

BOYS' HIGH SCHOOL LACROSSE MIDLINE MECHANICS

2024

DESIGNED, COMPILED BY
JENNIFER VOGEL

RAISING & HONORING THE GAME

*2024 – Celebrating 13 lucky years
of sharing this information with
love, commitment and passion
for the Game.*

*May you find this Guide helpful ~
Jennifer*

SPORTSMANSHIP

Respect the Game & Each Other.

SPIRIT.

IN THIS COURSE

Overview

Key Definitions

General Info

Rule Changes for 2024

Timekeeper's Duties

Scorer's Duties

Spotter's Duties

Breaking Down Scorekeeping

Announcing a Game

Official's Signals

Resources

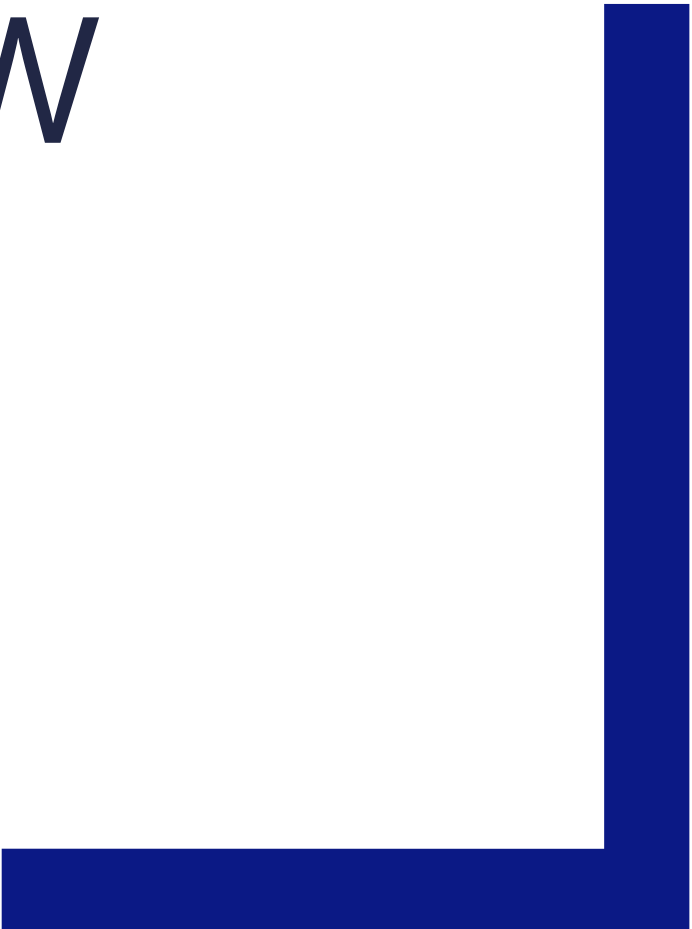


WWW.TINYURL.COM/KEEPSTATS





GAME OVERVIEW



LACROSSE

THE GAME



ONE FIELD

10 PLAYERS/TEAM

TWO TEAMS

FOUR QUARTERS

ONE WINNER



OBJECTIVE
WIN THE GAME
BY SCORING THE
MOST GOALS

BOYS' LACROSSE FIELD PLAYER POSITIONS



10 PLAYERS per TEAM

Attack (3)

Midfield (3)

– Offensive and Defensive Middies

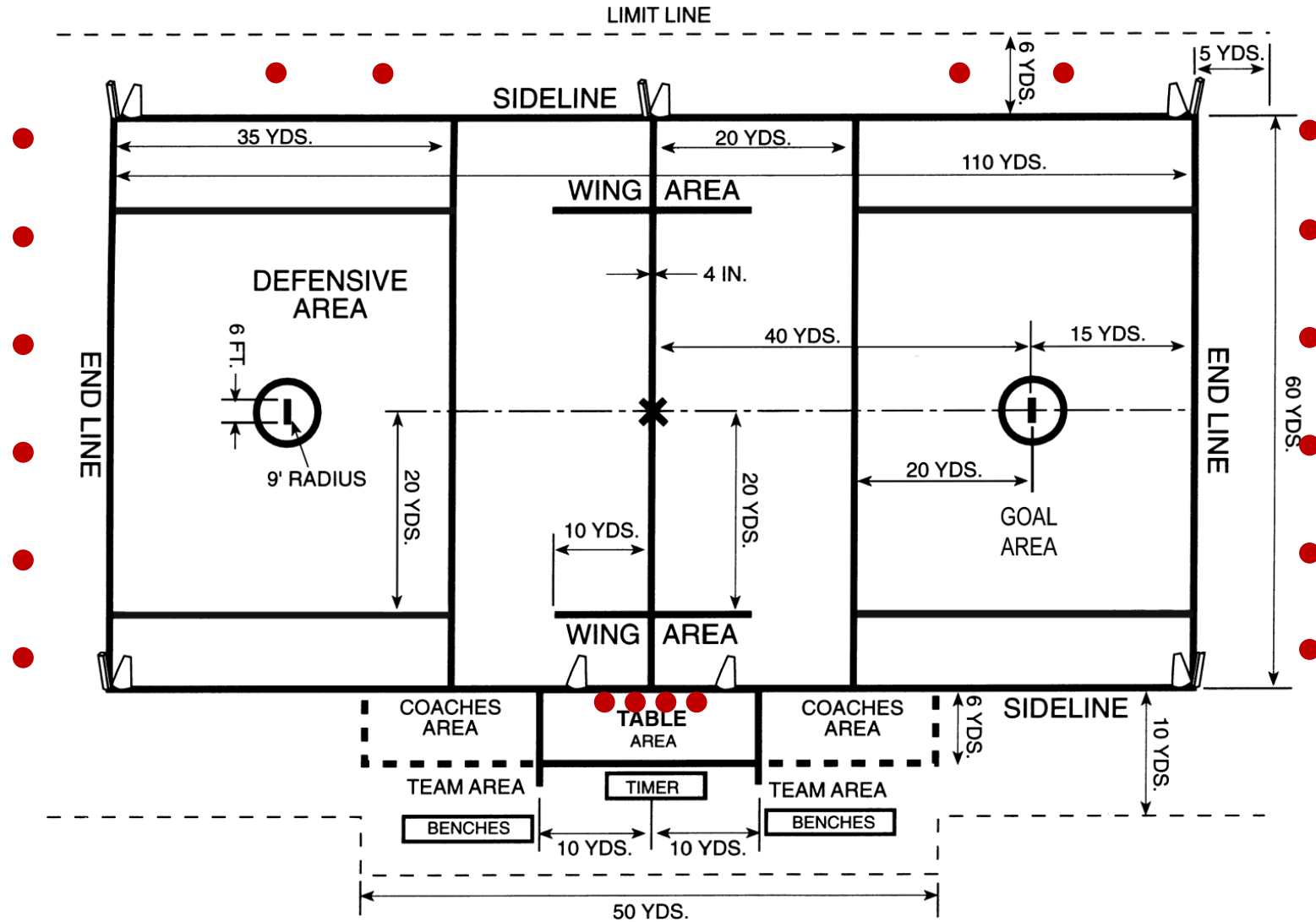
Defense (3)

– Long poles (D-poles)

Goalie (1)

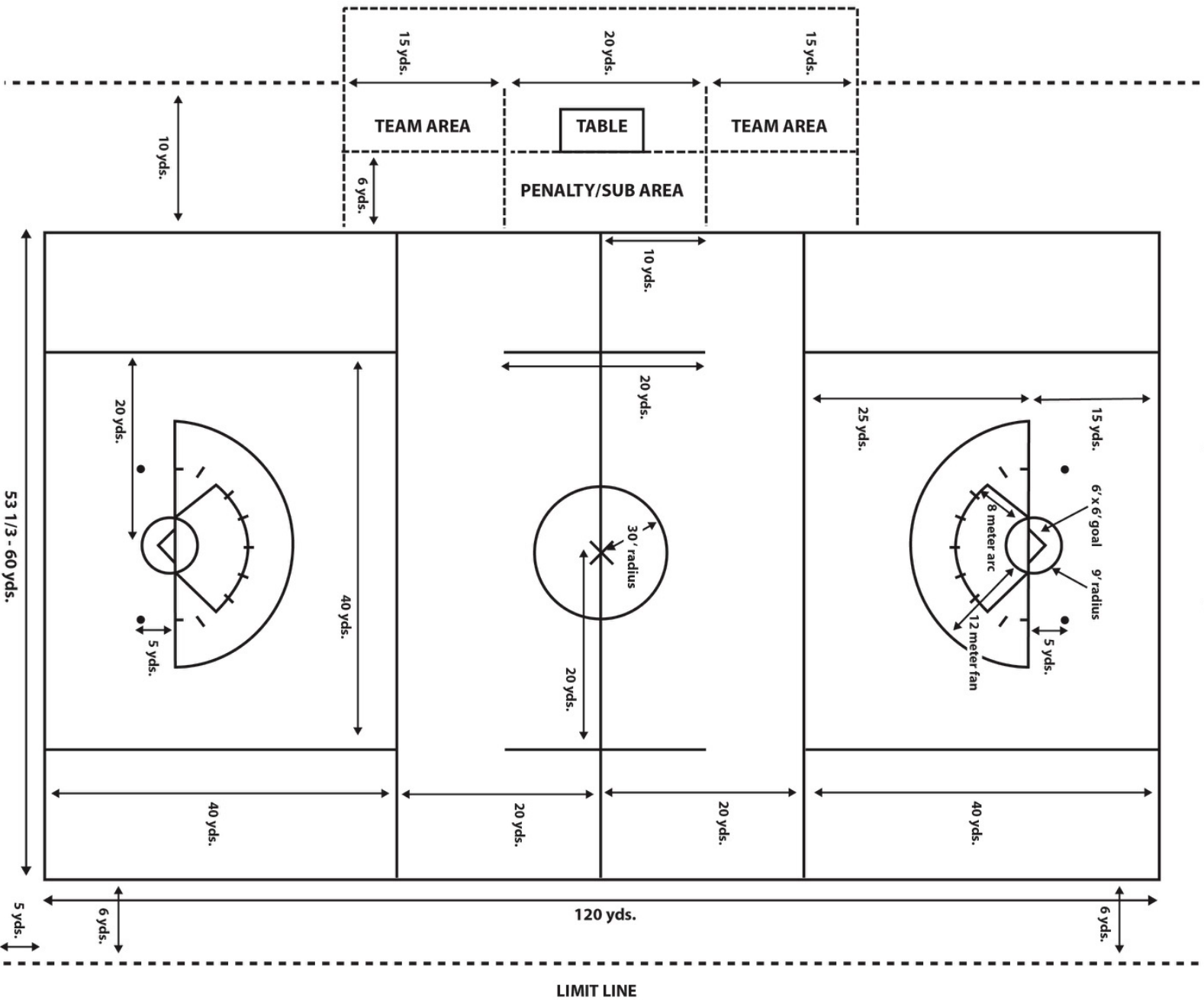
BOYS' LACROSSE FIELD SETUP

Dimensions may vary – Width must be between 53.5 and 60 yards.



Changes in 2023
Table area =
10yds wide
Coaches boxes =
20 yds wide

BOYS' AND GIRLS' UNIFIED FIELD MARKINGS (120 YARDS)





NOCSAE®

National Operating Committee on Standards for Athletic Equipment

Home team must supply NOCSAE imprinted balls at the time of manufacturing for game play. **All balls** must have the NOCSAE seal.

- Field setup – at start and after EACH quarter
- At least five (4) balls on each end line
- At least four (4) balls on each side line opposite benches
- At least 4 balls at the table

If the visiting team supplies the balls, the visiting team is awarded possession on the opening faceoff.

GAME TIME



	PRE	Q1		Q2	HALF	Q3		Q4	(OT)	POST
VARSITY	Countdown Clock 20-30 min	12 min	2 min	12 min	10 min	12 min	2 min	12 min	≤4 min	< 5 min
JV & FROSH	Countdown Clock < 30 min	10 min	2 min	10 min	10 min	10 min	2 min	10 min	≤4 min	< 5 min

REGULAR TIME

is "STOP" TIME for Quarters and "RUNNING" for Half Time and TimeOuts.

