 shoots the ball, and goalie B1 makes a save but does not control the ball. Player A2 picks up the ball, shoots and scores. Credit A2 with a ground ball, a shot and a goal.

A.R. 4. Player A1 has the ball in his possession and while switching hands on his stick, drops the ball and picks it back up. No ground ball is credited on the play.

A.R. 5. The goalie makes a save, but doesn't control the ball. However, the goalie is uncontested and picks up the ball again. Credit the goalie with a save, but no ground ball. If the ball would have been contested in that situation, credit the goalie with both a save and a ground ball.

A.R. 6. Player A1 chases a loose ball that is not contested and would not reach the midline or go out of bounds. A1 is not credited with a ground ball.

A.R. 7. Player A1 chases down a loose ball, preventing it from going out of bounds, and is not contested. Credit A1 with a ground ball.

A.R. 8. Player A1 has possession of the ball and is running off the field under a special substitution situation. He places the ball on the ground and then leaves the field. A2 comes on the field and picks up the loose ball. Do not credit A2 with a ground ball unless the ball was being contested when he picked it up.

A.R. 9. Player A1 has the ball in his stick, opponent B1 checks the ball loose, and several players on the field attempt to pick it up, but it is immediately checked away before A1 has clear possession and another player picks it up. Credit a ground ball to the player that ultimately gains possession.

A.R. 10. Player A1 passes the ball to teammate A2 as a bounce pass, and A2 takes a shot. Credit A2 with a shot (and goal if scored), A1 with an assist (if goal scored), and no ground ball on the play. Justification: A bounce pass that is received is not credited as a ground ball.

A.R. 11. Defensive player B1 passes the ball to teammate B2, but B2 does not catch the pass. The ball rolls toward the crease and would have rolled into the goal, but the goalie picks it up. Credit the goalie with a ground ball.

A.R. 12. If player A1 kicks the ball toward the goal in an attempt to score, credit A1 with a ground ball and shot. Normal goal-scoring and save rules apply in this situation dependent upon the outcome.

A.R. 13. If player A1 intentionally directs the ball to teammate A2 with his foot or part of his body or stick, and then A2 gains possession, credit a ground ball to either A1 or A2, but not both. The statistician should determine which player most impacted the gaining of possession. Justification: Only one ground ball can be credited on a play.

A.R. 14. Player A1 takes a shot that hits the side of the net, and then the goalie or defenseman B1 picks the ball up. No ground ball is credited on the play.

A.R. 15. Player A1 takes a shot, which goes wide of the net and is fielded by teammate A2. Credit A2 with a ground ball.

A.R. 16. Player A1 takes a shot, which goes wide of the net and is fielded by opponent B1. Credit B1 with a ground ball.

► SECTION 6—FACEOFFS

Credit FO Win@Ref possession signal

Philosophy. Since many faceoff men must depend on the statistics of faceoffs to provide an evaluation of their value, statisticians must be consistent in their assessment of faceoffs. Since the standard in faceoff stats is to award to the faceoff man the faceoff, whether he actually obtained possession or not, care should be taken to credit faceoffs properly. Additionally, ground balls should be credited in faceoff play (there can be more than one) as indicated in Section 5. Every faceoff has to end with players being credited and charged with a faceoff win and loss, unless the quarter ends before possession is established. Unlike women's lacrosse, the two players who participate in the faceoff are the only players who can be credited and charged with a faceoff win and loss.

Article 1. A faceoff win is determined by clear possession of the ball, not by the subsequent offensive opportunity. A standard alternative to that definition is to credit and charge the faceoff when one team is declared to have possession of the ball, and wing area players are released. This is not really a viable definition since a team may never have a chance to do anything with the ball.

Article 2. Credit the faceoff to the team that gains clear possession of the ball and can perform the normal functions of the possession, not based on the possession that is called by the referee. The referee's signal of possession has no influence on the statistical determination of faceoff wins and losses. The referee's signal frequently precedes the statistical definition of possession.

A.R. 1. Player A1 faces off for his team. He has clear possession of the ball in the faceoff situation, but the ball is immediately checked away. Opponent B1 picks up the ground ball, and his team maintains possession of the ball. Credit the faceoff to Team A because A1 established possession of the faceoff.

A.R. 2. The ball goes out of bounds on the faceoff before a team gains possession of the ball. Credit the faceoff to the team that is awarded the ball on the out-of-bounds play. If neither team is cred-

ited with the ball out of bounds, delay the crediting of the faceoff until the subsequent reface is concluded.

