

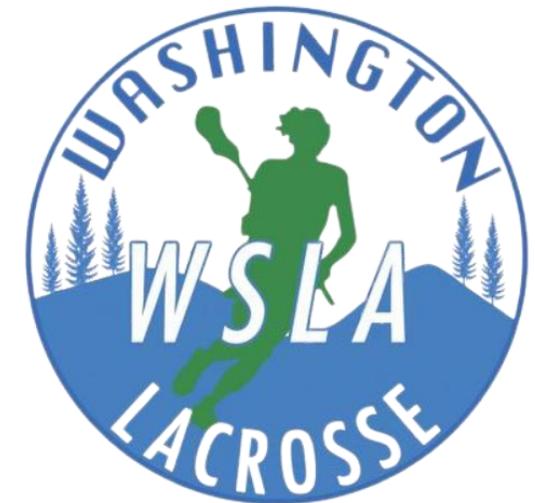
WSLA Scorer & Timer Clinic

Feb 25th, 7pm

Agenda:

- Resources
- Table personnel
- Equipment & set up
- Clock
- Referee signals
- Duties & Tips
- Stats

USATM
LACROSSE



Scorer & Timer Resources

USA Lacrosse Rulebook // NFHS Rulebook



WSLAX.org – Resources – Scorer & Timer (PRINT
THESE AND HAVE THEM AT YOUR TABLE!)

Procedure and
Terminology
Handouts

Score Sheets

Stats Guide

Table Personnel

Official Scorer & Timer – HOME
team

Spotters

Visiting Team Statistician

Sideline Manager (not at table)

Table Personnel Reminder

- ALL TABLE PERSONNEL MUST REMAIN NEUTRAL...
- You cannot cheer, coach, yell, etc. from the table
- *The scorers and timekeepers have official status. They are neutral and should not cheer, call fouls or make comments from the table area.*

HOME TEAM Equipment

Air horns

Digital clocks or Lacrosse timing app

- Extra batteries

Stat sheets, pencils and eraser

Canopy, table and chairs

Flip-A-Score or use of Scoreboard

Alternate Possession indicator (cone)

NOCSAE stamped lacrosse balls (4)