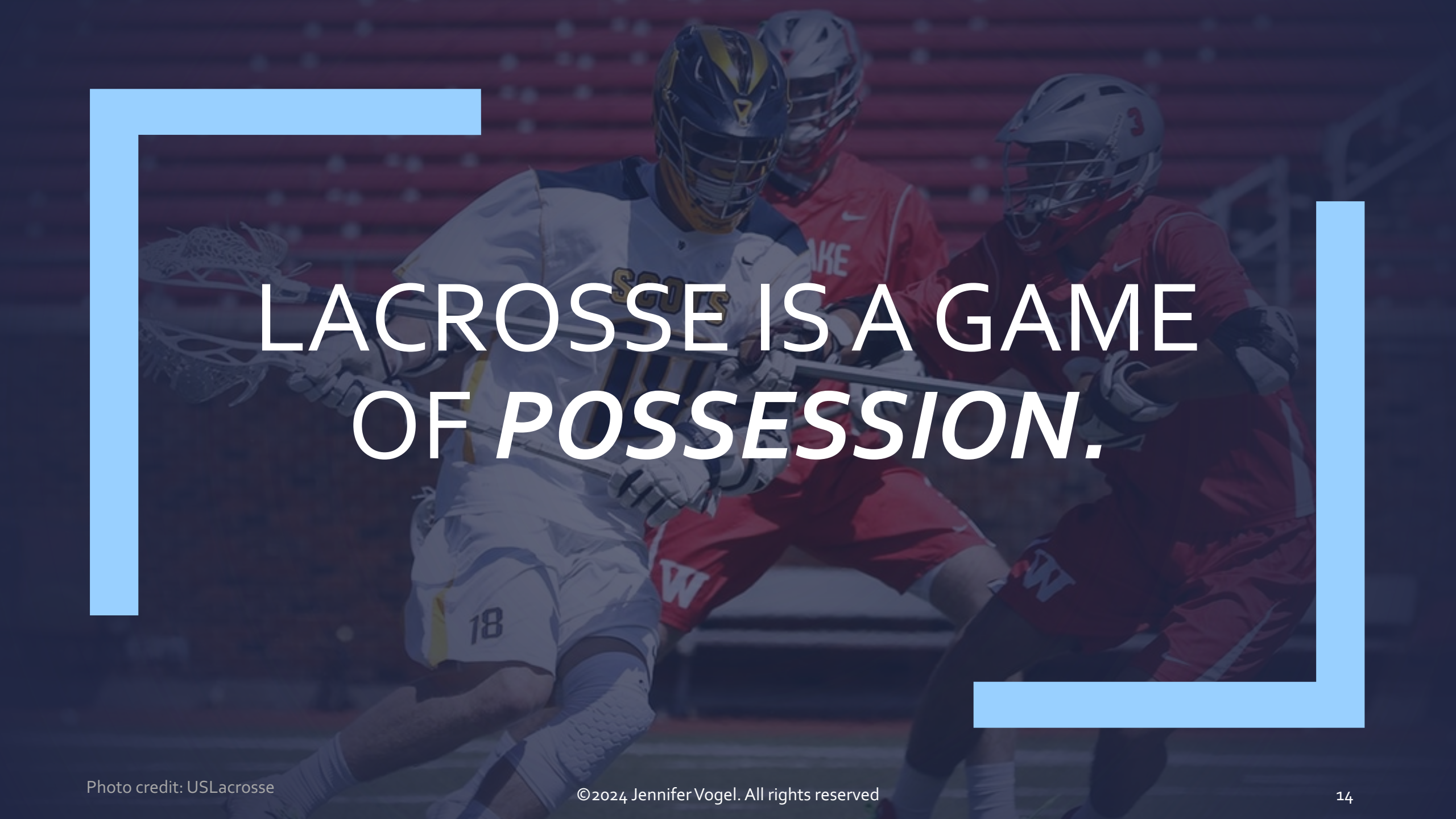
RUNNING CLOCK

during the GAME may occur:

- To save daylight
- If "mercy rule" applies
- Always at the mutual agreement of coaches and officials

OVERTIME

IF OT, a SHORT intermission is observed. No one leaves the field. SUDDEN DEATH determines game winner. Games do not end in a TIE.

A background image of lacrosse players in action, overlaid with a dark blue semi-transparent layer. The text is centered over this image. The image shows three players: one in a white jersey with 'SCOTT' and '18' on it, and two in red jerseys. They are all wearing helmets and holding lacrosse sticks. The text 'LACROSSE IS A GAME OF POSSESSION.' is written in white, with 'POSSESSION.' in italics.

LACROSSE IS A GAME OF *POSSESSION.*



KEY TERMINOLOGY

POSSESSION – SHOT – ASSIST – GOAL – SAVE – GROUNDBALL



FACEOFF

- ✓ Start each quarter*
- ✓ After each goal



POSSESSION



CARRY.
CRADLE.
PASS.
SHOOT.

Photo credit: US Lacrosse, US Lacrosse Magazine

IN THE DETAILS

GAIN OF POSSESSION
during LIVE BALL (Play)
... under pressure



GROUNDBALL

- ✓ Change of possession
- ✓ Take Away
- ✓ Interception
- ✓ From Faceoff
- ✓ From Shot
- ✓ From a Dropped Ball*

DEFINITIONS

Goal	A goal is scored when a loose ball passes from the front, completely through the imaginary plane formed by the rear edges of the goal line. The goal posts and the crossbar of the goal, regardless of who supplied the impetus.
Goalkeeper Save	A save is recorded any time the ball is stopped or deflected by the goalkeeper's body or crosse in such a manner that had the ball not been stopped or deflected it would have resulted in a goal.
Assist	Any one direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent other than the goalkeeper. Only one assist is possible per goal.
Team Goal	A goal scored by a member of the defensive team on its own goal is a team goal.
Time of Goal	Time of goal is to be recorded as the time remaining in the quarter. It is the time "on the clock."
Shot	A ball propelled toward the goal by an offensive player either via a pass, a kick or otherwise physically directed. If the ball ricochets from another player and results in a goal – no shot is awarded. Any shot at the goal.
Shot On Goal (SOG)	On a shot that results in scoring or those saved by the goalie. Reconciliation – Saves + Goals = SOG
Ground Ball (GB)	Any ball not in possession of one team that becomes into possession of that team while in live-ball play is deemed a ground ball. It may be an intercepted pass, a loose ball on the ground, a goalie snagged catch. The ball must be obtained under pressure – whereby an opponent is within five (5) yards of the loose ball. If the player drops the ball on his own volition and pick it up again, no ground ball is awarded. Contestation is a must.

IN THE DETAILS

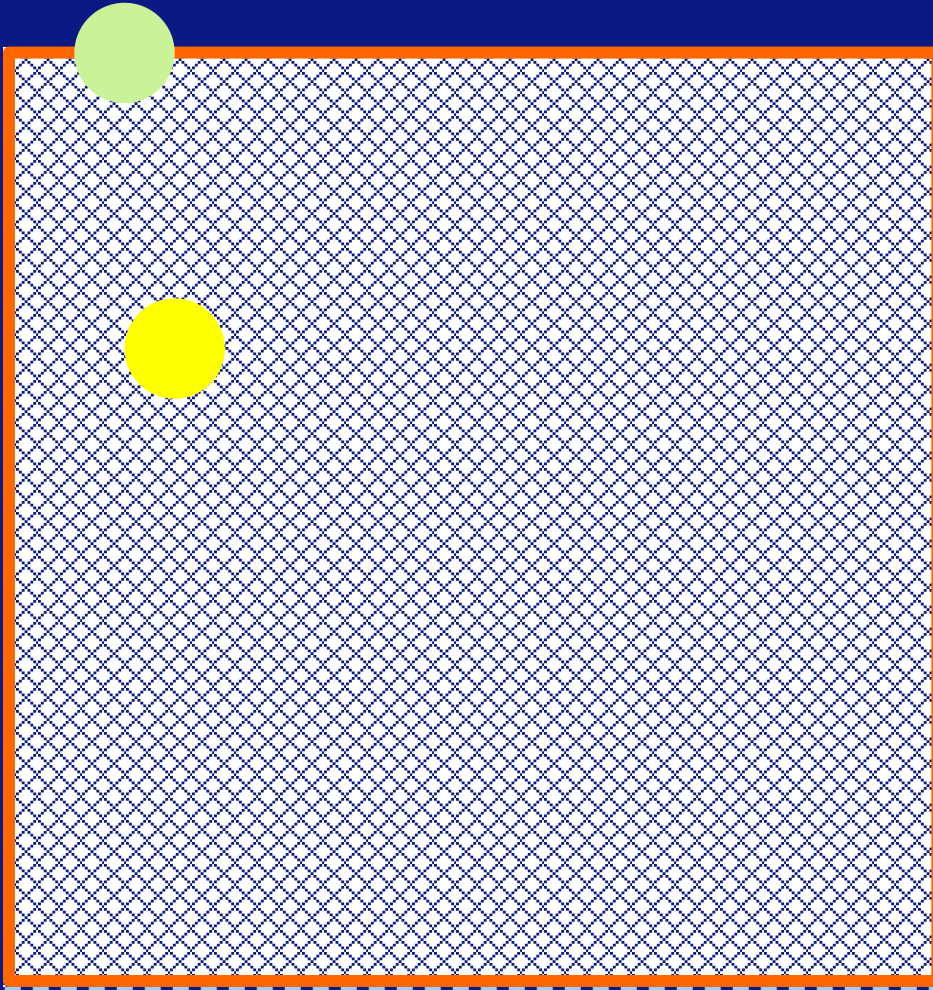


SHOT versus SHOT ON GOAL

SHOT – A ball propelled toward the goal by an offensive player.
Shot on Goal results in a **SAVE** or a **GOAL**. Always.

A shot wide is simply a SHOT. Shot high is just a SHOT.
A shot hitting the pipe of the goal is just a SHOT, not a SOG nor a SAVE.