A.R. 3. Before either team can obtain the faceoff, a player on either team is charged with a foul or violation. Credit the offended team with the faceoff, if one team gets the ball. In the case of a double foul, or any other violation requiring a reface of the ball, wait to credit the faceoff until the play is complete.

A.R. 4. A goal is scored near the end of a period. If there is no faceoff, no faceoff shall be credited statistically. If the faceoff occurs, credit and charge the faceoff as judgment allows by determining possession (or something very close to it) when the period is ended. No faceoff shall be credited when the quarter expires before one player gains clear possession.

A.R. 5. If a period ends in an uneven situation, such that there will be no faceoff to start the next period, no faceoff statistics should be recorded.

A.R. 6. If there should be an extra faceoff during a period for any reason, credit and charge the faceoff according to the above rules.

A.R. 7. Player A1 wins the faceoff, retreats to the defensive end and turns the ball over. Credit A1 with a faceoff win.

A.R. 8. If player A1 and opponent B1 face off, and A1 wins the faceoff and picks up the ball, credit A1 with a faceoff win and a ground ball.

A.R. 9. If player A1 and opponent B1 face off, and teammate A2 is the first player to get clear possession, credit A1 with a faceoff win and A2 with a ground ball.

► SECTION 7—SHOTS

Article 1. A ball propelled toward the goal by an offensive player shall be called a shot. The ball may be thrown from a stick, kicked, or otherwise physically directed to be credited as a shot. The statistician should take care to award shots only when possession of the ball can reasonably be said to have occurred or by ricochet or when a controlled effort can be construed (somewhat similar to controlled tips in basketball).

Article 2. A ball that enters the goal propelled by the offensive team must then become a shot and a goal.

Article 3. A ball that ricochets off another player and enters the goal will be credited as a shot by the player deemed to have scored the goal. [Note: See Sections 2 and 3 for specific rulings on goals via deflection.]

Article 4. In the case of a team goal (also known as an own goal), there is no shot recorded. See Section 2 for more information.

NOTE: One of the most common misdefinitions in lacrosse is that of "shot on goal." A shot on goal is not the same thing as a shot at the goal. The latter encompasses all shots; the former encompasses only shots scoring and those having been saved by the goalie. A shot that hits the pipe is not a shot on goal.

A.R. 1. Offensive player A1 passes the ball to teammate A2, but A2 does not catch the pass. The ball rolls toward the crease and would have rolled into the goal. The goalie is credited with a save and A1 is charged with a shot.

A.R. 2. Player A1 takes a shot before stepping into the crease. In this case, the shot counts, and the result of the shot counts. If A1 takes a shot from within the crease, there cannot be a save and it does not count as a shot. If A1 is pushed into the crease, the shot, save (if made), and result are still credited.

► SECTION 8—CLEARING

Clear success across off. restrain line

Philosophy. A clearing attempt is defined as when a team has possession of the ball behind its defensive restraining line to the offensive attack area (see Appendix B for a field diagram). A successful clearing attempt involves the team establishing possession in its offensive box before the other team gains possession.

Article 1. A clear should only be credited when the clearing team passes the offensive restraining line with the ball and is clearly able to begin an offensive attempt from such a play. Just because the ball is advanced across the offensive attack area does not automatically mean a clear should be credited if the clearing team loses possession of the ball simultaneously. A successful clear occurs the moment the offensive player enters the attack area (see Appendix B for a field diagram).

Article 2. A team playing man-down should be credited with a successful clear if it meets the conditions of a successful clear, but should not be charged with an unsuccessful clear if it does not.

Article 3. All failed clears must have a team or individual turnover charged.

A.R. 1. Team A is a man down and begins to clear the ball out of its defensive end. The penalty time expires, so Team A is back to even. If the clearing attempt is unsuccessful but the penalty has been released, it is in the statistician's discretion. Charge an unsuccessful clear to Team A if the player returns into the flow of play. Do not charge one if the returning player was not able to return to the flow of play. The release of the penalty does not automatically indicate that a clear attempt has occurred. The released player has to be involved in the flow of play.

A.R. 2. Team A has the ball on a clearing attempt and loses control of the ball, but Team B does not establish possession of the ball, and Team A regains possession. This is considered the same clearing attempt for Team A whether it regains control by picking up the ground ball or having the ball deflected out of bounds off of Team B.

A.R. 3. Team A has begun a clearing attempt, and before a successful or unsuccessful clear, Team A requests and is granted a timeout. The original clearing attempt is still underway when play resumes.

