

Men's 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. Fouling out of the game is NOT the same as a game-expulsion.

Game Ejection.

For NFHS lacrosse only, a player or coach receiving two non-releasable unsportsman-like conduct fouls is expelled from the game. Notify the officials when a player receives his second non-releasable USC penalty. Players or coaches may be ejected for other misconduct. Ejected players must leave the team area, the in-home will serve any related penalty time. Ejection is followed by an additional minimum one-game suspension – notify the League of any game ejections.