IN THE DETAILS



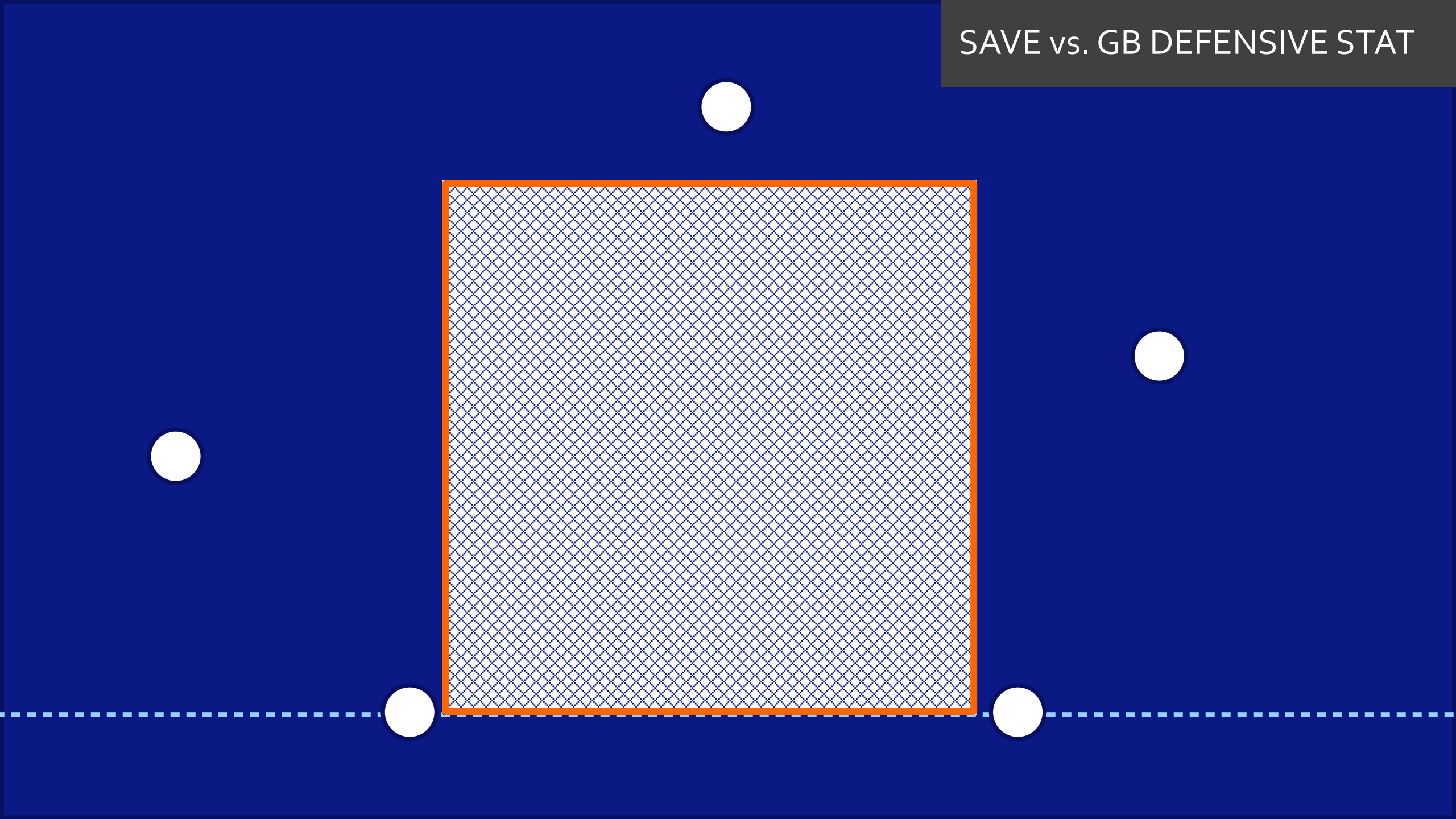
SAVE vs. GB vs. NO STAT

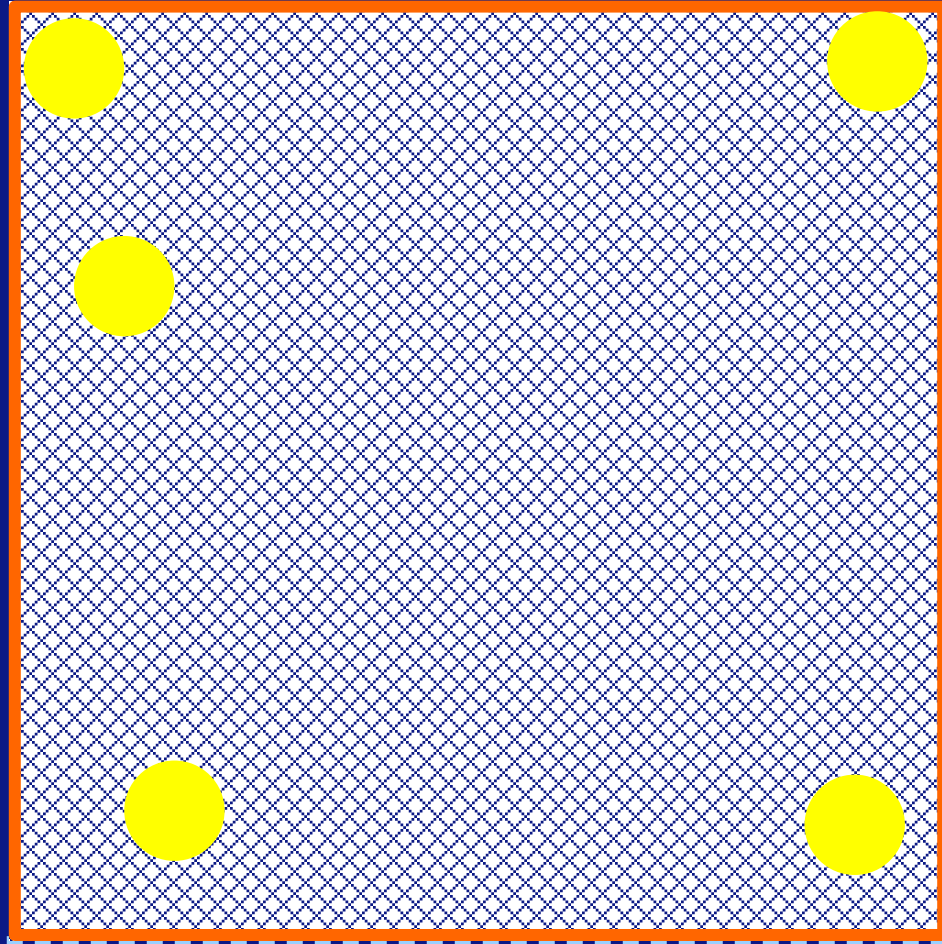
Inside the square = SAVE or GOAL

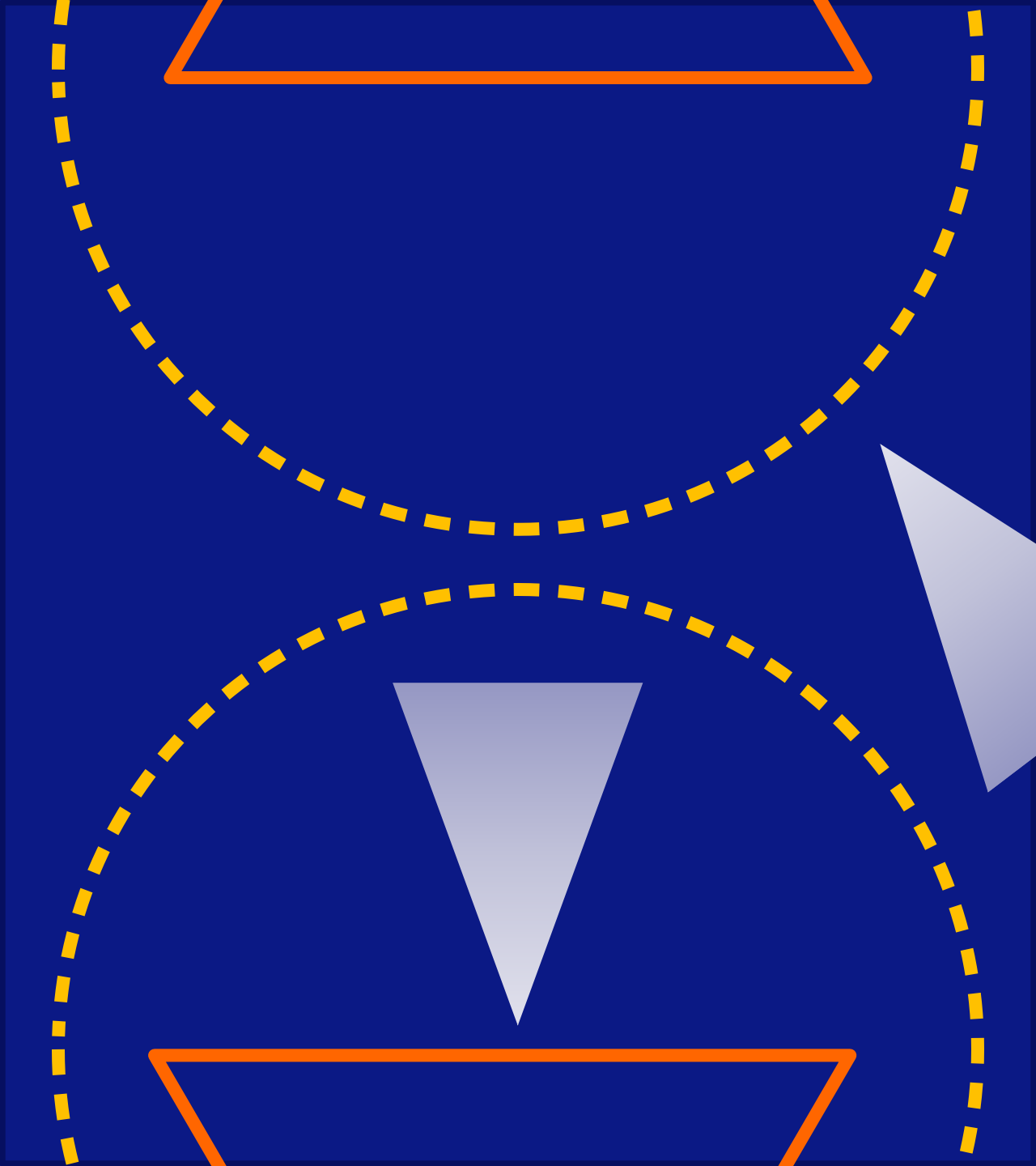
Outside the square? NOTHING or
GROUND BALL

Ball lands in the crease?

Hit the pipe? SHOT, GB or NO
STAT







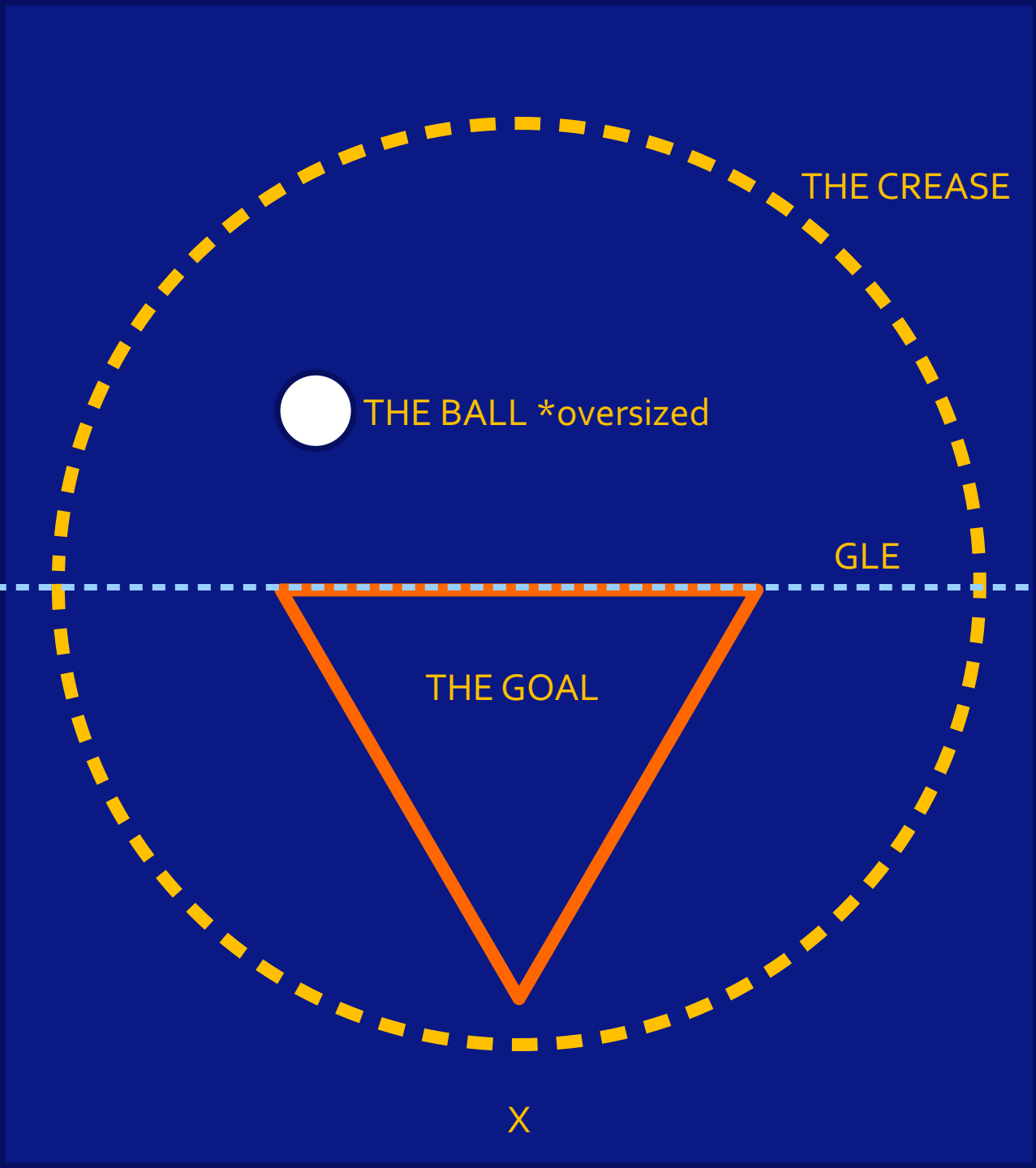
CREASE PERSPECTIVES

ACTION:

Shot v. Shot on Goal

RESULT:

Goal vs. Save



"GLE"

Goal Line Extended

The imaginary line that extends the goal line through and outside the crease

"X"

Play at X, From X

X is the location directly behind the goal.

GOAL

Balls crosses the goal line *completely*.

Goal awarded to the player with scoring impetus.

Player vs. Team



(#5) DENVER VS (#1) DUKE
HIGHLIGHTS & COMMENTARY

IN THE DETAILS – A GOAL

*Shot, kicked, swatted, deflected
– all count, regardless of
team/player.*

GLE
Goal Line Extended

*When is a goal a goal?
When the official rules it as such.*



IN THE DETAILS

ASSIST



Awarded to THE player whom **WITH INTENT**, passed the ball to the player scoring the goal.

At the discretion of the official scorer. PERIOD.

Credit: ESPNU / 2014 ACC Championship

IN THE DETAILS

SAVE



Ball is PREVENTED
from GOING IN
THE GOAL.

If the goalie did not
stop it or was not in
goal, would it have
been a goal?

