

# BOYS High School (HRLax) Table Rules, Responsibilities & Job Details

- ❖ Table crew's primary responsibility is to **record** the events in the game; table area is neutral zone (no cheering or taping from table area).
- ❖ **Referees and table crew work as a TEAM.** The refs officiate the game while table crews record player stats and ref calls/rulings. Hence, prior to game, introduce yourselves to referees and opponent's table crew.
- ❖ Discuss with refs what they need from you and what you need from them.

## Statisticians:

- ❖ **Home and visiting table crew statisticians work with each other to keep accurate stats.**
- ❖ Discuss with all members of the table crew your stat recording capabilities and pre-determine sharing of common stats (i.e., GBs, CTs, TOs, etc.).
- ❖ In any situation where a stat question arises, it is crucial that the statisticians of both teams discuss the situation so that both teams' statistics are in sync. If the two statisticians cannot come to a mutually-agreed upon conclusion, the decision of the **home statistician prevails.**
- ❖ Keep your eyes, ears and conversation in the table area focused on the events on the field. You can only record what you observe.

## Home Team Table Crew Responsibilities

### REQUIRED

At table:

- Current Boys HS NFHS Lacrosse Rule Book
- Current Boys HS NCAA Statisticians Manual

Stat Manual: Frequently check for updates & revisions to ensure you have the most current version. All documents can be downloaded from the league website (High School>Time/Score/Stats)

- Have table area set up a minimum of 30 minutes prior to game start between team bench areas.
- Set up table: Front edge of the table is set back 6 yds\* from the sideline and centered on midline. (\*when possible)
- Table size must be large enough to accommodate at least 4 people and please provide 4 chairs
- Scoreboard: Flip chart or other scoreboard to show each teams current score
- Provide Game Clock and Penalty Clock:
  - The Game Clock must count down the time (2:00, 1:59, 1:58)
  - To ensure synchronization between Game Clock timer and penalty timer, please try to use one clock for timing both game and penalties. See Timekeeper responsibilities for add'l details.
  - Backup clock/stopwatches and batteries on hand
- Provide Game Horn:
  - Backup horn with recharge
- Scorebook: **ASK REFEREES TO SIGN THE HOME TEAM'S SCOREBOOK AT THE END OF THE GAME.**
- Game balls: The home team shall supply NOCSAE balls as stipulated in rule book (end/side lines – 12 minimum)
- Cones: 7 cones required for most venues (CNU and PAAC provide 4 corner markers)
- Treat visiting table crew and referees with utmost respect as you would a guest in your home. You are their host.
- Pick up all trash after game is over.
- Report/enter game score on HRLax.com.

### SUGGESTED

- Print a copy of your roster with starting line ups to give to visiting table crew prior to game.
- Print a copy of closest emergency medical treatment facility info to give to visiting table crew.
- Have on hand extra writing instruments, clipboards, paper, stat sheets or anything you think may be useful should your visitors forget something.

## Visiting Team Responsibilities

### REQUIRED

Arrive at least 30 minutes prior to game time. Pick up all trash left by your team before leaving the field.

At Table:

- Bring a copy of your roster with starting line ups to give to home table crew prior to game.
- League required team forms, player Medical Releases, and Emergency contacts

### SUGGESTED

- Scorebook: This is your record of the game – see Scorebook job responsibilities for add'l details.

# Job Details

## TIMEKEEPER

**The Timekeeper should only work the clock – please do not attempt to multi-task – seconds matter.** Responsible for starting/stopping Game Clock/Penalty Clock and sounding horn – dovetails with Scorebook. Responsible to assist with supervising table area, penalty management and monitoring. Responsible for understanding current NFHS HS rules regarding game and penalty timing, fouling out, etc. Should be knowledgeable of the most current Statisticians Manual. Must communicate effectively with all table crew and teams/players/refs.

### GAME TIMING

- a. Must NOT be distracted from Game Clock/Penalty Clock at any time during game.
- b. Keep track of time in each quarter. Must closely observe refs during game to properly manage the Game Clock start/stops. Start the Game Clock when ref whistle blows to start play. Stop the Game Clock when the ref whistle blows to stop play.
- c. Keep track of time during halftime and team timeouts
- d. All quarters: Notify refs @ 20 seconds left in quarter.
- e. 4th Quarter: Notify refs @ 2:10, 2:00 and 20 seconds left in quarter/game.
- f. Halftime: Notify refs @ 4:00 and 2:00 left in half-time.
- g. Clock Malfunction: Count in your head, notify refs @ next DEAD ball
- h. **LOUDLY COUNTDOWN EXPIRING TIME IN QUARTER FROM 10 SECONDS SO TEAMS/REFS CAN HEAR YOU! Single Horn blast at end of each quarter.**
- i. **MERCY RULE! Please remember this is ONLY applicable in the second half (3rd/4th quarters).**

NFHS Rulebook - Rule 3 SECTION 1. ART. 2 . . . After the first half, **any time** the score differential reaches 12 goals or more, **the clock will only be stopped for a team time-out , official's time-out or an injury time-out.** Should the score differential be reduced to fewer than 12 goals, then normal play will resume. All penalties that occur during a score differential situation will be running time. In this situation running penalty time begins with the next whistle resuming play.