10 soft or flexible cones, pylons or flags

Pre-Game Set Up

1

Arrive early

2

Set up table

3

Meet with
Officials

Timer Duties
– Running
Clock vs Stop
Clock

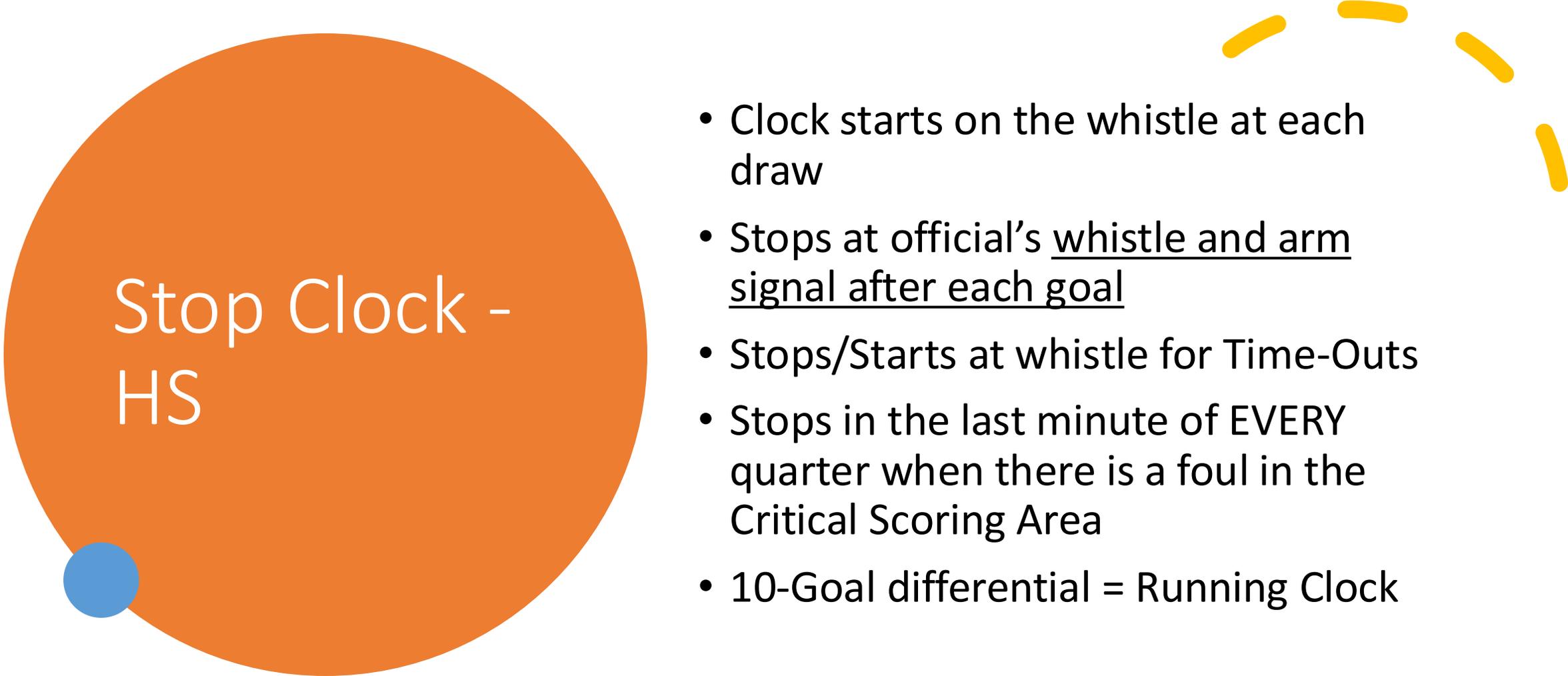
Youth = Running
Clock

High School =
Stop Clock



Running Clock-Youth

- Clock continues to run after goals and in the last minute of each quarter unless a time-out is signaled.
- 10 min quarters 8U & 10U
- 12 min quarters 12U & 14U



Stop Clock - HS

- Clock starts on the whistle at each draw
- Stops at official's whistle and arm signal after each goal
- Stops/Starts at whistle for Time-Outs
- Stops in the last minute of EVERY quarter when there is a foul in the Critical Scoring Area
- 10-Goal differential = Running Clock