IN THE DETAILS

GROUND BALL



Credit: ACC Network

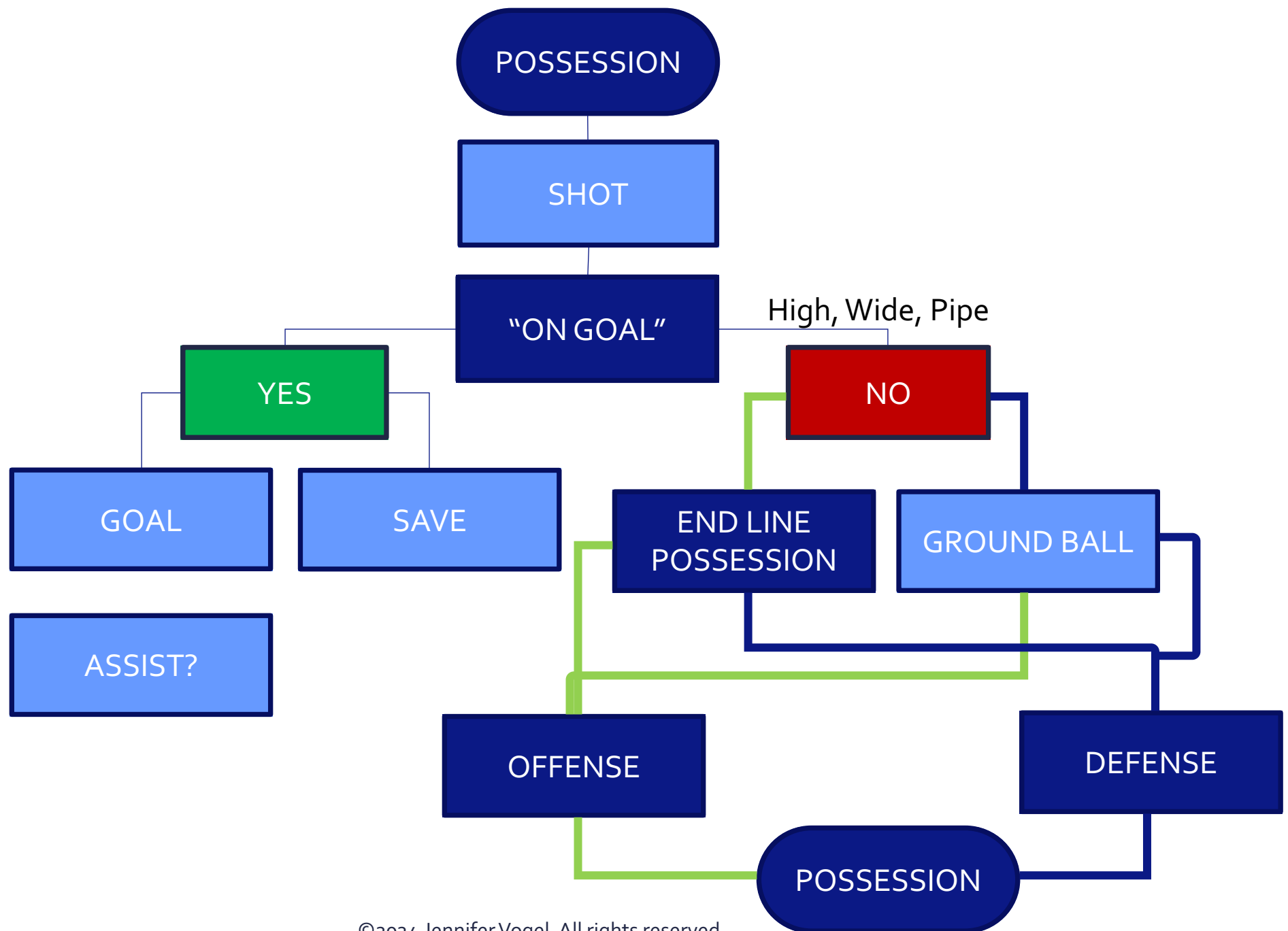
GB *always* results in possession.

- Faceoff
- Shot
- Interception
- Caused TO
- Dropped pass*

* *With contestation*

GROUND BALL EXCEPTIONS

- Player A drops ball, is not contested and regains possession, there is NO GB.
- Ball lands in crease, Goalie picks up ball – NO GB
- GB is typically awarded on a Face Off. May not be if play ends out of bounds prior to possession being called.



REVIEW

Ground ball

Shot

Shot on Goal

Save

Goal

Assist

Ground ball is the ability to gain possession and demonstrate control: carry, cradle, pass, shoot.

A **shot on goal** results in a GOAL or a SAVE.

A ground ball is a **change of possession** or the result of a loss of possession and regaining it with **contestation**. A *ground ball does NOT need to be on the ground to be a GB. Possession is required.*

If the **goalie bobbles a save** and then gains possession, there is NO GB.

If the goalie saves the ball, and the ball drops in the crease OR if the goalie gains possession in the crease, there is NO GB.

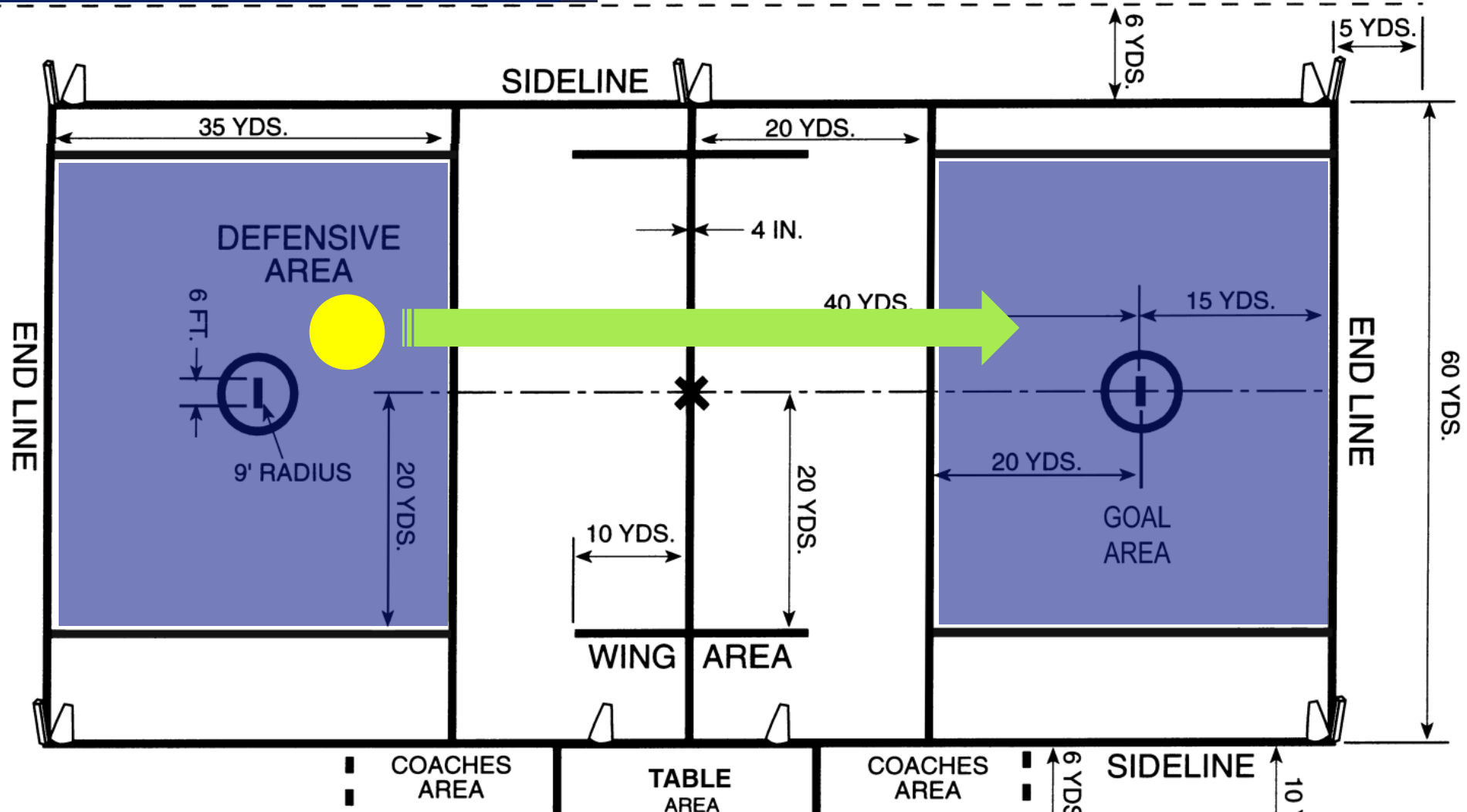
If the shot hits the goal, otherwise known as a pipe, identify as a SHOT. No Save awarded.

DEFINITIONS (continued)

Clear	The attempt from one team to move the ball into the offensive area from its defensive area. A successful clear is awarded when the clearing team successfully establishes possession in their offensive area before the other team gains possession.
Extra-Man Offense/Defense	Any time a team is playing with one or more men short (extra) counts as an extra-man opportunity for the offense. If both teams are “short”, there is no EMO. Man-up goals are scored when the defensive does not yet have a full-team on the field.
Crease Violation	If an offensive player steps into the offensive crease. Possession is awarded to the defense.
Turnover	Turnovers occur when a player or team in possession of the ball or entitled to possession of the ball loses possession of it – either live ball or dead ball situation. The player responsible for the change of possession is awarded the turnover. If no one player is identifiable, the turnover is awarded to the team.
In Home	The first player in the scorebook roster for the game. This player serves any team penalties. The time served does not count toward his total penalty time.
Extra Man	Any time a team is playing one or more men short or extra counts as an extra-man opportunity (EMO) on defense or offense.
All Even	Both teams have the same number of players on the field.
Take Away	Defenseman takes the ball away from the driving offense. Results in a GB to defenseman.
Interception	Pass caught by the opposing team when intended for a teammate; results in a GB.

IN THE DETAILS

THE CLEAR BOX to BOX transition



THE FAILED CLEAR Turnover!



IN THE DETAILS

EVEN

9 field players

EXTRA MAN OFFENSE

vs 9 field players

MAN
UP

6 OFFENSIVE
field players

vs 5 DEF field players

MAN
DOWN

IN THE DETAILS

EXTRA MAN / EMO *MAN UP or MAN DOWN*

The penalized team loses an active player for an infraction.

RESULT	MAN UP TEAM	MAN DOWN TEAM
MAN UP TEAM GOAL	EMO Success	N/A
MAN UP TEAM NO GOAL	EMO Failure	Penalty Kill

IN THE DETAILS TURNOVERS & CAUSED TOs & TAKE AWAYS

Lose possession

- Dropped
- Thrown away
- Taken Away

Gain possession

- Forced out of bounds
- Checked ball (Taken away)
- Interception

Groundball likely results.



YOUR ROLE @ THE TABLE

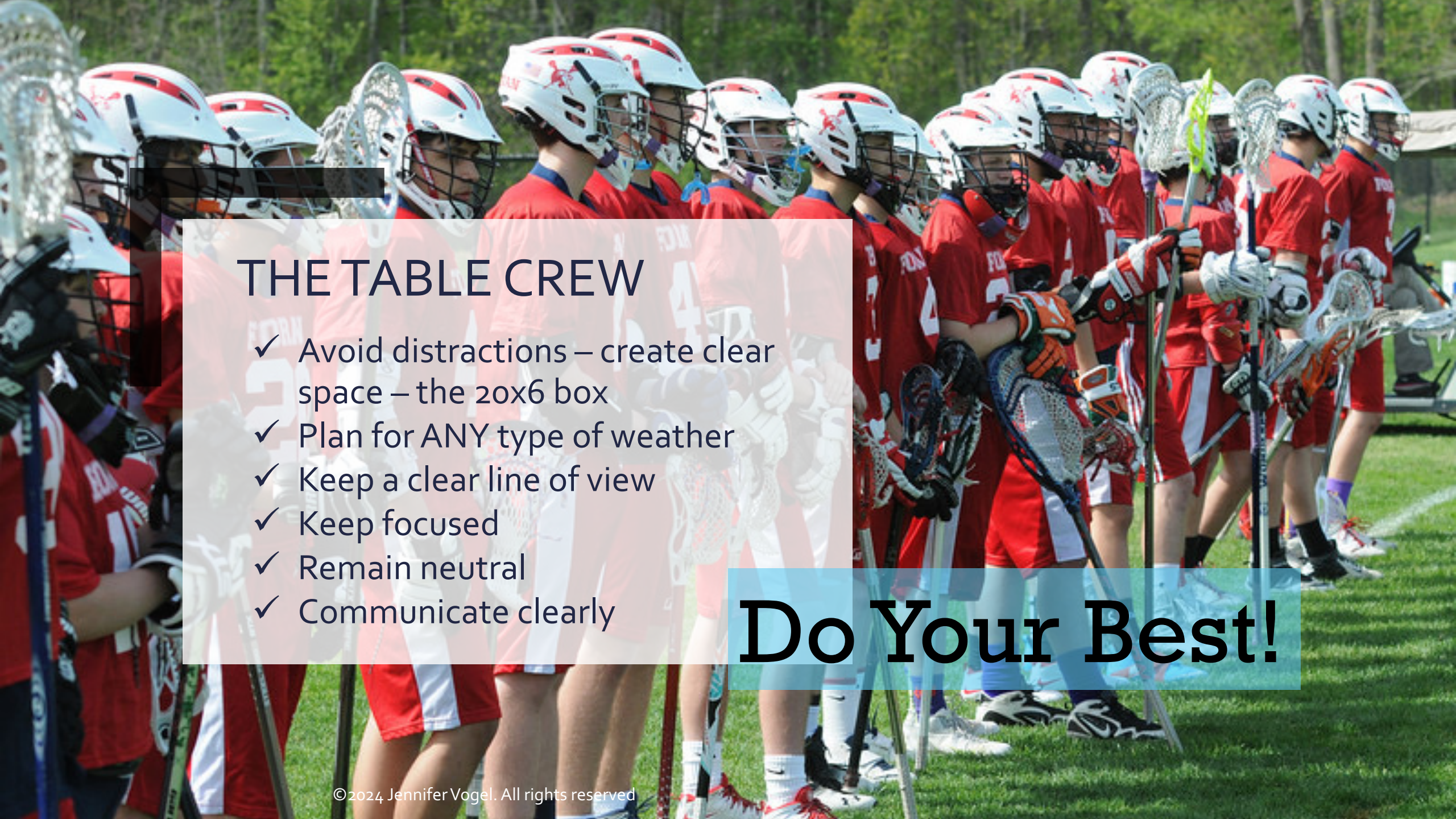


GAME “OFFICIALS”

