NORTHERN CALIFORNIA JUNIOR LACROSSE ASSOCIATION

(BOYS)

SCOREKEEPING INSTRUCTIONS

GAME DAY INFORMATION

Fill in date, location & team names.

1. HOME & VISITOR SCORES

Respective team scores are kept here. TIME box: Enter time in period in which goal is scored. GOAL/ASSIST box: First box is for number of player who scored the goal. Second box is for the number of player who assisted on the goal.

2. PLAYERS' NAMES

Enter each players' #, first initial & last name. Only those players listed can enter the game. The first player listed should be the "In home".

3. PERIODS 1-4 & OT

Place a mark in the appropriate period for each goal scored.

4. ASSISTS

Any one direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent is recorded as an assist. There can be only one assist per goal. Coach should inform scorekeeper of all assists.

5. PENALTIES

Per. = Period in which foul occurs.
No. = The number of the offending player.
OFFENSE = An official will tell you the foul.
Min. = The length of the penalty.
Time = Time in period the foul occured.

6. TOTAL SAVES

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

7. TIMEOUTS

Each team has two timeouts per half, & one per OT period. Record the game time and period when a timeout is called.

8. 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.

REFEREES & COACHES SIGNATURES

Before the game, print the name of each scorekeeper, timekeeper, head coach and game official where indicated. After the game, secure Referee's signature to certify the score.

1.		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
HOME	TIME																															GOAL TOTAL
	GOAL/ASSIST																															
VISITOR	TIME																															GOAL TOTAL
	GOAL/ASSIST																															

HOME (Team Name) ____________________

POS	2. NO	PLAYER'S NAME	3. PERIODS 1	2	3	4	O/T	O/T	4. ASSIST
ATTACK									
1st MID									
2nd MID									
3rd MID									
DEFENSE									
G									
	TOTAL GOALS								
	TOTAL SAVES 6.								
	COACH (PRINT)								

5. PENALTIES PER.	NO.	OFFENSE	MIN	TIME

7. TIME OUTS FIRST HALF	SECOND HALF	1ST O.T.	2ND O.T.

8. SIDELINE MANAGER (PRINT)

VISITOR (Team Name) ____________________

POS	2. NO	PLAYER'S NAME	3. PERIODS 1	2	3	4	O/T	O/T	4. ASSIST
ATTACK									
1st MID									
2nd MID									
3rd MID									
DEFENSE									
G									
	TOTAL GOALS								
	TOTAL SAVES 6.								
	COACH (PRINT)								

5. PENALTIES PER.	NO.	OFFENSE	MIN	TIME

7. TIME OUTS FIRST HALF	SECOND HALF	1ST O.T.	2ND O.T.

8. SIDELINE MANAGER (PRINT)

REFEREE (PRINT)

SCOREKEEPER (PRINT)

UMPIRE (PRINT)

TIMEKEEPER (PRINT)

FIELD JUDGE (PRINT)

FIELD CONDITIONS (PRINT)

DIVISION

DATE / /

FIELD SITE

TIMEKEEPING INSTRUCTIONS For length of quarters consult National Federation of High School rules or league rules. Before the game, check period length with referee and check appropriate box - ☐ **Stop time** ☐ **Run time** ____ minutes per period

STOP TIME: Game clock starts and stops every time an official blows the whistle.
RUNNING TIME: Game clock starts with opening face-off and doesn't stop until time has expired. Game clock only stops for team timeouts, officials'timeouts and period breaks.
PENALTY TIME: Timekeeper keeps track of each player's penalty time. All penalty time, at all levels, should run concurrent with the game clock. Timekeeper must countdown the last 10 seconds of the penalty time and shout "RELEASE" when the penalty expires.
END OF PERIOD: Timekeeper must inform the nearest official, in a loud voice, when one minute remains in the 1st, 2nd and 3rd qtrs. and 2 minutes remain in the 4th qtr. and then signals the end of the period. TIMER INFORMS SCORER OF GAME TIME WHEN GOALS ARE SCORED, PENALTIES OCCUR AND WHEN TIMEOUTS ARE CALLED.

WHITE = Home CANARY = Visitor

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