### PENALTY TIMING

- a. Keep track of time on all penalties. Start the Penalty Clock when ref whistle blows to start play. Stop the Penalty Clock when the ref whistle blows to stop play if in stop time – see running time definition on when to stop penalty clock
- b. The Game Clock can be used for penalty timing although it is recommended that a separate timer be used – ensure both clocks are synchronized.
  - i. If you want to use Game Clock for Penalty timing (barring early release because of score): Time remaining 13:14 when a 30 sec penalty is called. The penalty will be released when the 12:44 is remaining on Game Clock.
  - ii. At end of quarter or half, remaining penalty time carries over to start of next quarter.

### PENALTY ADMINISTRATION:

- a. Non-releasable penalties are released only when the penalty time expires. Non-releasable penalties are never released early.
- b. Non-releasable penalties are served first if there are multi-penalties on player.
- c. Maximum of 3 players for each team in penalty box – 4<sup>th</sup> /add'l players must wait beside table area for spot to open up. Penalty timing begins when player gets into penalty box.
- d. Releasable penalties are released when the penalty time expires OR when the **opposing team** scores a goal. Multiple releasable penalties on a single player are all releasable on an opposing goal (as long as player has begun serving penalty time)
- e. Without comment and within 20 seconds, player must leave the field through the table area.
- f. Penalty time begins with the next whistle commencing play.
- g. Penalties carry over between periods.
- h. Penalties on opposing teams that begin on the same tick of the clock have common time non-releasable.
- i. Goalies serve all their own penalties.
- j. If the in-home is in the box, the next player on roster serves.
- k. Equipment violations are always non-releasable.
  - a. Note: Special substitutions can be made anytime during live play or dead ball, EXCEPT when there is an official's timeout for an equipment violation.
  - b. Depending on refs ruling, the illegal crosse will either stay at table for remainder of game OR player can correct equipment so listen closely to what ref calls.
- l. Any player who accumulates five minutes of PERSONAL fouls has fouled out of the game and may no longer play in the game. A substitute for that player may enter the game when the disqualified player would have been permitted to re-enter had he not fouled out. A player who accumulates five minutes of personal fouls **has NOT been** ejected, only fouled out. Notify coaches and refs when a player fouls out of game.
- m. Personal Fouls are:
  - a. Slash
  - b. Trip
  - c. Cross-Check
  - d. Unnecessary Roughness
  - e. Illegal Body Check
  - f. Unsportsmanlike Conduct
  - g. Illegal Crosse
  - h. Illegal or Missing Equipment (Pads)

**n. LOUDLY COUNTDOWN EXPIRING TIME IN PENALTY (FROM 10 SECONDS – mandatory from 5 seconds!) SO PLAYER/TEAMS/REFS CAN HEAR!**

## HORN

Single Horn: At the end of all quarters. Keep your eye on the clock and BE PRECISE – LOUDLY COUNTDOWN FROM 10.

Double Horn on a **DEAD** ball:

- a. If table or coach wants to speak with refs
- b. Player enters the field early from penalty
- c. Player not legally in the game enters field
- d. Player leaves field and does not immediately return
- e. Substituting player deliberately delays entry
- f. Player violates special substitution rules – equipped, one-for-one & wait, entry imminent, between cones
- g. Head coach asks for count of long crosses

## SCORER

Scorekeeper is provided by Home team and keeps record of the game in the official game scorebook. Assists with supervising table area, penalty management and monitoring. Responsible for understanding current NFHS HS rules regarding game and penalty timing, fouling out, etc. Should be knowledgeable of the most current Statisticians Manual. Must communicate effectively with all table crew and teams/players/refs.

## MANDATORY SCOREBOOK ENTRIES

**PRIOR TO GAME:** Enters into the scorebook (Visiting team Statisticians are encouraged to bring their team scorebook and enter same info):

- i. Enter both teams' rosters/line ups with first & last name, jersey number of each player including goalies(JV in Varsity game marked JV).
- ii. IN HOME is always 1<sup>st</sup> player listed (must be starting attack). Starters must be entered by position, others in numerical order.
- iii. Referee names along with game date, time, opponent, who is Home/Visitor.

**AT THE START OF GAME:** Check players on the game field and record an "s" next to player number to denote starter. Midfielder replacing FOGO is a starter.

- i. Ensure that the recorded IN HOME is starting attack player.