GAME “OFFICIALS”

- Home Team Scorekeeper & Timekeeper
- Opponent Scorer
- Spotter(s) – Optional
- Field Referees (2-4)

ANNOUNCER

A photograph of a lacrosse team lined up on a grass field. The players are wearing red jerseys, white helmets with red accents, and holding lacrosse sticks. The background shows a line of trees under a clear sky.

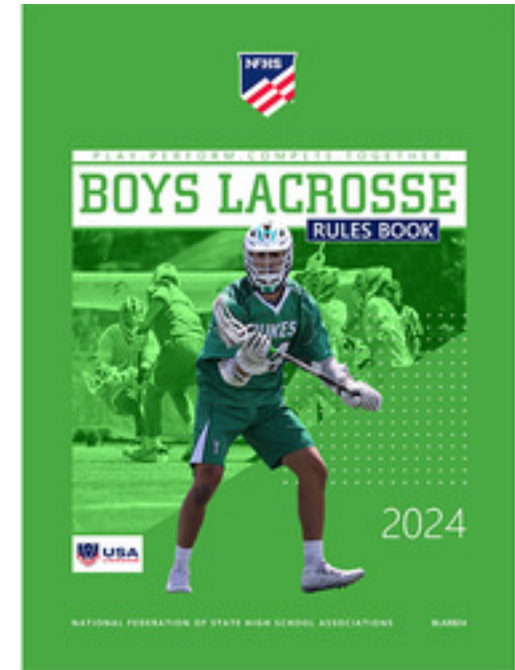
THE TABLE CREW

- ✓ Avoid distractions – create clear space – the 20x6 box
- ✓ Plan for ANY type of weather
- ✓ Keep a clear line of view
- ✓ Keep focused
- ✓ Remain neutral
- ✓ Communicate clearly

Do Your Best!

HOME TEAM TABLE CREW *Requirements*

- Scorebook
- *Working* Timing Device
- Table
- Working horn (hand-held or part of the scoreboard)
- Personnel to score and time
- Officials for the game
- Trainer
- NOCSAE game balls with the field set (end and side lines)
- Writing instruments
- Current Rules Book



As of 2/6/2024 – the 2024 Rule Book was only available via [NFHS.org](https://www.nfhs.org) for \$12

HOMETEAM TABLE CREW *Optional*



AED & CPR & MEDIC

Grants & Discounts Available

<https://www.uslacrosse.org/safety/aed-players-pulse>
<https://www.onebeatcpr.com/landing/limited-time-offer/>

Requirements: NONE

Optional:
Scorer & Spotter

NOTE: The home team is NOT required to provide your team with water.

AWAY TEAM TABLE CREW

WORKING TOGETHER

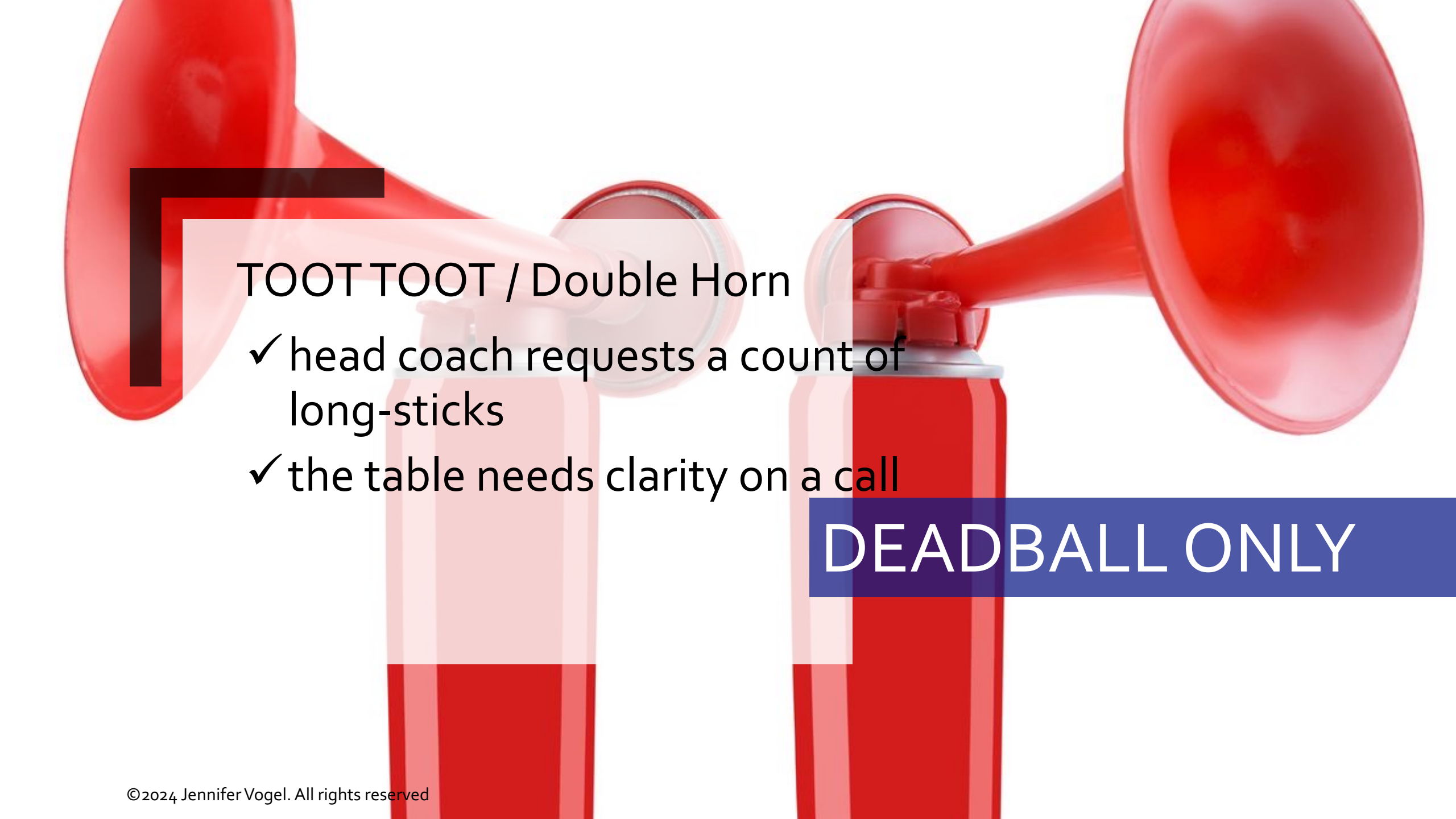
PREGAME:

- Confirm length of quarters
- Verify the In-Home Men
- Identify how to alert end of quarter/game

DURING THE GAME:

- Confirm score & timeouts
- Double horn



The background of the slide features two large, red, double horns mounted on stands. The horns are positioned on either side of the central text, with their bell ends facing outwards. The stands are also red and have a cylindrical shape. The entire scene is set against a plain white background.

TOOT TOOT / Double Horn

- ✓ head coach requests a count of long-sticks
- ✓ the table needs clarity on a call

DEADBALL ONLY

TABLE ENVY





TABLE REALITY



Shout out to SOCALLAXASSOC!

EXTRAS

ONE – TWO TABLES required.

- Tent or umbrellas for rain / heat
- Insect repellant
- Two chairs (not three or four) of appropriate height to write well
- Boards for under chairs (even if turf)
- Extra writing instruments
- Water for spotter
- Extra timer
- Extra batteries
- Hand warmers | snow gear
- Binder clips



2024 RULES & CHANGES



Rule Changes & Clarifications for 2024

<https://www.nfhs.org/articles/boys-lacrosse-rules-changes-2024/>

1. Most rule changes in 2024 clarified existing rules.
2. Emphasis on safety continues ...

NEW in 2024:

4-24-11 If a player has the helmet come off during play, play shall be suspended immediately, and the player shall leave the field until after the next dead ball following the resumption of play.

5-4-2 A player who makes indirect contact to an opponent's head and/or neck when the initial force of the contact is to the body of the opponent then slides up to the head and/or neck area.

PENALTY: A one-minute non-releasable foul. An excessively violent violation may result in a longer non-releasable penalty or an ejection.



This **2023** video is available for viewing at:
<https://vimeo.com/795390528>



THE TIMEKEEPER

KEEPING THE CLOCK & THE HORN

Game Clock

Clock Start/Stop

- Before Game
- During Game
- Intermissions
 - Between Periods
 - Half Time
- Time Outs
- Game End

Penalty Clock(s)

Penalty Start / Release

- Releasable
- Non-Releasable

The Horn

Man the horn

- End of periods
- Alerts



TIMEKEEPER | WHAT YOU DO

- ✓ Home team provides the official timekeeper(s)
 - game and penalty clocks.
- ✓ If you are a time-keeper for the game, please arrive at least 30 minutes prior to the game start.
- ✓ Find and check operations of game clock.
- ✓ Familiarize yourself with how the controller operates.
- ✓ If you use stop watches, know how to stop/start/reset **and do it quickly.**



STOP CLOCK

Game clock starts / stop on the official's whistle.

Best to remain attentive at all times:

Whistle >> Clock ON

Whistle >> Clock OFF

GAME TIME



	PRE	Q1		Q2	HALF	Q3		Q4	(OT)	POST
VARSITY	Countdown Clock 20-30 min	12 min	2 min	12 min	10 min	12 min	2 min	12 min	≤4 min	< 5 min
JV & FROSH	Countdown Clock < 30 min	10 min	2 min	10 min	10 min	10 min	2 min	10 min	≤4 min	< 5 min

REGULAR TIME

is "STOP" TIME for Quarters and "RUNNING" for Half Time and TimeOuts.

RUNNING CLOCK

during the GAME may occur:

- To save daylight
- If "mercy rule" applies
- Always at the mutual agreement of coaches and officials

OVERTIME

IF OT, a SHORT intermission is observed. No one leaves the field. SUDDEN DEATH determines game winner. Games do not end in a TIE.

