

# YOUTH GIRLS' LACROSSE

## 2014 - SCORER AND TIMER PROCEDURES

### RESPONSIBILITIES:

- The **umpires** are responsible for ensuring the timers and scorers understand their responsibilities.
- Home team provides the official scorer and official timer.
- USL Rules book requires home team to record starting line-ups, substitutes, **goals**, assessment of **cards**, and time when **cards** are assessed.
- **WSLA** requires home Youth League teams to record and report game scores.
- The scorers and timekeepers have official status. They are neutral and should not cheer, call **fouls** or make comments from the **table area**.

### TABLE AREA PERSONNEL:

- Official Scorer and Official Timer- home team (required)
- Spotter - home team (optional)
- Statistician – visiting team (optional)

### EQUIPMENT:

- Scorer & Timer Equipment:
  - 2 air horns (a primary horn and back-up horn) or scoreboard horn
  - 4 countdown digital clocks or master clock plus extra batteries
  - Official scorebook form
  - Youth Game Report (for U15 and U13 games)
  - Pencils and eraser
  - Scorer's table and 3 chairs
  - Scoreboard or Flip-A-Score
  - Rain canopy
- Home Team Equipment:
  - 4 balls, smooth or slightly textured, yellow or bright orange color **must be NOCSAE stamped**.
  - 6 soft or flexible cones, pylons or flags

### PRE-GAME SET UP:

- Arrive at least 20 minutes before start of game.
- Confirm the **Table Area**, **Substitution Area** and **Team Bench Area** boundaries are marked on the field.
- Set up table at least 4 meters back from sideline at midfield.
- Set out 4 cones, pylons or flags at corners of field outside of the boundary lines and 2 at the front edge of the substitution box each 5 yards from the centerline and outside of the boundary line.
- Record the starting line-ups of both teams in official scorebook at least 10 minutes prior to the game. Identify by name and number.
- If official scoring or timing is not handled at field level, confirm direct two-way communications are provided between press box and scorer's table.
- Meet with **umpires** to:
  - Introduce scorer and timer
  - Introduce **Sideline Manager** for youth games.
  - Review scorer and timer duties.
  - Confirm length of game and length of halftime.
  - Confirm amount of time and method umpires want to be notified before the end of each half.
  - Confirm if umpires want the horn to sound when a 10 goal differential occurs in high school games, for substitutions after goals, and when illegal substitutions have occurred.

### TIMER DUTIES:

#### Official Timer Duties required by the Rules book:

- Sit at the scorer and timer's table at field level or in a non-field location with direct two-way communications with a person at the table.
- Keep game time using **running-clock** procedures.
- Keep time during a **team time out**.
  - Use a separate clock to time the 2-minute time-out period.

- If desired by umpire, sound the horn when there are 15-seconds remaining in the time out and again at the end of the 2-minute time out.
- Notify the scorer of the time on the clock when a player is issued a green/red card for delay of game and time the 2-minute playing time penalty.
- Notify the coach when the 2-minute delay of game **penalty time** has ended.
- Notify the scorer of the time on the clock when a player is issued a yellow or red **card** and time the 2-minute playing time penalty.
- Notify the coach when the 2-minute yellow or 4-minute red card **penalty time** has expired.
- Sound horn during the first **stoppage of play**:
  - To notify umpire of **illegal substitution**.
  - When clock has malfunctioned.
  - When a 10 goal differential occurs during a high school game.
  - When substitutions are requested after a **goal**.
- Notify the nearest **umpire** when there are 2 minutes remaining in each half and again when there are 30 seconds remaining in each half.
- Sound the horn when the countdown clock reaches zero at the end of the first half and end of the game.
- Optional Duty: Keep time between halves.

### SCORER DUTIES:

#### Official Scorer Duties required by the Rules book:

- Sit at the scorer and timer's table at field level or in a non-field location with direct two-way communications with a person at table.
- Record scorebook information pertaining to both teams.
- Record the starting line-ups for both teams in the score book at least 10 minutes prior to the game.
  - Coaches are required to provide table with roster prior to game.
  - Starting lineup changes cannot be made within 10 minutes prior to the game except for changes due to injury.
- Confirm the numbers of the players on the field match the numbers recorded in the score book.
- Record the names and numbers of substitutes when they enter the game.
- Record **goals** (G) scored.
  - Under the Player section, record **goals** for players.
  - Identify the number of the player who scored the **goal** and record the time remaining in the game when the **goal** was scored.
  - Notify umpire when a 4 **goal** differential occurs.
- Record the issuance of **cards** assessed to players, coaches and other team personnel.
  - Record the type of **card** issued next to the individual's name.
  - Record time remaining in half when a yellow or red **card** is issued.
  - If a separate penalty clock is not used, record the time when the 2 minute **penalty time** expires.
  - Notify umpire when a second yellow **card** is given to same player.
  - Notify the umpire when a team receives its fourth **card**.
- Notify the umpire during the first stoppage of play when an **illegal substitution** occurs.
- Continuously display an accurate score.
- Ask **umpire** to sign scorebook at end of game to make the game official.

#### Scorer Duties Required by WSLA:

- Youth League home teams shall report game scores.