**DURING GAME:** Both home and visitor enters into their own scorebook:

- i. You must be able to differentiate between quarters – denote the quarters by inserting a line at the end of quarter.
- ii. **Game Played – IMPORTANT!** When player enters game and clock is running, record it immediately by marking the quarter next to player name in the scorebook. Players are charged with a game regardless of how many seconds played as long as they were in while game clock is running.
- iii. **Goals & Assists:** Record player # that scored; Assist # (if necessary), the quarter and the time remaining in quarter when score occurred.
  - a. If score occurred during Extra Man Offense or Defense, note MU/MD above the score entry.
  - b. If a team scores on themselves, record OG as the scorer and time remaining in quarter.
  - c. Confirm the score with the referee at the end of each period.
- iv. **Timeouts:** Record team, quarter and time remaining in the quarter
- v. **Penalties:** Record Team, player # or In Home, infraction (+NR if non-releasable), duration of penalty, time of remaining in QTR.
- vi. Confer with statisticians /refs and reconcile stats/score at end of each quarter to **ensure scorebook matches stats/scores.**
- vii. **After score is confirmed, ask official to sign the scorebook and thank them.**

**Both scorebook and stat sheets must be kept by team for 30 days after season ends.**

# STATISTICIAN

Home and visiting team are encouraged to have a statistician at every league game. Responsible to accurately document the statistics of the game and be fundamentally consistent when applying judgment to statistics as prescribed in the most current Statisticians Manual. Helps to be proficient at multi-tasking. Must have ability to stay focused on ball and refs, listen to input from spotters and table crew while writing down the game's statistics/data onto a STATTER sheet. Statisticians are also spotters, notating events and coordinating information with timekeeper and scorebook. Must communicate effectively with all table crew and teams/players/refs. Assist when requested in supervising per current NFHS HS rules regarding all activity under the table area purview.

Statisticians record the following:

- a. FACEOFFS (FO): All FO's, team wins and FO GB unless ref awards ball
- b. SHOTS and SHOT OUTCOME:
  1. Player # who took shot
  2. **GOALS/ASSISTS (include MU/MD if score was during MU/MD)**
  3. **SAVES (would have scored had GOALIE not stopped)**
  4. WIDE (outside of pipes or hit pipe),
  5. DEFENSE (defender blocked/disrupted shot - include D player #)
- c. CAUSED TURNOVER (CT): aggressive action causes opponent to lose possession; usually accompanied by GB unless ref awards ball
- d. GROUND BALLS (GB): gained possession of contested ball during live play; saved possession- imminent OOB/midline loss.
- e. TURNOVER (TO): player or team in possession of the ball or entitled to possession of the ball loses possession of it.
- f. CLEARS: moved ball from defensive third to offensive third; failed clears are always a turnover
- g. PENALTIES – optional as this is required in scorebook
- h. TIMEOUTS – optional as this is required in scorebook

**Both scorebook and stat sheets must be kept by team for 30 days after season ends.**

## SPOTTER

Keen-eyed spotters who call out (narrate) the events occurring on the field are critical assistants to the statisticians. Each team may have up to two spotters assisting during games at the Table. Please see Statistician description... Spotters do the exact same thing as a Statistician with the exception they do not write the stats down. If room at the table is limited, first seating priority goes to scorekeeper and timekeeper. Remaining seating is shared equally between statisticians from both teams. Spotters may stand behind table, or some statistics can be recorded from the spectator side.

## REPORTING TO LEAGUE and LEAGUE website

A logon/userid is required to input this information so please contact your head coach/parent rep if you have questions about your team's administrator logons.

- i. Game score must be reported to league at conclusion of game by the HOME team; Game score must be entered onto league website by HOME team As soon as possible and NLT **24 hours** of game conclusion (Smart phone app available).
- ii. Both Home and Visitor teams should enter their player's stats onto league website within **48 hours** of game conclusion (e.g., Team A enters their player's stats for the game on Team A's league page; Team B enters their player's stats on Team B's league page) – Remember to choose **Male** player!
  - a. If player stats are falsified, all individual player stats are voided and team is ineligible for post-season awards.
- iii. Statistics that can be entered for ALL players:
  - Gms Plyd - Games Played
  - Goals - Goals Scored
  - Asst - Assists
  - Gballs - Ground balls
  - FO - Face-offs Taken (enter each FO player # and number of face-offs he did in game)
  - FO - Face-offs Won (the total of face-offs your team won in game)
  - CT - Caused Turnover
- iv. Additional statistics for **Goalies only**:
  - SH – Shots (total of opponent shots on your goalie - do not include D or W shots; should equal GA+SV)
  - GA - Goals allowed
  - SV – Number of goalie saves

It is recommended that all teams verify the accuracy of your player's stats by watching game film (film not to be taken from table area). If upon verification, your player stats require updating, you may adjust your team's player stats on your league webpage within 7 days. Remember, game scores cannot be altered – only player stats can be remedied.