MERCY RULE

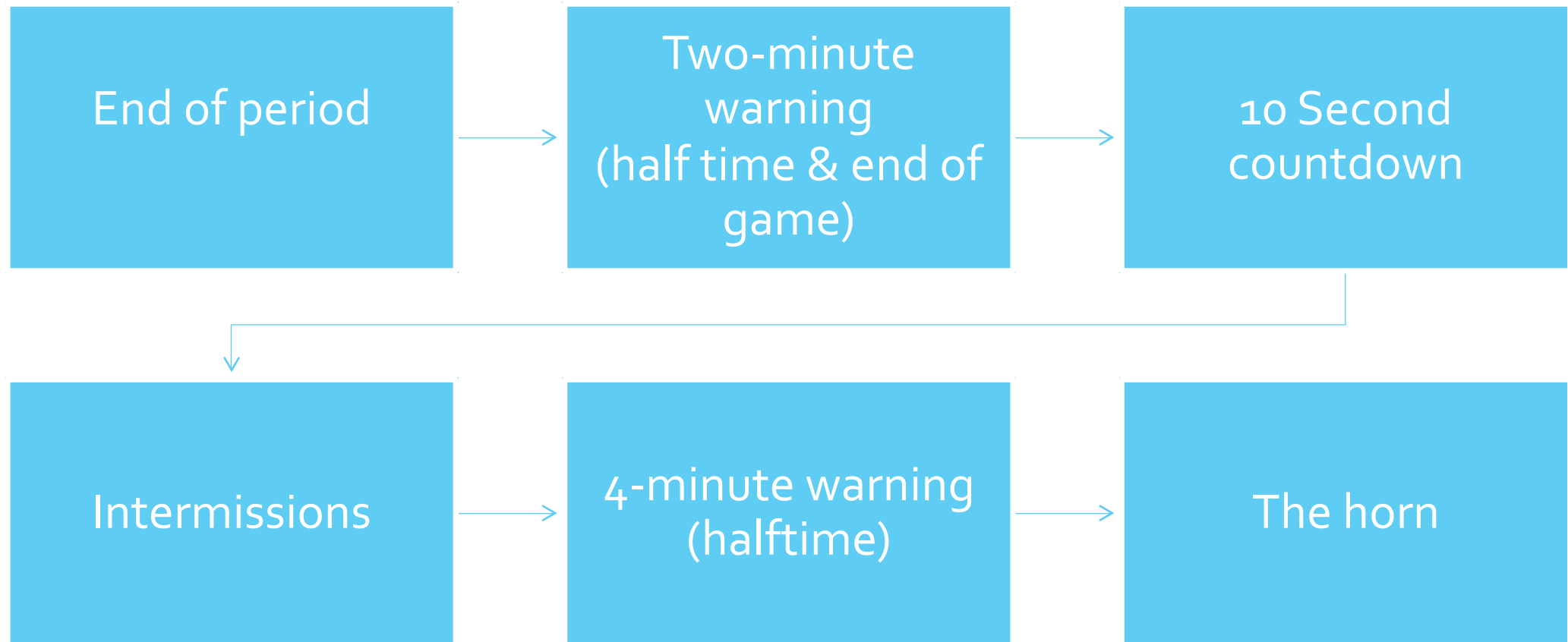
Running Clock...

- in the **Second Half**.
- when the GOAL differential is **12 Goals**.
- and remains running clock.
- Clock only stops for time outs and end of periods.
- Penalty time during running clock starts on the whistle.

If goal differential becomes less than 12, go back to STOP CLOCK immediately on the next whistle



GAME TIMEKEEPER'S DUTIES



TIMEKEEPER: Points of Emphasis

BE AUDIBLE.

BE FAIR.

BE ACCURATE.

THE HORN

- A horn is required at the table, regardless of using a scoreboard for the end of period/game.
- You will sound the horn at the end of each time period.
- The horn may be **DOUBLE TOOTED** during the next dead ball for a coach's request, when official's help is needed or on an early release from the penalty box.





PENALTY TIMEKEEPER'S DUTIES

Track the penalty time for BOTH
teams and
manage the penalty box.



PENALTY TIMEKEEPER

Penalties vary in time

- Personal fouls – 1-3 minutes depending on the infraction
- Technical fouls – 30 seconds

Penalty Types:

- **RELEASABLE** Penalty – penalty time is over when goal is scored
- **UNRELEASEABLE** Penalty – the full penalty time is served regardless of goal or period ending

PENALTY TIMEKEEPER



Set the penalty clock



Calculate the "release" time



Start the clock on the whistle



Audibly countdown from 10-seconds



3-2-1-RELEASE



Reset the clock as "get-ready"



QUICK CALC for PENALTY TIME RELEASE

:30 SECOND PENALTY

If seconds at the time of penalty are between 0-30 seconds, subtract 1 min and add 30 seconds:

For example –

Time of penalty is 8:03,
30-second penalty release is 7:33

$$8:03 = 8-1, 03+30 = 7:33$$

If seconds on the clock at the time of penalty are between 30-59, subtract 30:

For example –

Time of penalty is 3:53,
30-second penalty release is 3:23

$$3:53 = 3-0, 53-30 = 3:23$$



[illegible]

THE SCOREKEEPER

SCORER'S DUTIES

1

Recordkeeping

Score
Penalties
Timeouts

2

Statistics

Goals | Shots | Shots On Goal
Assists
Saves | Goals Against
Groundballs
Faceoffs
Clears
Turnovers | Caused Turnover
Extra Man Opportunities

SCORER'S DUTIES

PREGAME	DURING	POST-GAME
Verify your roster with coach	Record goals/assists by player	Tally game stats
Enter opponent's roster	Record penalties by type and player	Provide coach with book
Share your roster with opponent's scorekeeper	Record timeouts by team by half	
Verify the in-home player* for both teams and share with the head referee	Track and tally stats accurately	
Record all officials' names in book	Confer with officials	
	Update the announcer	
	Update score on board	
Compete with Class ~ Honor the Game		

HOMETEAM SCORER'S DUTIES

Pregame

1. Unless specified by the head official, the home team scorer shall be the official scorer.
2. You should be on-site at least 20 minutes prior to the start of game.
3. Obtain the scorebook from your team's coach.
4. Verify that the roster has been entered for the game.
5. You will be asked by the official who is the "in-home man" for each team.
6. Enter pertinent game information –
 1. Opponent's name, coach's name, officials' names
 2. Game date/time (Weather)
 3. Your name
7. Obtain the opponent's roster and enter into your scorebook.
8. Share your roster with the opponent's scorer.
9. Share rosters with the announcers (optional). Take photo and email to the press box.

SCORER'S DUTIES *In Game*

- Record ***goals and assists*** into the scorebook via player #
- **Verify the goals/assists and player #s** with the referee at the end of each quarter.
- **Record *timeouts*** accurately. Notify the nearest referee immediately if more timeouts are taken than allowed.
- Record the time of, duration, infraction type and player # when ***penalties*** are assessed.
- Notify the nearest official immediately if a player accumulated more than five (5) minutes of personal fouls.
- Notify the nearest official if a player enters the contest without being on the roster prior to game start.
- **Track all statistics accurately.**
- Tally stats by quarter.
- Be friendly with the opponent's scorer.
- Ensure that the focus at the timer/scorer table is on the game and clear from visual and audible obstructions.

SCORER'S DUTIES

Post Game

- ✓ Offer humble **congratulations** and gratitude to other table officials and respect opponent
- ✓ **Tally statistical totals.** Confer with opponent scorekeeper if needed.
- ✓ Provide head coach with the score book following the game for signature.
- ✓ **TAKE PHOTOS** of the entire Game's stat sheets.

SCOREKEEPER: Points of Emphasis

BE ACCURATE.

BE KNOWLEDGABLE.

LISTEN ACTIVELY.

PRIORITY OF STAT RECORDING

MUST-HAVE

In-Home/Rosters
Score
Goals
Assists
Penalties
Timeouts

NICE-TO-HAVE

Shots v SOG
Saves v Goals-Against
Groundballs
Faceoffs (Win/Loss)

BONUS

Turnovers
(TA, TO and CT)

Clears
Extra Man Opps

HOME TEAM
SCORER
Required for
both teams?

YES

NO

NO

THE SPOTTER



SPOTTER'S DUTIES

- ✓ Keeps an extra set of eyes on the game.
- ✓ Calls/confirms the plays of the game.
- ✓ Helps with penalty time keeping.
- ✓ Leave the binoculars at home.

SPOTTER'S JARGON

"X from Y"	Player X scored the goal; Player Y had the assist, where X and Y are the players' numbers.
"White X Groundball"	Award Player X in the white jersey a ground ball, where X is the player's number.
"Blue X Shot (wide/high)" "Blue X Shot on Goal"	Award Player X in the blue jersey a shot. Shot may be on-goal or not.
"Save"	Goalie prohibits goal as shot on goal is made.
"Blue Possession"	"Blue" team wins face off. "White" team loses face off.
"Clear by Blue"	"Blue" team successfully moves ball from their defensive area across the midline and into the offensive area.
"White X" and "Blue Y"	Name the faceoff players numbers with a pre-call of the team color.
"Caused turnover White X, Turnover Blue X, Groundball White Y"	If the event of a caused turnover, call the team color of the player whom caused the turnover as well as the ground ball (team color and number). Call the player team color and number whom turned the ball over.

SPOTTER: Points of Emphasis

BE SUCCINCT.

BE AUDIBLE.

BE KNOWLEDGABLE.

KEEPING THE BOOK

Game #: _____ Date: _____ Time: _____ Min/ Qtr: _____ Played At: _____ Conf. ☐ Non-Conf. ☐ Score: _____

Team Name	Head Coach	1	2	3	4	5	6	7	8	9	10	11	12
H													
V													

No.	Player Name	Quarters Played 1 2 3 4 O.T.	Shots	Goals	Assists	Ground Balls	Pts.	Penalties R.T. No. Infraction (R) Qtr Time	Overall Statistics
1									1
2									2
3									3
4									4
5									5
6									6
7									7
8									8
9									9
10									10
11									11
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BREAKING IT DOWN LEVEL 1

FOCUS ON WHAT'S MOST IMPORTANT

- Enter rosters + in-home
- Keep score (Goals and Assists)
 - who scored
 - who assisted
 - time of goal
 - quarter
- Keep penalties
 - who
 - duration of penalty
 - type of penalty
 - time penalty occurred
 - quarter
- Keep time outs
 - time & quarter

FOR BOTH TEAMS if HOME SCORER

BREAKING IT DOWN LEVEL 2

THEN WORK ON ...

- Ground balls
- Shots & Shots on Goal
- Saves
- Face offs

start with your team as tallies, then work toward tracking stats to the player, then track both teams.

BREAKING IT DOWN LEVEL 3

THEN WORK ON ...

- Clears
- Extra Man
- Turnovers, Take Aways and Caused Turnovers

Again, start with your team as tallies, then work toward tracking both teams



[illegible][illegible]

85

WWW.TINYURL.COM/KEEPSTATS

86

RECORD THE “IN-HOME MAN”

- Each team designates an in-home man.
- The number and name are entered as the **FIRST player on each roster** in the scorebook.
- The in-home player does play ATTACK.
- It is typically the “third” starting attackman on the team.
- This player is confirmed with the each head coach and verified by the officials.
- This player serves penalties called against the team or coach or other non-player (could be a parent).

Team

Coach

Team

Coach

1

2

3

4

5

6

7

8

9

10

11

US

	#	PLAYER	SHOTS	sog	G	A	GBs
ATTACK		IN-HOME HERE					
1 st MID							
2 nd MID							
3 rd MID							
DEFENSE							
G							
G							

PENALTIES / FOULS				
P/T	#	PENALTY	QTR	TIME

INDIVIDUAL SCORING				
#	NAME	G	A	PTS

TIMEOUTS			
1 st HALF	2 nd HALF	1 OT	2 OT

QTR DURATION	
HEAD OFFICIAL	
UMPIRE	
FIELD JUDGE	
OPP SCORER	

SAVES	#	Q1	Q2	Q3	Q4	OT1	OT2	TOT.

DATE

SITE

WEATHER

GAME START

SCORER

TIMER

PREGAME

IN GAME /
REALTIME

IN GAME / REALTIME

IN GAME SHORT BREAKS

IN GAME
INTERMISSIONS
and/or
POSTGAME

Game Info		Date:	Time:	Min/Ovr:	Played At:	Conf.	Non-Conf.	Scores:					
Team Name	Head Coach	1	2	3	4	5	6	7	8	9	10	11	12
H		RUNNING SCOREBOX											
V													
No.	Player Name	Quarters Played 1 2 3 4 O.T.	Shots	Goals	Assists	Ground Balls	Pts.	Penalties		Overall Statistics			
								PENALTIES					
								TOS					
								FOS					
Totals													



LET'S GET STARTED

RECORDING STATS – THE *SUPER SECRET SAUCE*

COLORED ERASABLE INK PENS WITH FINE POINTS

- Change **color per quarter**
- Use contrasting colors
- Avoid using blue/green or red/orange in back to back quarters/half

<https://www.jetpens.com/blog/the-best-multi-pens/pt/257>

JetPens.com

FriXion Multi Pen – erasable

Pilot Dr Grip 4+1 – has pencil

Uni Jetstream 4+1 – great for Lefties



SPOTTER

READY ...
White 20 vs. Blue 14

Whistle

TIMEKEEPER

CLOCK ON

Possession

SPOTTER

Possession Blue,
(FO win 14), GB 34

SCORER

FO win, Blue 14
GroundBall Blue 34

SPOTTER

Blue 34 Shot, Wide,
Groundball Blue 32

SPOTTER

Blue 34 Shot on Goal.
Goal is Good. 34 from 32.