A.R. 4. Team A has the ball on a clearing attempt. Team B commits a penalty and a flag is thrown. Team A loses the ball before it reaches the attack area. Team A's clearing attempt is still underway when play resumes and normal clearing rules apply.

A.R. 5. Team A is in possession of the ball outside of its defensive box and brings the ball into its defensive box (i.e., faceoff, checked ball, pass back to goalie/defenseman, etc.). This becomes a clearing attempt once Team A brings the ball into its defensive box.

A.R. 6. If Team A takes possession of the ball in its defensive end and immediately loses the ball to Team B, charge Team A with an unsuccessful clear.

A.R. 7. Team A has the ball on a clearing attempt and commits a violation or penalty. That is a failure to clear because Team A did not establish possession in its attack area.

A.R. 8. Team A is in a clearing attempt when an alternate possession situation applies before the status of the clear is determined. Charge Team A with an unsuccessful clear if it is not the team awarded possession. Normal clearing rules will continue to apply if Team A is the team awarded possession.

A.R. 9. Defenseman A1 gains possession of the ball anywhere behind the restraining line, but not in the box. Team A clears the ball without ever going into the box. This is a clearing attempt. Anytime the defense is ruled to have possession, a clearing attempt is started.

A.R. 10. Team A has possession of the ball in the offensive end of the field and passes a ball that goes through the midfield and behind the restraining line. However, Team A regains the ball before Team B gains possession. This becomes a clearing attempt.

A.R. 11. During a multiple-penalty situation, if both teams are playing with equal numbers, the usual clearing rules apply.

A.R. 12. A free clear is awarded to the defensive team (i.e., goalie interfered with while in the crease, penalty). It is considered a clearing attempt and usual clearing rules apply once play is resumed.

► SECTION 9—EXTRA-MAN OFFENSE AND DEFENSE

Article 1. Anytime a team is playing one or more men short or extra counts as an extra-man opportunity on defense or offense.

Article 2. An extra-man goal may be credited to the appropriate team if the player from the other team has not made it into the scrimmage area. In such a case, an extra-man goal may be scored a few seconds after the penalty has expired, because the other team's player still had not arrived in the goal area. In the case of non-releasable penalties, it is possible to have more attempts than penalties. Due to concurrent penalties, it is possible to have fewer attempts than time-served penalties assessed.

Article 3. If both teams are equal on the field but short of men (for example, each team a man down), it is not an extra-man offense or defense opportunity. However, it may turn into an extra-man chance if penalty times are different.

Article 4. In a situation similar to Article 2, a man-down goal should be credited when a team scores when down a player or players (whether

the player whose penalty time expired has not entered the goal area, or a goal is scored before a player can be released for any reason).

Article 5. Non-releasable penalties generally result in one more extra-man opportunity than the number of goals scored. If no goal is scored, the team's extra-man offense is charged "0 for 1." If one goal is scored, credit the team "1 for 2." If in the statistician's judgment, insufficient time remains after a goal is scored in the non-releasable penalty for the offensive team to gain another legitimate opportunity, an additional extra-man opportunity will not be charged.

Article 6. Only in certain end-of-game situations, if in the statistician's opinion, neither team makes an effort to score or defend, should no extra-man attempt be charged.

Article 7. Care should be taken not to credit an extra-man defense or extra-man offense goal when both teams are short the same number of players. Thus, the number of extra-man offense or defense attempts may not be equal to the number of time-serving penalties.

A.R. 1. Team A is assessed a one-minute penalty. At some point during that minute, Team B receives a 30-second penalty that expires before Team A's one-minute penalty. Team B is charged with one extra-man attempt even though it might have been a man up twice. Team A is not charged as it never was presented with a man-up advantage.

A.R. 2. If multiple penalties are assessed on Team A at the same time, it counts as one extra-man opportunity for Team B.

A.R. 3. If multiple releasable penalties are assessed on Team A and served consecutively (first one, then the other), it counts as one extra-man opportunity for Team B because all penalties are released upon the scoring of a goal or the expiration of time.

A.R. 4. Player A1 is assessed a three-minute stick penalty. Team B scores three times during A1's penalty time. Team B is credited with three extra-man goals.

A.R. 5. Player A1 draws a non-releasable penalty. After player A1 begins to serve his penalty, player B1 draws a penalty that will expire before the penalty for A1.

(a) If the game clock begins before Player B1 draws his penalty, Team B is charged with an extra-man opportunity.

