

Davis Lacrosse Association statistics definitions - boys

PLAYER STATISTICS

SHOTS (AT THE GOAL)

Record all shots at the goal. If uncertain if it was a shot or pass, note that a shot that goes out of bounds is awarded to the nearest player's team whereas a pass that goes out of bounds is awarded to the opposite team that passed it. We are not tracking the more restrictive "shot on goal" which encompasses only those shots that either scored or were saved by the goalie.

GOAL – A goal should be awarded to the player who shot or in rare cases kicks the ball into the goal and is declared a goal by the official. In rare cases where a defensive player causes a ball to go into the goal being defended, mark the goal as a "team" goal for the other team.

ASSISTS

An assist is not necessarily awarded to a player who makes a pass before a goal is scored. A player is credited with an assist when the player makes a pass contributing directly to a goal. When a pass is made and the receiving attacker has to fake out the goalie (while in the crease), shoot and score, then an assist is awarded. An assist should not be credited on a play when the goal scorer has to perform a "lacrosse move" on a defensive player other than the goalie (while in the crease), after receiving the pass before shooting. An assist cannot be credited to any player other than the one who had the ball immediately before the player credited with the goal.

FACE-OFF WON

Winning the face-off is strictly the act that transpires between the two players facing off and answers the question: Who had control after the start of the face-off (regardless of which team finally got possession)?

Examples for clarification – each starting with player A1 and B1 facing off:

A1 pinches and pops the ball catching it himself. Credit as A1 face-off won.

A1 clamps, drags the ball between his legs and picks it up himself. Credit as A1 face-off won. A1 ground ball.

A1 clamps, drags the ball between his legs and the ball is contested with B1 but A1 finally picks up the ball. Credit as A1 face-off win. A1 ground ball.

A1 clamps and drags ball towards his wing player A2 who contests the ball with opponent B2 and A2 wins the ground ball. Credit as A1 face-off won; A2 ground ball. (Referee should have called possession when A2 picked up the ball.)

A1 clamps and drags ball towards his wing player A2 who contests the ball with opponent B2 but B2 picks up the ground ball. Credit as A1 face-off won; B2 ground ball. (Referee should have called possession when B2 picked up the ball.)

A1 clamps and drags ball towards his wing player A2 who does not have a corresponding opposing wing player and A2 picks up the ground ball. Credit as A1 face-off won; Ground ball for A2 for maintaining possession and keeping the ball from going out of bounds. (Referee should have called possession when A2 picked up the ball.)

B1 moves (illegal procedure). Credit as A1 face-off won.

B1 flips the ball out of bounds. Credit as A1 face-off won.

GROUND BALL CONTROL

Any ball not in possession of either team that comes into possession of either team should result in a ground ball control once a player establishes possession and is able to cradle, pass or shoot, provided the ball was contested by both teams before establishing possession.

Examples for clarification:

A1 and B1 are in a contest to see who can pick up the ball. A1 picks it up and passes to A2. Credit as A1 ground ball.

A1 and B1 are in a contest to see who can pick up the ball. A1 picks it up and immediately loses the ball due to a stick check by B1. B1 picks up the ball and passes to B2. Credit as B1 ground ball.

A1 and B1 are in a contest to see who can pick up the ball. A1 picks it up and takes several steps before he loses the ball due to a stick check by B1. B1 picks up the ball and passes to B2. Credit as A1 ground ball. B1 takeaway and B1 ground ball.

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.

A1 passes to A2 but, due to poor technique, A2 doesn't catch it. A2 runs to the ball, picks it up. Whether contested or not, credit no ground ball to A2.

A1 makes a terrible pass to A2. A2 is unable to catch it, runs after the ball and prevents the ball from going out of bounds. Credit as A2 ground ball. Give statistical credit for gaining or maintaining possession.

TAKEAWAY or INTERCEPTION

Credit a player who checks the ball out of the opponents stick with a takeaway if the ball changes possession. Credit an interception to a player who intercepts a pass and as a result, the ball changes possession. A takeaway is also credited when a player has the ball, is running up the sideline and an opposing player pushes him or her out of bounds causing a change of possession.

TURNOVER

A turnover is charged to a player if a change of possession results from any of the following: a player drops the ball due to poor cradling technique or a player makes an uncatchable pass or a player doesn't catch a catchable pass or while in possession of the ball, a player steps out of bounds (without being pushed).

GOALIE STATISTICS

SAVES

Any time a ball is stopped or deflected with any part of the goalie's body or stick, and if not stopped or deflected would have resulted in the ball entering the goal, a save is recorded for the goalie.

TEAM STATISTICS

MAN UP OPPORTUNITY and MAN UP GOAL SCORED

When we have more players on the field than our opponent, record the man up opportunity. If we are able to score before the penalty has expired and the teams are even again, record a man up goal scored.

MAN DOWN SITUATION and MAN DOWN PENALTY KILL

When we have fewer players on the field than our opponent, record the man down situation. If we are able to keep them from scoring before the penalty has expired and the teams are even again, record a man down penalty kill.

Both teams may be equal in number on the field, but with both teams playing a man down. A man up opportunity or man down situation will arise if penalty times are different.

CLEARING OPPORTUNITY and CLEAN CLEAR

A clearing opportunity occurs when our team gains possession of the ball in our defensive area and sets about moving the ball to the attack area at the other end of the field without losing possession and within the time allowed. If our team is successful, record the clean clear.

OPPONENT STATISTICS

In the larger boxes at the top of the stat sheet, record the opponent's goals scored, assists, their goalie saves, shots at our goal taken, face offs won, ground balls, take aways or interceptions and turnovers. The opponent will have as many face offs taken as our team has. Recording the opponents MUO, MUGS, MDS and MDPK is not necessary because these stats are the opposite of the same four stats kept for our team.