NORTHERN CALIFORNIA JUNIOR LACROSSE ASSOCIATION

GIRLS

SCOREKEEPING INSTRUCTIONS

1. SCORING

TIME box: Enter the time in the half the goal was scored.

Goal/Assist box: The first box is for the number of the player that scored the goal. The second box is for the player who assisted the goal. Mark with an "X" if goal is unassisted.

An assist is any ONE direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent. There can only be one assist per goal.

At the end of the first and second half, make a vertical line after the last goal scored by each team.

2. PLAYER'S NAMES

Enter each players position, number, first initial, and last name.

Only players listed may play in the game.

3. HALVES

Place a tally under the appropriate half for each goal scored by the player.

4. ASSISTS

Record assists by placing a tally next to each player who assisted on goals.

5. STATISTICS

Teams can customize these columns for recording ground balls, draw controls, turnovers, 8-meter shots, etc.

6. TIME-OUTS

Each team has two time-outs per game. Record the game time and half when a time-out is called.

Time-outs are 2 minutes each. Use a separate clock to time the time-outs. Blow the horn at 1 minute, 45 seconds. Blow the horn at 2 minutes.

7. SAVES

A save is recorded any time a ball is stopped or deflected by the goalie such that had it not been touched it would have entered the goal.

8. YELLOW OR RED CARD PENALTIES

When a card is issued, enter the player number (if a coach receives the penalty use coach's initials), time in the half, and reason for the card. See Rules Table Card for specific Penalty instructions for each age group.

9. SIDELINE MANAGER

Each team (home and away) shall provide a readily identifiable sideline manager whose duty shall be to control the actions of spectators not in conformity with the standards of proper conduct.

1.																					
HOME	Time																				
	Goal/Assist																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
VISITOR	Time																				
	Goal/Assist																				

HOME (Team Name) _____ FINAL SCORE

POS	NO	2. PLAYER'S NAME	3. HALVES 1	2	OT	4. ASSIST	5. STATISTICS		
G						7. Saves			
G						Saves			
		TOTAL GOALS				TOTAL SAVES			

VISITOR (Team Name) _____ FINAL SCORE

POS	NO	2. PLAYER'S NAME	3. HALVES 1	2	OT	4. ASSIST	5. STATISTICS		
G						7. Saves			
G						Saves			
		TOTAL GOALS				TOTAL SAVES			

6. TIME OUTS — 1st Timeout | 2nd Timeout

9. SIDELINE MANAGER (print)

DATE / /

8. PENALTY CARDS — # | @ | Y ☐ R ☐ | For

COACH (print)

UMPIRE (print)

UMPIRE (print)

TIMEKEEPER (print)

FIELD SITE

6. TIME OUTS — 1st Timeout | 2nd Timeout

9. SIDELINE MANAGER (print)

8. PENALTY CARDS — # | @ | Y ☐ R ☐ | For

COACH (print)

SCOREKEEPER (print)

TIMEKEEPING INSTRUCTIONS: See Rules Table Card for specific timekeeping instructions for each age group.
Running Clock- Clock remains running from the start of the game and second half and only stops during an umpire's called time-out.
Stopped Clock- Clock stops on every umpire's whistle and scored goal.
End of Half- The timer must inform the nearest official, in a loud voice, when 2 minutes remain in a half, and then count down the last ten seconds. This is not necessary when a stadium scoreboard and horn are used.
Timer- The timer informs the scorer of game time when goals are scored, penalty cards are issued, and when time-outs are called.

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