(b) Team B scores an extra-man goal with time remaining on the penalty to A1. If there are 10 or more seconds remaining on the penalty to A1, Team B should be charged with an additional extra-man attempt, regardless of which team wins the faceoff after the goal by Team B. Subsequent goals scored by Team B would result in the same determining factors being applied. A two- or three-minute non-releasable penalty could easily result in more than two extra-man attempts for Team B.

(c) Team B scores an extra-man goal with time remaining on the penalty to player A1. If there are fewer than 10 seconds remaining on the penalty to A1, Team B should be charged with an additional extra-man attempt if in the opinion of the statistician, Team B had a legitimate opportunity to score in that time (e.g., Team B generates a fast break off the faceoff). The statistician should err on the side of charging Team B with an additional attempt rather than not.

► SECTION 10—TURNOVERS AND CAUSED TURNOVERS

Article 1. Turnovers occur when a player or team in possession of the ball or entitled to possession of the ball loses possession of it, in a live-ball situation or under certain dead-ball situations. If a single player is judged to be primarily responsible for the turnover, that player is charged with the turnover. If no single player can be judged to be primarily responsible for the turnover, or if the responsibility rests with anyone not a player, then the team is charged with the turnover.

NOTE: The word "player" refers to one of 10 or fewer members of a team's personnel who are on the playing field.

Article 2. A caused turnover is credited to a player when the player's positive, aggressive action(s) causes a turnover by the opponent. A turnover may not always warrant a caused turnover; however, caused turnovers can only be awarded to an individual player, and only one caused turnover can be awarded for a turnover. There cannot be more caused turnovers than turnovers. Any turnover charged as a team turnover cannot have a corresponding caused turnover.

Article 3. For a change of possession that occurs that cannot be attributed to a particular player at the moment of the violation, the turnover should be charged as a team turnover.

Article 4. A missed shot cannot be a turnover.

Article 5. All failed clears are by definition also turnovers.

Article 6. A team is in possession of the ball and is called for any “failure to advance” penalty other than the failure of the goalie to leave the crease within four seconds. This should be credited as a team turnover, unless in the statistician’s opinion, one player was principally responsible for the “failure to advance,” in which case that player should be charged with a turnover. If an individual is charged with a turnover, a caused turnover may also be credited. If the goalie is called for a four-second violation, he must also be charged with a turnover, and a caused turnover may also be awarded.

A.R. 1. *Player A1 has possession of the ball and opponent B1 checks the ball away from A1, resulting in a change of possession. Charge a turnover to A1 and credit a caused turnover to B1.*

A.R. 2. *Player A1 is in possession of the ball. He is fouled by opponent B1 and loses possession. Teammate B2 gains possession and the whistle blows because of the foul. Do not charge a turnover on the play.*

A.R. 3. *Player A1 has the ball and loses it, and opponent B1 fouls trying to gain possession of the ball. Do not charge a turnover on the play, since B1’s team did not have the ball nor was entitled to the ball.*

A.R. 4. *Player A1 has the ball, loses possession, and fouls opponent B1, who is going for the ball. Charge A1 with a turnover since his action resulted in B1’s team gaining the ball. Normal caused turnover rules can apply in this situation.*

A.R. 5. *Team A is in possession of the ball when the officials call either an alternating possession or a special situation faceoff. If Team A maintains possession of the ball, no turnover is charged. If Team B gains the ball, normal turnover rules apply (individual, team and caused turnover).*

A.R. 6. *Player A1 has the ball, and a penalty or violation is called on a teammate in the game, or a penalty is called on a member of his team, coach or staff on the sidelines. Charge the turnover to the player causing the foul or to the team if a coach or staff member is assessed the penalty. Another example: Player A1 has the ball, and teammate A2 is called for an illegal screen or interference. Charge the turnover to A2 (the one committing the violation).*

A.R. 7. *Player A1 is in possession of the ball at the end of a dead-ball situation, and (a.) an action of his or (b.) an action of someone else connected with his team causes Team A to lose possession of the ball. Charge A1 with a turnover in (a.), or in (b.) to another player, or a team turnover to Team A, if the cause is the action of a coach or staff member (e.g., delay of game).*

A.R. 8. *Player A1 is in possession of the ball and passes to teammate A2, who does not catch the pass and a change of possession occurs. Charge the turnover to either A1 or A2, whichever player the statistician thinks contributed the most to the turnover. Award a caused turnover to the defensive player who was most responsible for the turnover regardless of that player’s position on the field at the time of the turnover, or no caused turnover if it was an unforced error in the statistician’s opinion.*