Whistle

TIMEKEEPER

<Clock off>
Time is 11:42 in the First

SCORER

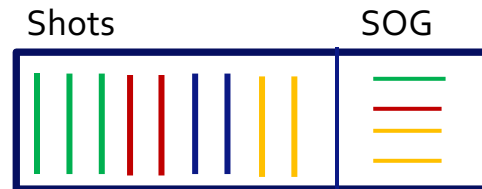
Confirming ...
Goal Blue 34, Assist 32
11:42 / 1

RECORDING STATS

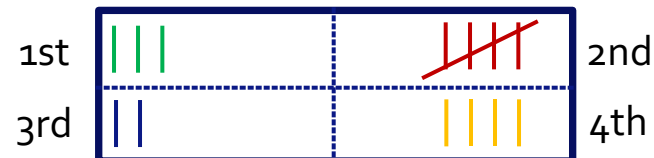
COLORED PENCILS or PENS

- Change **color per quarter**
- Use contrasting colors
- Avoid using blue/green or red/orange in back to back quarters/half

- Think **perpendicular** for Shots and Shots on Goal (SOG)



- Think **quadrant** for GBs



THE SCORERS' BOX

Time of Score
as noted by Timekeeper

As a rule of thumb, most teams
do not track the goal type

Bold the line at the end of
the quarter - optional

H	Central High		0:14	F	5:53	C	8:40	X	7:37	O	11:54	C	6:19	C	3:40	F	7:11	X	9:40	X	10:01	O	11:21	C	
Coach	Roger Southworth	Record 3-1	13	18	13	25	41	18	33	-	13	-	16	18	13	25	18	25	41	-	47	18	26	11	
V	Country Day		5:02	X	1:39	X	9:03	F	0:16	F	1:14	X	3:24	D	5:02	D	6:27	C	7:30	F					
Coach	Ned Turner	Record 2-1-1	17	25	26	-	17	43	19	25	25	U	14	-	14	-	14	24	17	25					

Player # who Scored
CIRCLE the # who
Scored

Player # who
Assisted

If Unassisted – use "dash"

**Sequence of goals by
team**

THE CALL

WHITE 30 SHOT, ON GOAL,
FROM 41.
Goal is good. 30 FROM 41.
Time: 7:41 in the first

WHITE TEAM	7:41	1						
Coach Smith	30	41						
	1		2		3		4	
BLUE TEAM								
Coach Jones								

THE CALL

*BLUE 1 SHOT, ON GOAL,
FROM 20.*

Goal is good. 1 FROM 20.

Time: 3:23 in the first

WHITE TEAM	7:41	1						
Coach Smith	30	41						
	1		2		3		4	
BLUE TEAM	3:23	1						
Coach Jones	1	20						

THE CALL

BLUE 20 SHOT, ON GOAL,
UNASSISTED

Goal is good. Goal 20.

Time: 2:07 in the first

WHITE TEAM	7:41	1						
Coach Smith	30	41						
	1		2		3		4	
BLUE TEAM	3:23	1	2:07	1				
Coach Jones	1	20	20	----				

THE CALL

WHITE 41 SHOT, ON GOAL,
UNASSISTED

Goal is good. Goal 41.

Time: 11:07 in the second

WHITE TEAM	7:41	1	11:07	2				
Coach Smith	30	41	41	----				
	1		2		3		4	
BLUE TEAM	3:23	1	2:07	1				
Coach Jones	1	20	20	----				

THE CALL

WHITE 35 SHOT, GOAL,
UNASSISTED
Goal is good.
Time: 10:10 in the third

WHITE TEAM	7:41	1	11:07	2	10:10	3		
Coach Smith	30	41	41	----	35	----		
	1		2		3		4	
BLUE TEAM	3:23	1	2:07	1				
Coach Jones	1	20	20	----				

Game #: 142Date: 7/19/14Field: STADIUMStart Time: 7pmHome: USAVisitor: CANADA

Quarter by Quarter Score

	1	2	3	4	OT1	OT2	SD	Total
H:	0	1	1	3				5
V:	2	1	4	1				8

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
HOME	16:19	18:33	11:34	8:06	6:24																		
	19:32	19:32	32:27	30:32	19:2																		
VISITOR	6:34	11	5:27	14:41	11:16	9:05	0:03	18:13															
	21:44	21	21	21:19	11	21:44	19:25	42:10															

Ground Balls/Shots/Goals/Assists					
#	Player	GB	Shots	G	A
1	HOLLAN				
32	Pannell				
2	MUNDORF				
91	RABIL			-	
31	LAWSON				
27	Buchanan				
33	EVANS				
29	Zink				
51	DURKIN				
4	BURNS				
9	THUL				
18	HAMILSON				
19	LEVELLE (C)			=	
21	BEISLE				
22	CROTTY				
24	ECK				
31	ABBOTT				
36	BERNHARDT			-	
42	SEBALD				
81	HARTZEL				
98	GURENLIN				
91	SCHWARTZMAN				
14	ADAMS				

Penalties					
#	P/T	Qtr	Clock	Dur	Description
33	P	1	13:53	1	slash

Face-Off	
H #	V #
24	35
24	35
24	35
98	35
98	35
98	35
98	35
24	35
24	35
24	35
98	35
98	35
98	35
24	35
24	35

Ground Balls/Shots/Goals/Assists				
#	Player	GB	Shots	G A
23	JONES (M)			
71	DICKSON			=
25	NOBLE, JER.			
14	HALL (C)			-
35	SNIDER (C)			
8	RUBISCH			
17	MERRILL (C)			
48	VINC (C)			
91	ROY			
7	COATES			
9	GAMBLE			
14	BERG			
18	PLINT			
19	HOLDING			-
21	CROWLEY			
24	MACINTOSH			
33	EARL			-
42	MATTHEWS			=
45	NOBLE, JAS.			
88	GREER			
92	KING			
37	WARD			
3	DONVILLE			

Penalties				
#	P/T	Qtr	Clock	Dur
44	P	2	26	1

Name

Signature

Name

Signature

RECORDING PLAYER STATS

#	Player Name	Shots	SOG	Goals	Asst	GBs
30	Rodgers		—			
35	Coulson		—			
41	Myles		—			
20	Ulster					

Using **perpendicular lines** for Shots and Shots on Goal (SOG)

Vertical line (pipe) = shot

Horizontal link (dash) = sog



GOAL is SCORED, did you...

1. Record **goal** in scorers box?
 1. Player #
 2. Time of goal
 3. Quarter
 4. Circle the Player # who scored
2. Give player **Shot on Goal** and **Goal** in player stat area.
3. Record **assist**, if needed?
 1. Player # with assist in scorers box
 2. Give player **Assist** in player stat area
4. Change score on scoreboard.

RECORDING PENALTIES

[illegible]

Shorthand:

X✓

Trip Hold

Notes:

Add release time
in the margin. It
may change!

Personal Fouls – “Safety related” infractions

The penalty for a personal foul is a one to three minute suspension from play and possession to the team that was fouled. **Players with five minutes of personal fouls are ejected from the game.**

SLASHING: Occurs when a player's stick contacts an opponent in any area other than the stick or gloved hand on the stick.

TRIPPING: Occurs when a player obstructs his opponent at or below the waist with the crosse, hands, arms, feet or legs.

CROSS CHECKING: Occurs when a player uses the handle of his crosse to make contact with an opponent.

UNSPORTSMANLIKE CONDUCT: Occurs when any player or coach commits an act which is considered unsportsmanlike by an official, including taunting, obscene language or gestures, and arguing.

UNNECESSARY ROUGHNESS: Occurs when a player strikes an opponent with his stick or body using excessive or violent force.

ILLEGAL CROSSE: Occurs when a player uses a crosse that does not conform to required specifications. A crosse may be found illegal if the pocket is too deep or if the crosse was altered to gain an advantage.

ILLEGAL BODY CHECKING: Occurs when any of the following actions take place: (a) body checking of an opponent who is not in possession of the ball or within five yards of a loose ball; (b) avoidable body check of an opponent after he has passed or shot the ball; (c) body checking of an opponent from the rear or at or below the waist; (d) body checking of an opponent by a player in which contact is made above the shoulders of the opponent. A body check must be below the neck, and both hands of the player applying the body check must remain in contact with his crosse.

ILLEGAL GLOVES: Occurs when a player uses gloves that do not conform to required specifications. A glove will be found illegal if the fingers and palms are cut out of the gloves, or if the glove has been altered in a way that compromises its protective features.

Technical Fouls

The penalty for a technical foul is a thirty second suspension if a team is in possession of the ball when the foul is committed, or possession of the ball to the team that was fouled if there was no possession when the foul was committed.

HOLDING: Occurs when a player impedes the movement of an opponent or an opponent's crosse.

INTERFERENCE: Occurs when a player interferes in any manner with the free movement of an opponent, except when that opponent has possession of the ball, the ball is in flight and within five yards of the players, or both players are within five yards of a loose ball.

OFF SIDES: Occurs when a team does not have at least four players on its defensive side of the midfield line or at least three players on its offensive side of the midfield line.

PUSHING: Occurs when a player thrusts or shoves a player from behind.

SCREENING: Occurs illegally when an offensive player moves into and makes contact with a defensive player with the purpose of blocking him from the man he is defending.

STALLING: Occurs when a team intentionally holds the ball. without conducting normal offensive play, with the intent of running times off the clock.

WARDING OFF: Occurs when a player in possession of the ball uses his free hand or arm to hold, push or control the direction of an opponent's stick check.

MOUTH GUARD: If mouth guard not worn, technical foul assessed.



12. Non-Releasable
Penalty

NON-RELEASABLE
Serves FULL TIME – regardless.

Targeting, Throwing a Crosse
(Unsportsmanlike), Illegal Crosse

OFFICIAL LACROSSE SIGNALS



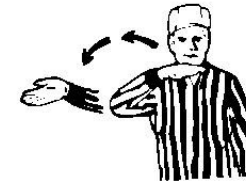
12. Non-Releasable
Penalty



13. Counts



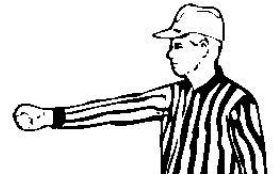
14. Stalling Warning



15. Re-entry of the Crease



16. Play-On, Dead Ball or
Dead Ball Followed by
Appropriate Foul Signal



17. Inadvertent Whistle
(Face Press Box)



18. Disregard Flag

PROCEDURAL SIGNALS

TRACKING TIME OUTS

*NOTE: There are two timeouts permitted per team per half.
One time out per team per OT period.*

TIME OUTS							
FIRST HALF				SECOND HALF			
9:12	2			5:02	4	7:30	4

Record the quarter of play the time out was called

Record time of timeout as noted by the Time Keeper



PENALTY called, did you...

1. Record penalty in scorebook.
 - a) Penalty duration
 - b) Player #
 - c) Infraction type
 - d) Quarter
 - e) Time on clock
2. Calculate release time.
3. Start penalty clock on official's whistle.

TIME OUT called, did you...

1. Set stopwatch for 2 minutes.
2. Record time out for the appropriate team.
 - a) Time on clock
 - b) Quarter



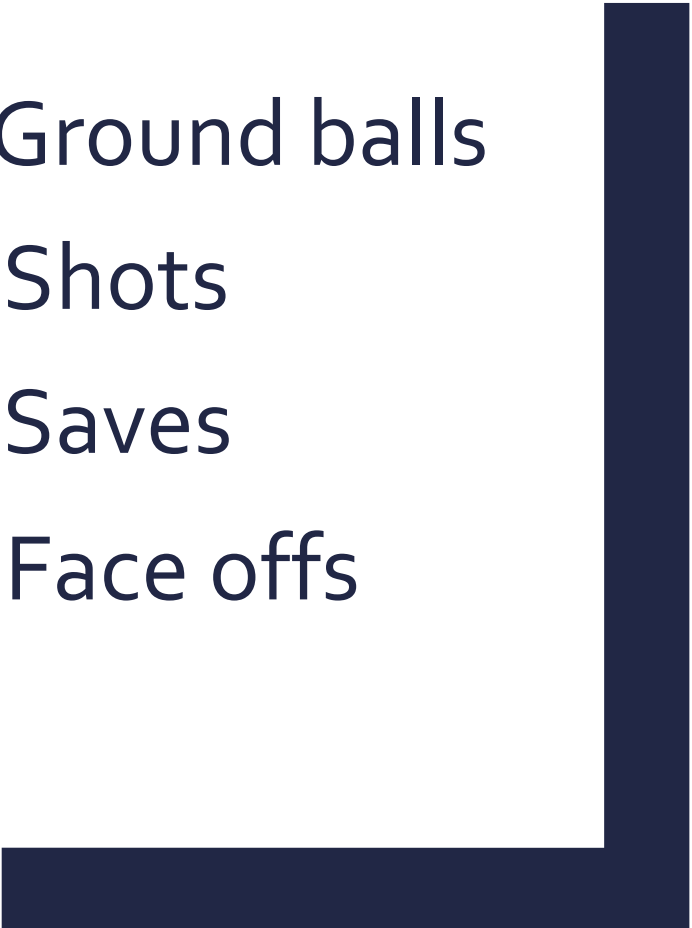
NEXT ...