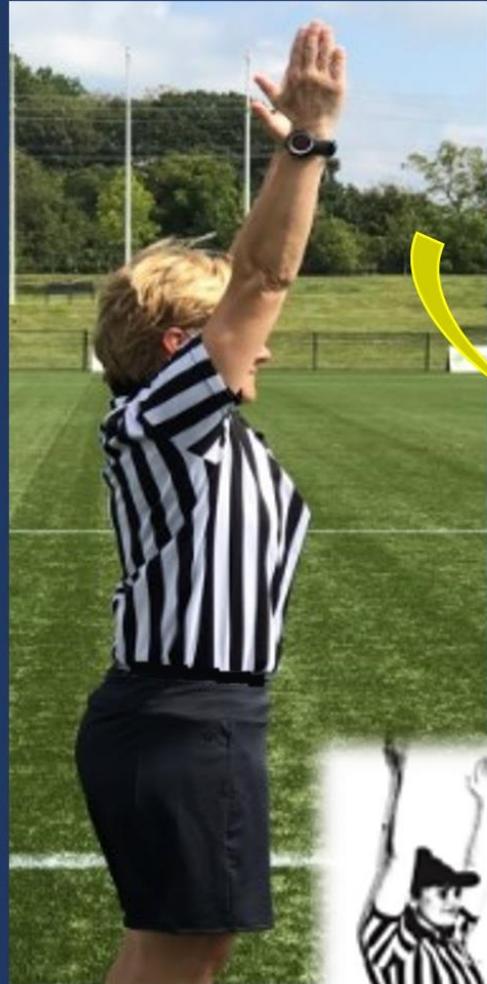
TIME OUT



alacrosse.org



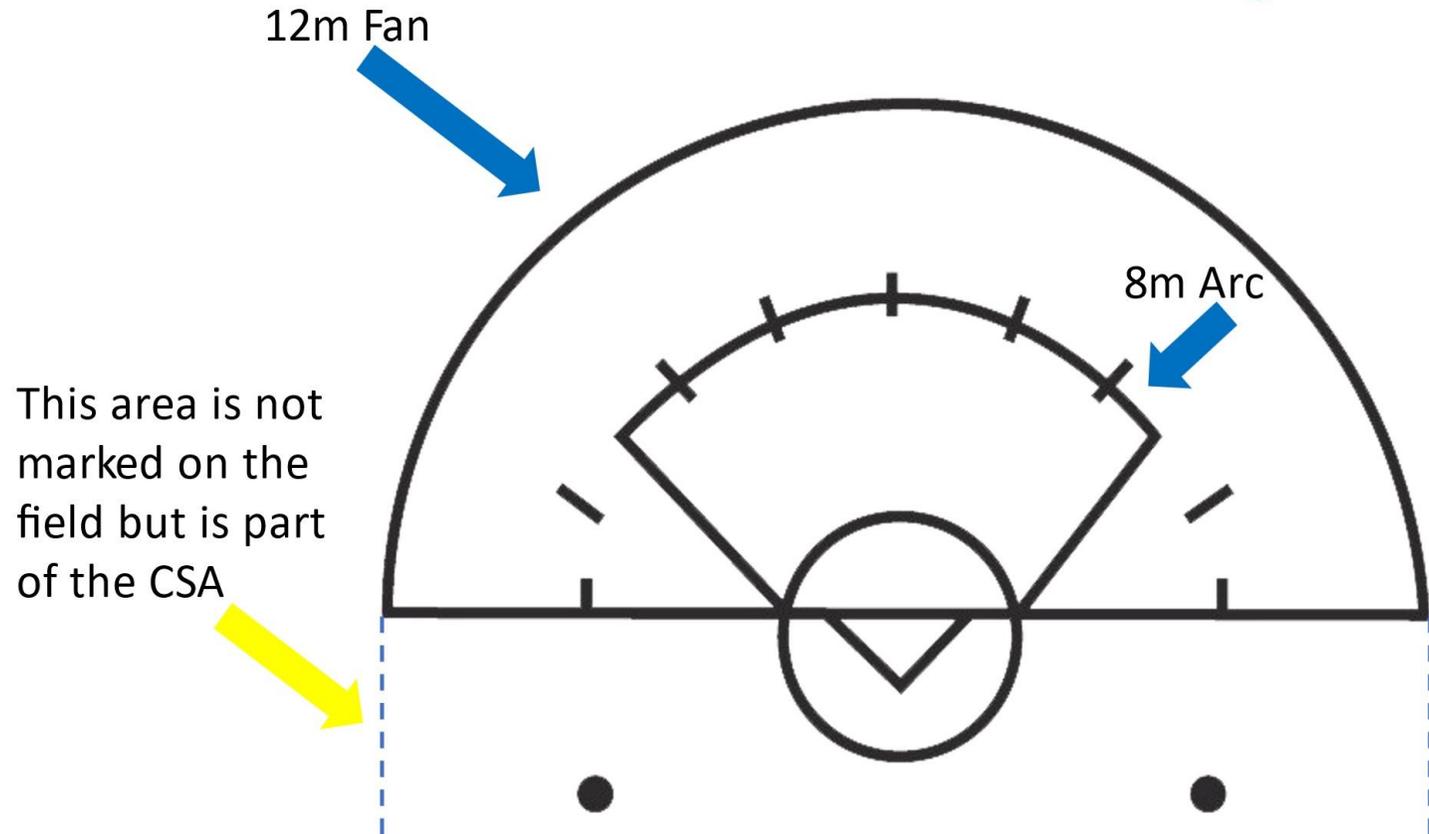
GOAL SIGNAL



NO GOAL



Critical Scoring Area



Timer Duties

1

Time Game, Penalty Cards,
Time-Outs, Half Time

- Yellow Card = 2 min
- Red Card = 4 min
- Time out = 2 min
- Half time = varies

2

Notify Official when
there is ONE* minute
remaining in all quarters

- Watch for fouls in the CSA
- Stop time at official's signal

3

Sound horn to end each
quarter

Timer Tips



Time matters in close games. Count down last 10 sec aloud.