A.R. 9. *Player A1 is in the penalty box, and while B1’s team has the ball, A1 runs on the field too soon. Do not charge a turnover, since Team A neither had possession nor was entitled to the ball. However, if Team A had possession and was trying to clear the ball, then charge A1 with the turnover since his team had the ball.*

A.R. 10. *Player A1 commits a time-serving penalty and re-enters the game too soon. The infraction is not discovered until after play resumes. (a.) A1’s team has the ball or is entitled to it; (b.) player B1’s team has the ball or is entitled to it. In (a.), charge A1 with a turnover; in (b.), charge no turnover.*

A.R. 11. *Team A is in possession of the ball, but player A1 crosses the midline and causes Team A to be offside. Charge the turnover to A1, with no caused turnover credited on the play.*

A.R. 12. *Goalie A has possession of the ball in the crease. No teammate makes an effort to get open for a possible clearing pass, and as a result, a four-second violation is called. Charge Goalie A with a turnover.*

A.R. 13. *Team A is attempting to clear and is unsuccessful. A turnover must be charged to Team A against either the team or an individual, but not both.*

► SECTION 11—MISCELLANEOUS NOTES AND DEFINITIONS

Article 1. Any statistics that occur either due to a violation or during a play-on situation do not count.

A.R. 1. *Player A1 steps into the crease and then attempts a shot that goalie B1 stops. Do not charge A1 with a shot or credit B1 with a save.*

A.R. 2. *The referee signals a play-on situation, and player A1 picks up the ball. If the referee blows his whistle to stop play, do not credit A1 with a ground ball.*

Crease Violations: If an offensive player steps in the crease with the ball in his stick and possession is awarded to the defensive team, credit the offensive player with a turnover. If, in the statistician’s opinion, one player on the defense was directly responsible for making the offensive player step in the crease, credit that defensive player with a caused turnover.

If an offensive player steps into the crease AFTER shooting the ball, credit the shooter with a shot and the goalie with a save (if applicable) or the shooter with a goal (and an accompanying assist if necessary) if a goal is credited by the officials. If the offensive player shoots the ball and then steps into the crease, resulting in a play-on situation, credit all applicable stats; do not charge the offensive player with a turnover if a shot is credited in this situation.

Flag-Down Situations: If play continues after a flag has been thrown indicating a penalty will be called, then the only statistics that the defensive team can earn between the time the flag is thrown and play stops are a ground ball or a save if all of the requirements for those are met.

NOTE: A ground ball can only be earned if it is picked up in the offensive team’s box. The offensive team may be credited for all stats (ground ball, shot, goal, assist) during the time between the flag and the stoppage of play other than a turnover.

A.R. 1. *With a penalty flag down but play continuing, player A1 takes a shot that would have gone in the goal but is stopped by goalie B1. Credit A1 with a shot and B1 with a save.*

A.R. 2. *With a penalty flag down but play continuing, player A1 has the ball checked away by player B1, who picks up the loose ball. Award B1 a ground ball if possession is gained in the offensive team’s box, but do not credit a caused turnover regardless of where the ball is. A1 is not charged with a turnover.*

A.R. 3. *With a penalty flag down but play continuing, player A1 drops the ball and player B1 picks it up in the offensive team’s box, killing the play. A ground ball is awarded to B1.*

A.R. 4. *With a penalty flag down but play continuing, player A1 drops the ball and player B1 picks it up outside the offensive team’s box, killing the play. No ground ball is awarded.*

Stall Warnings: A team that is under a stalling warning and subsequently loses possession as a result of the expiration of the 30-second count will be charged with a team turnover, and no caused turnover will be charged to the defense. All individual turnovers and caused turnovers that occur before the expiration of the 30-second count will be charged as they are in all other situations. No team turnover is charged on a missed shot that results in a change of possession (i.e. is not backed up) before the 30-second count expires.

A.R. 1. *Team A is under a stall warning and, as the 30-second count is expiring, player A1 attempts a shot that goes wide. Credit A1 with a shot and Team A with a team turnover.*

Goalkeeper of Record: At the conclusion of each game, the statistician shall award one goalie a win and charge one goalie a loss. In the event that the teams use more than one goalie, the statistician has the discretion to credit the win and charge the loss based on which goalie (in the statistician’s opinion) contributed most to the outcome of the game.

In-Home Penalties: Any penalty that by definition should be served by the designated in-home will be charged as a team penalty and not to the player designated as the in-home. For more information, reference Rule 2, Section 1, A.R. 1 in the NCAA Men’s Lacrosse Rules Book.