Ground balls

Shots

Saves

Face offs



TEAM ROSTER & INDIVIDUAL STATS

TEAM <i>Central H. S.</i>									
PO.	NO.	NAME	QUARTERS	SHOTS	G	A	GB's		
ATTACK	13	Peter Bitz	✓ ✓ ✓ A OT	### // 7	///	/	///		
	41	Mike Rogers	✓ ✓ ✓ A OT	### // 7	//		/		
	18	Lydel Jones	✓ ✓ ✓ 4 OT	/// 3	/	///	//		
MID.	23	Andy Messerschmidt	✓ ✓ ✓ A OT				##		
	25	Larry Rogers	✓ ✓ ✓ A OT	/// 3		///	###		
	33	Tom Harris	✓ ✓ ✓ A OT	/ 1	/		//		
MID.	16	Fran Smith	✓ ✓ ✓ A OT	/ 1	/				
	42	Jim Bickmore	✓ ✓ ✓ A OT	/// 4					
	37	Phil Levine	✓ ✓ ✓ A OT						
MID.	40	Kevin MacLeod	1 ✓ ✓ A OT	/ 1			###		
	47	Mayless Calander	1 ✓ ✓ A OT	/// 3	/				
	31	Seth Fields	1 ✓ ✓ A OT	/ 1					
DEFENSE	24	Bob Sled	✓ ✓ ✓ A OT				###		
	28	Mike Zicher	✓ ✓ ✓ A OT						
	29	Paul Trump	✓ ✓ ✓ A OT				///		
A	11	Chuck Wagon	1 ✓ ✓ A OT			/			
A	12	Ralph Rodriguez	1 ✓ 3 4 OT						
M	44	Dale Thomas	1 2 3 ✓ OT						
M	30	Ed Bergman	1 2 3 ✓ OT				//		
M	14	Pete Rebozo	1 2 3 ✓ OT						

SHOTS – on goal; even if goal made – there was a shot

GOAL – award a goal at the call of the referee

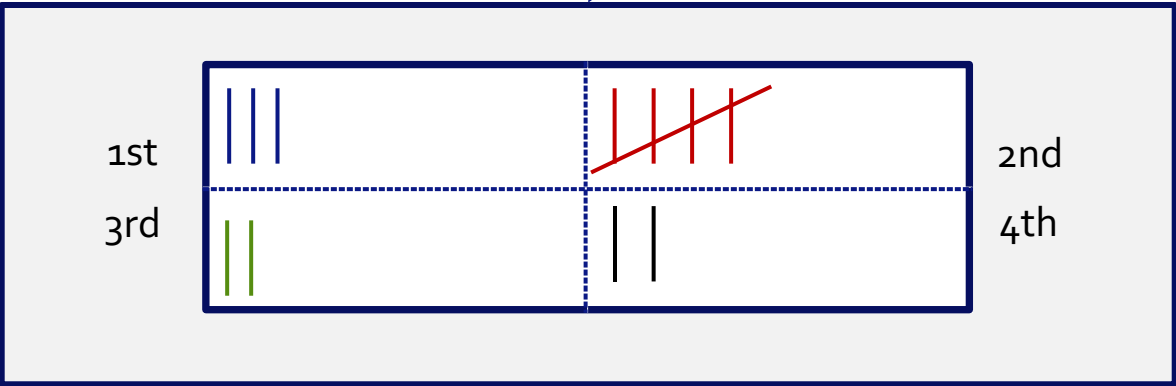
GROUND BALL – award a ground ball when there is a change of possession with control. If player drops ball and an opponent is within 5 yards, the ball is considered contested. Should the team and/or player who dropped the ball and gained possession, and the ball is contested, the GB is awarded. Goalies are awarded GBs upon a clamp or an in-air snatch. GBs may be in-air interceptions.

ASSIST – on goal scored; assist is awarded if the pass to the scorer and the scorer does not dodge or evade the opponent.

QUARTERS PLAYED – if player participates in a period, note it

RECORDING GROUND BALLS

#	Player Name	Shots		Goals	Asst	GBs
30	Rodgers		—			
35	Coulson		—			
41	Myles		—			
20	Ulster					





Ground
ball?

SAVES – award the goalie a “save” when he *prevents* a goal from being scored. Tally by quarter and total.

RECORDING SAVES

		SAVES									
GOALIES		1 st QUARTER		2 nd QUARTER		3 rd QUARTER		4 th QUARTER		O. T.	TOTAL
	3	//	2	///	3	//	2	////	5		12
	2					/	1				1

RECORDING FACE OFFS

Per	Won	Lost	%
1	20 ₂₀	20 ¹²	50%
2	12	12	50%
3	20	20	50%
4	12 12		100%
OT			
	6 / 10		60%

Remember
the ground
ball!



20's and 12's individual stats:

#20	#12
3/5 = 60%	3/5 = 60%

ADVANCED ...

Clears
EMOs

TRACKING TEAM STATS

STATISTICS				
GROUND BALLS	1	### III	8	
	2	### IIII	9	
	3	### II	7	
	4	### IIII	10	
	OT			
	TOTALS		34	
SHOTS	1	### IIII I	11	
	2	### II	7	
	3	### I	6	
	4	### IIII	8	
	OT			
	TOTALS		32	
CLEARS		CLEARED	FAILED	
	1	IIII	I	4/1
	2	III	II	3/2
	3	IIII	I	4/1
	4	IIII	II	4/2
	OT			
	TOTALS			15/6
EXTRA MAN		SCORED	FAILED	
	1	I	I	1/1
	2		II	0/2
	3		I	0/1
	4	II		2/0
	OT			
	TOTALS			3/4
FACE OFFS		WON	LOST	
	1	III	I	3/1
	2	II		2/0
	3	III	I	3/1
	4	### I	IIII	6/4
	OT			
	TOTALS			14/6

TOTAL GB's by PERIOD – tally total GBs by period.

TOTAL SHOTS ON GOAL by PERIOD – tally total shots on goal by period.

CLEARS –
CLEARED – tally successful advancement of ball by offense into its offensive area
FAILED – tally failure to advance the ball.
Tally totals by period.

EXTRA MAN – “extra man opportunity” – when team has more players on the field than the opponent
SCORED - tally goals scored when EMO exists.
FAILED – tally goals scored against when opponent has EMO

FACE OFFS –
WON – tally face-offs won. If won, award player with the possession a GB.
LOST – tally face-offs lost.



END OF QUARTER, did you...

1. Confirm score with officials.
2. Confirm score with opponent's scorekeeper.
3. Reset clock.
4. Tally stats.

HALFTIME, did you...

1. Set clock for 10 minutes
2. Notify officials at 4 minutes left in half.

RECORDING OVERALL GAME SCORING STATS

GAME SCORING				
NO.	NAME	G	A	P
13	Peter Bitz	4	1	5
19	Lydel Jones	1	3	4
25	Larry Rogers	0	3	3
41	Mike Rogers	2	0	2
33	Tom Harris	1	0	1
16	Fran Smith	1	0	1
47	Mayless Calander	1	0	1
26	Allen Drier	1	0	1
11	Chuck Wagon	0	1	1

Player #

Player Name

Total # of Goals

Total # of Assists

Total # of Points in Game (Goals + Assists)

In lacrosse, player stats / points
Goal = 1 pt
Assist = 1 pt



END OF CONTEST, did you...

1. Congratulate.
2. Confirm score.
3. Reset clock.
4. Tally stats.
5. Give scorebook to coach.



THE ANNOUNCER

WHEN ANNOUNCING A GAME...

BE EARLY.
BE PREPARED.

WORK WITH
OFFICIALS.

PROMOTE
SPORTSMANSHIP.

STICK TO THE
BASICS.

BE ACCURATE.

AVOID TALKING
OVER THE ACTION.

BE ATTENTIVE.
KEEP YOUR COOL.

BE
PROFESSIONAL.

Check out the NASPAA Code of Conduct.

<https://www.nfhs.org/sports-resource-content/public-address-announcers-guidelines/>

DO YOUR BEST.
BE A STUDENT.
BE A KEEPER.



PROCEDURAL SIGNALS

OFFICIAL LACROSSE SIGNALS



1. Timeout. For Discretionary or Injury Timeout, Follow Signal Above with Tapping of Hands on Chest



2. Score



3. No Score



4. Faceoff



5. Alternate Possession



6. Ball in Possession on Faceoff and Start the Clock at Halftime



7. Ball has Entered Attack Area



8. Out of Bounds Direction of Play



9. Failure to Advance the Ball



10. Loose Ball



11. Simultaneous Fouls



12. Non-Releasable Penalty



13. Counts



14. Stalling Warning



15. Re-entry of the Crease



16. Play-On, Dead Ball or Dead Ball Followed by Appropriate Foul Signal



17. Inadvertent Whistle (Face Press Box)



18. Disregard Flag



19. Free clear



20. Tipped/Deflection

SIGNALS – FOULS

Personal

OFFICIAL LACROSSE SIGNALS



21. Personal Foul



22. Illegal Body Check



23. Slashing



24. Cross Checking



25. Tripping



26. Unnecessary Roughness



27. Unsportsmanlike Conduct



28. Illegal Equipment (Crosse)



29. Deep Pockets



30. Illegal Gloves (or point to other illegal equipment)



31. Ejection Foul

Technical

OFFICIAL LACROSSE SIGNALS



32. Technical Foul (Time Served)



33. Interference



34. Illegal Offensive Screening



35. Holding



36. Warding Off



37. Pushing



38. Withholding Ball from Play



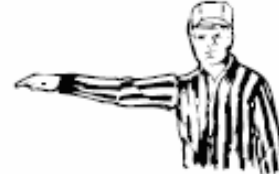
39. Stalling or Delay of Game



40. Offside



41. Crease Violation



42. Conduct Foul



43. Illegal Procedure



44. Substitution Infraction



45. Illegal Touching of the Ball

HOT LINKS

NFHS Lacrosse Rules

<http://www.uslacrosse.org/rules/boys-rules.aspx>

Rule changes: <https://www.nfhs.org/articles/boys-lacrosse-rules-changes-2024/>

COLORED PENCILS: www.jetpens.com – Search for “multi pen”

NFHS LACROSSE UNIFORM SPECS

<https://www.nfhs.org/media/869200/boyslacrosseuniforms.pdf>

OFFICIALS TRAINING

<https://www.usalacrosse.com/become-official>

NFHS: <http://www.nfhs.org/>

US LACROSSE / NFHS LACROSSE RULE BOOKS/eBOOKS – at nfhs.org

QUICK REFERENCES

NCAA STATISTICIANS' GUIDE

http://fs.ncaa.org.s3.amazonaws.com/Docs/stats/Stats_Manuals/MLacrosse.pdf

SCOREKEEPER HIGHLIGHTS

<https://www.nfhs.org/sports-resource-content/boys-lacrosse-scorer-guidelines/>

TIMEKEEPER HIGHLIGHTS

https://www.nfhs.org/media/869199/nfhs-boys-lacrosse-timer_s-guidelines.pdf

PUBLIC ADDRESS ANNOUNCER GUIDELINES

<https://www.nfhs.org/sports-resource-content/public-address-announcers-guidelines/>

LACROSSE – THE SPIRIT OF THE GAME

You CAN stay involved.

Consider:

1. Continuing to keep stats / spot for the team or another team
2. Officiating – yes, this is an option!
Contact your local LOA (Lacrosse Officials Association) for certification and training requirements
3. Announcing games
4. Getting involved with USA Lacrosse at the local level
5. Coaching at any level





ABOUT THE AUTHOR JENNIFER VOGEL

- *Lacrosse Statistician & Trainer for 12+ years*
- *FIL World Championship Scorer*
- *Certified USL Program Leader*
- *USA Lacrosse Chapter Executive*
- *Co-Founder Route 66 Lacrosse*
- *Biological mom to 1; Lacrosse mom to 1000s*

CONTACT

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I'm committed to improving the game, to share knowledge with others, to continue learning. Because changes occur annually, so will this guide. In 2023, the in-person classes went Zoom. Contact me if interested in hosting a session or gaining access to interactive content.

You are welcome to share this guide with others – please be respectful and don't claim it as your own. If when shared, please shoot me an email and let me know where it went. I love to know where and how the game is growing.

THANK YOU and **BEST OF LUCK** to you and your program this season.