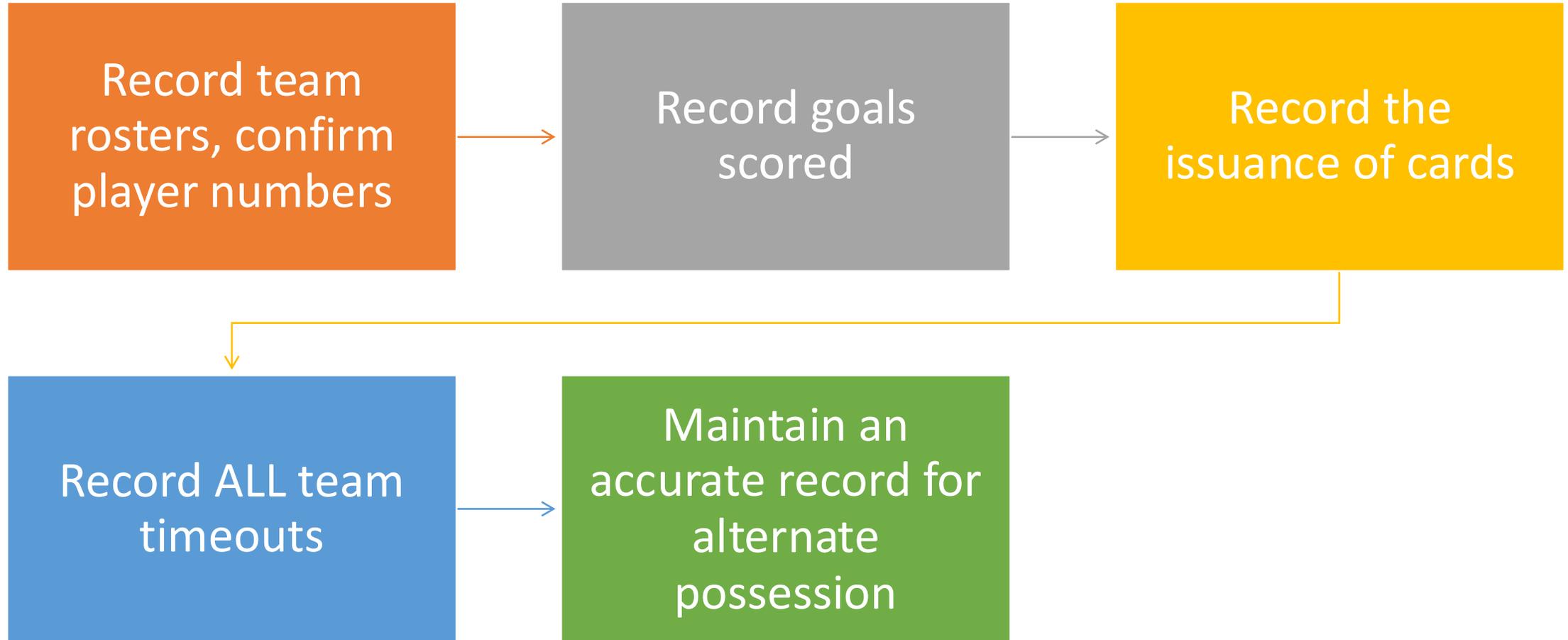


A goal is scored IF the ball leaves the crosse BEFORE the horn sounds.



Don't get carried away watching the game.

Scorer Duties – Youth & HS



WSLA Required Statistics – High School

Goals (G)

Assists (A)

Ground Balls (GB)

Caused Turnover
(CT)

Draw Control (DC)

Goalkeeper Saves,
Game Score and
yellow/red cards

Scorer Tips

Talk to Coach about what stats they would like taken beyond the 5 required.

List players on your score sheet by player number.

Stat sheets are customizable. Prepare sheets ahead.

Rite in the Rain paper

HOME TEAM CARDS			
No.	G/Y/R	Per.	Time
28	Y	1	20:20
7	Y	1	15:01
30	Y	2	13:25
14	G	2	5:01
14	GH	2	4:21

HOME TEAM SCORE								
Time	1	2	3	4	5	6	7	8
	21:10	19:06	15:55	15:30	9:03	4:32	0:32	18:11
Scorers	3/2	3/6	7/2	2/U	7/26	5/2	OWN	3/U
9	11:11	10	11	12	13	14	15	16
	4:32	1:52	0:43					
	2/U	7/26	3/2	30/2				
18	19	20	21	22	23	24	25	26

HOME TEAM GOALIE SAVES			
No.	1st Period	2nd Period	Tot.
34	###	### 1	11

HOME TEAM TIME OUTS		
No.	Per.	Time
1st Time Out	2	12:44
2nd Time Out	2	5:01



A goal occurs when the whole ball passes completely over the goal line and should only be recorded if the signal for such has been given by the official.