► SECTION 12—CALCULATED CATEGORIES

**Article 1
Goals Per Game**

$$G/GP = \frac{\text{Total Goals}}{\text{Total Games Played}}$$

**Article 2
Assists Per Game**

$$A/GP = \frac{\text{Total Assists}}{\text{Total Games Played}}$$

**Article 3
Points Per Game**

$$P/GP = \frac{(\text{Goals} + \text{Assists})}{\text{Total Games Played}}$$

**Article 4
Ground Balls Per Game**

$$GB/GP = \frac{\text{Total Ground Balls}}{\text{Total Games Played}}$$

**Article 5
Faceoff Win-Loss Percentage**

$$F/O \text{ Pct.} = \frac{\text{Faceoffs Won}}{(\text{Faceoffs Won} + \text{Faceoffs Lost})}$$

**Article 6
Goals-Against Average**

$$GAA = \frac{(\text{Goals Allowed} \times 60)}{\text{Total Minutes Played}}$$

**Article 7
Save Percentage**

$$\text{Save Pct.} = \frac{\text{Saves}}{(\text{Saves} + \text{Goals Allowed})}$$

**Article 8
Extra-Man Offense**

$$\text{EMO Pct.} = \frac{\text{EMO Goals}}{\text{EMO Attempts}}$$

**Article 9
Man-Down Defense**

$$\text{Man-Down Pct.} = \frac{(\text{Opp. EMO Attempts} - \text{EMO Goals Allowed})}{\text{Opp. EMO Attempts}}$$

**Article 10
Clearing Percentage**

$$\text{Clearing Pct.} = \frac{\text{Successful Clears}}{(\text{Successful Clears} + \text{Failed Clears})}$$

► APPENDIX A—NCAA STATISTICS POLICY NOTES

(For full list of NCAA Statistics policies, please visit www.NCAA.org.)

Changing Official Statistics: When an error or discrepancy in the official statistics is discovered after a contest has concluded and the official statistics have been distributed, use the following procedure.

If the sports information director of the home team discovers the error, that SID must alert the visiting team SID of the change within one week. The home SID also must confirm the changes with the visiting SID in writing within 10 days. If applicable, the home SID also must send a copy of the changes to the conference office.

If the visiting SID needs to make a change in the final statistics, he or she must contact the home team's SID within one week after the event. If the home team SID agrees, then the home team SID must confirm the changes to the visiting SID in writing and send a copy to the conference office, if applicable.

If the home team SID disagrees with the change, then the visiting SID must accept the final statistics as listed by the home team. The visiting team SID cannot alter any statistics without the consent of the home team SID. There is no further appeal. However, if the game was televised and/or videotaped, and the dispute involves a non-judgmental call, the box score should be corrected if there is indisputable visual evidence. Example: An official scorer in basketball credited the wrong player with a free throw made and the videotape clearly shows a different player shooting, then the correct player should be credited with the free throw made and attempted. If the dispute is whether there was an assist on a certain play, this is a judgment call and the official box score should stand as is. Another example: In soccer, a player was given credit for a goal scored but videotape shows clear visual evidence that another player actually scored the goal, then the official box score should be changed to reflect the correction.

In all cases in all sports, if a change is to be made, the SID making the change must inform the other SID within one week after the event or game has been played.

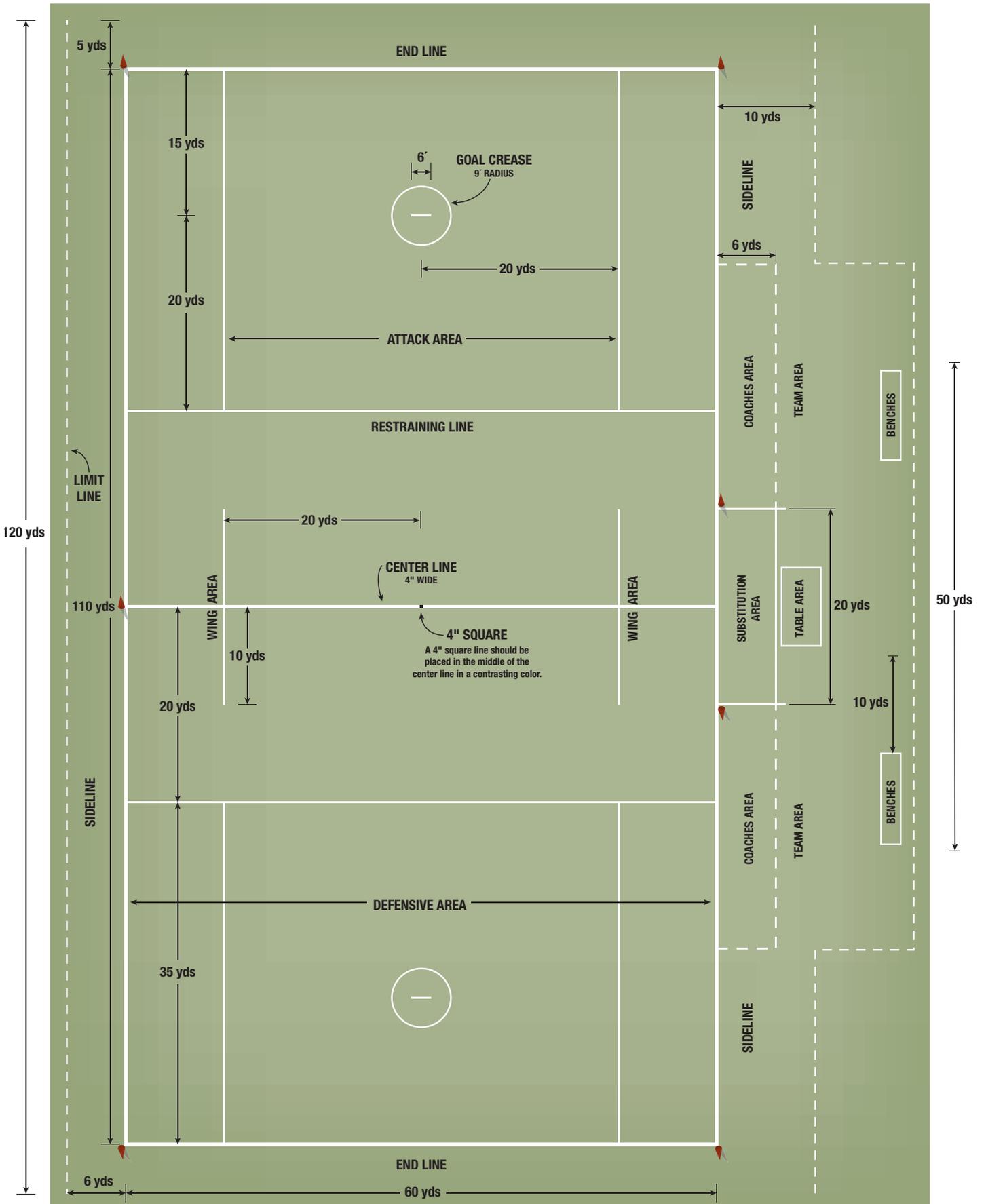
Countable Opponents: Only games against varsity teams of four-year (or two-year senior colleges), degree-granting institutions (that play a majority of their contests against U.S. college varsity teams) shall be included in individual and team statistics, won-lost records and coaching records. This can include non-U.S. schools such as NAIA members British Columbia or Columbia Bible.

Forfeit Scores: If a forfeit is declared by the game official while a contest is in progress or a situation occurs that forces a premature end to the contest, all statistics (other than won-lost and coaches' records) are voided unless the contest has progressed to a "reasonable point of conclusion" (three quarters in men's lacrosse), in which case all statistics shall count and shall be reflected in all records. If the game had progressed to a "reasonable point of conclusion" and the team that was in the lead at the time was declared the forfeit winner, the score shall stand. In a men's lacrosse game, if the score was tied or the trailing team was declared the forfeit winner, then the official game score should be recorded as 1-0. Also in these cases, in sports in which individuals receive wins or losses such as baseball, softball, field hockey, ice hockey and lacrosse, do not credit an individual with a win or loss, but rather enter a team line for these statistics.

If a game in progress is declared a forfeit win to one of the teams by the game officials and the game has not progressed to a "reasonable point of conclusion," then the official game score should be recorded as 1-0. The team's won-lost record shall include the forfeit, but if the statistics are voided, all averages in future rankings shall be computed without inclusion of the forfeited contests.

"No Contest" Declaration: There is no forfeit of a contest until all participating teams are present and the referee or other appropriate contest official has assumed jurisdiction in accordance with the applicable playing rules. When a team does not appear (e.g., due to weather conditions, accidents, breakdown of vehicles, illness or catastrophic causes), a forfeit is not recorded. An institution shall not, for statistical purposes, declare a forfeit for nonfulfillment of a contest. Such instances shall be considered as "no contest." In circumstances involving institutions from the same conference, the league office has the option to declare a forfeit win and loss for conference-standings purposes only but this does not change an institution's overall won-lost record. This "no contest" declaration came into effect at the start of the 1977 football season.