Assist (A)



An assist is a play made by a player to her teammate who then scores a goal without having to evade excessive defensive pressure other than the goalkeeper. Only one assist per goal may be recorded.

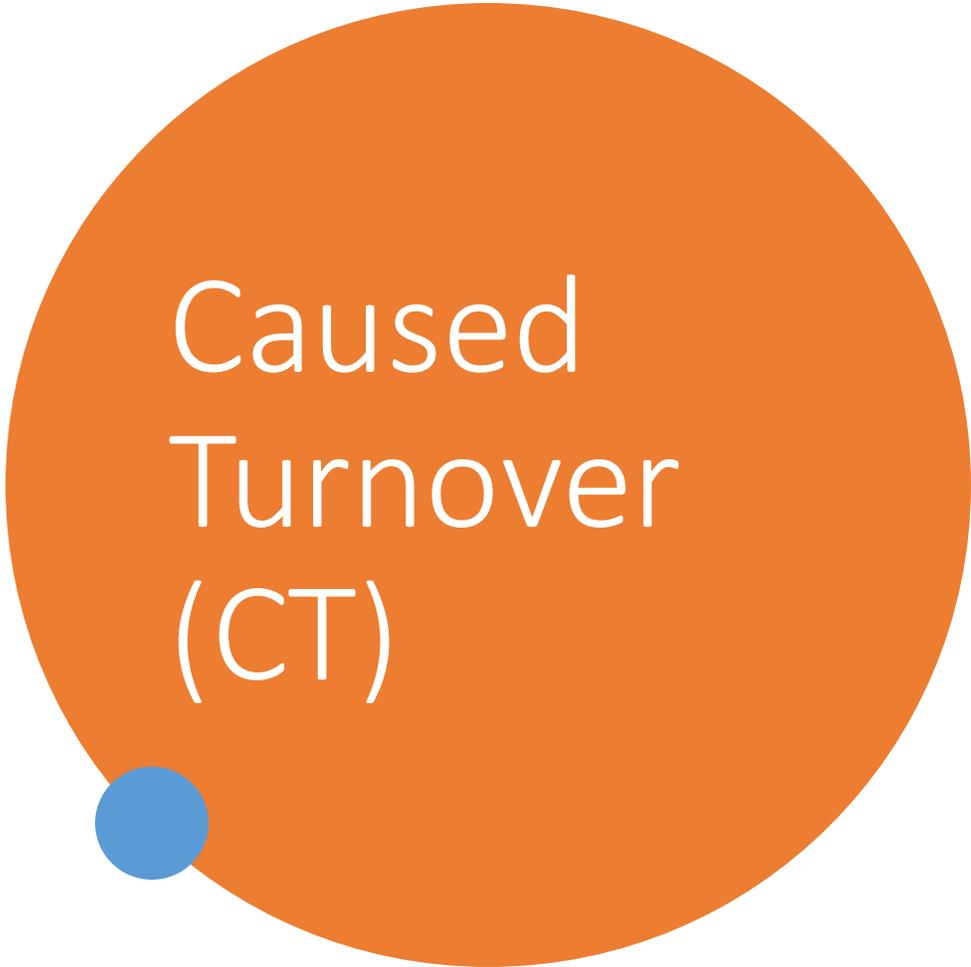
Pass contributes directly to goal.



Ground Ball (GB)



A GB is recorded when a ball **changes possession** during live-ball play or when the ball hits the ground (due to check, drop, errant pass, or shot) and retrieval of the loose ball is **directly contested** (within a sticks length) by the opposing team.



Caused Turnover (CT)

This statistic is defensive-minded and is designed to give a player credit for disrupting play which results in her team's gaining control of the ball resulting in a change of possession. A CT may be awarded to the player if she performs any of the following **actions resulting in a change of possession**: stick check, interception, blocked pass or shot, drawn charge.

There is often a 2nd stat associated with a CT.



Draw Control (DC)



A draw control is awarded to the player who controls the ball following the taking of a draw; i.e., gains possession following the draw.



Save



A save is recorded each time a goalie stops a ball from going into her goal that, if she did not stop, might result in a goal for the opponent.

If a goalie stops a shot, either by catching it in the goal circle or deflecting it away from the mouth of the goal with her crosse or body, it is a save.