► APPENDIX B—FIELD DIAGRAM



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.

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.



Memorandum

To: State Association Executive Directors and Boys Lacrosse Contacts
From: Kent Summers
Subject: NFHS Boys Lacrosse Rule Interpretations
Date: January 28, 2014

Memo to Lacrosse Contacts

The following items are interpretations and new and revised situations for the 2014 boys lacrosse season:

Rule 1-5 Interpretation:

The officials arrive at a game and find that the balls supplied by the home team include labeling that says “Meets NOCSAE Standard” but the balls do not have the NFHS mark. The officials begin the game using the balls supplied by the home team with no penalty to the home team and inform the state association or sponsoring authority after the conclusion of the game.

Rule 1-5 Interpretation:

If, at any time after the start of the game, no ball with the label “Meets NOCSAE Standard” is available, the game is suspended. Officials will notify the sponsoring authority. The sponsoring authority shall determine the result of the game or, if the game will be continued.

4.10 SITUATION J: A1 is in the penalty box serving a penalty. Team A has either 6 players in its offensive half of the field or 7 players in its defensive half of the field. **RULING:** Team A is offside. **Note:** In this situation, player(s) serving penalties in the penalty box count as player(s) on the field.

4.11 SITUATION A: Team A has either started play or advanced the ball into its offensive half of the field and when it is called for offside. **RULING:** The ball shall be awarded to the offended team at the spot where the ball was when play was suspended. If the ball was in the goal area when play was suspended, it shall be restarted laterally outside the goal area nearest to the spot of the ball at the time of the whistle. **NOTE:** This ruling is the result of the deletion of Rule 4-12 Articles 4 and 5 from the 2013 Rules Book.



7.2 SITUATION H: A1, A2, A3 and A4 receive one-minute releasable penalties that are all reported during the same dead ball. A1, A2 and A3 begin to serve their penalties at the same time, while A4 waits in the bench area immediately next to the scorer's table but not in the table area. Team A restarts play with seven players on the field. Team B scores a goal after 30 seconds. **RULING:** A1 and A2 may enter the field. A3 must exit to the bench area and A4 steps into the table area and begins serving his penalty. Team A will be playing with nine players on the field. A3 may then substitute into the game in the normal manner, if desired.

7.2 SITUATION J: During a live ball situation, A1, A2 and A3 are each called for releasable or non-releasable fouls. Penalty time has started on those three penalties and a fourth releasable or non-releasable foul is called on a Team A player or coach. **RULING:** The fourth penalty is stacked and is not served until one of the first three penalized players is released.

7.2 SITUATION K: During a live ball situation, A1, A2 and A3 are each called for releasable or non-releasable fouls. Penalty time has not started on those three penalties and a fourth releasable or non-releasable foul is called on a Team A player or coach. **RULING:** The fourth penalty is stacked and is not served until one of the first three penalized players is released.

7.2 SITUATION L: During a live ball situation, A1, A2, A3 and A4 or a coach from Team A are all called for releasable or non-releasable fouls. **RULING:** If the officials can determine the order in which the fouls occurred, they shall be enforced in that order. If the officials cannot determine the order in which the fouls occurred, the most severe penalties shall be enforced first (up to three non-releasable penalties) and the fourth penalty shall be stacked and not served until one of the first three penalized players is released. **NOTE:** In determining which penalties are more severe for this situation, non-releasable penalties are considered more severe than releasable penalties, regardless of length. If all penalties are of the same type, however, a longer penalty is considered more severe than a shorter one.

7.2 SITUATION M: During a live ball situation, A1 and A2 are each assessed one-minute non-releasable penalties and A3 and A4 are each assessed one-minute releasable penalties. The officials cannot determine the order in which the fouls occurred. A1, A2 and A3 begin serving their penalties immediately which makes Team A three players down. A4 waits in the bench area as the stacked player. After 28 seconds of the penalty time has elapsed, a goal is scored by Team B. **RULING:** A3 is released and A4 begins serving his penalty time with Team A still three players down. After 32 more seconds of penalty time has elapsed, A1 and A2 are both released and Team A is one player down. After 28 more seconds of penalty time has elapsed, A4 is released and Team A is again at full strength.

KS/ah

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