

GIRLS AND WOMEN'S LACROSSE

SCORER AND TIMER PROCEDURES

AUTHORITY AND RESPONSIBILITIES:

- The **umpires** are responsible for ensuring the timers and scorers understand their responsibilities.
- Home team provides the official scorer and official timer.
- USL Rules book requires home team to record starting line-ups, substitutes, **goals**, assessment of **cards**, and time when **cards** assessed.
- WSLA requires home and visiting High School League teams to record and report game scores, **goals**, **assists**, **ground balls**, **caused turnovers**, **draw control**, and **goalie saves**. WSLA requires home Youth League teams to record and report game scores. Reporting is done online at Sportability.com.
- The scorers and timekeepers have official status. They are neutral and should not cheer, call **fouls** or make comments from the **table area**.

TABLE AREA PERSONNEL:

- Official Scorer and Official Timer- home team (required)
- Scorer – visiting team (required by WLSA)
- Spotter - home team (optional)

EQUIPMENT:

- 2 air horns
- 4 countdown digital clocks plus extra batteries
- Official scorebook, pencils and eraser
- 4 balls, smooth or slightly textured, yellow or bright orange color
- 6 soft or flexible cones, pylons or flags
- Scorer's table and 3 chairs
- Scoreboard or Flip-A-Score
- Rain canopy

PRE-GAME SET UP:

- Arrive at least 20 minutes before start of game.
- Set up table at least 4 meters back from sideline at midfield.
- Set out 4 cones, pylons or flags at corners of field outside of the boundary lines and 2 at the front edge of the substitution box each 5 yards from the centerline and outside of the boundary line.
- Record the starting line-ups of both teams in official scorebook at least 10 minutes prior to the game. Identify by position, name and number.
- If official scoring or timing is not handled at field level, confirm direct two-way communications are provided between press box and scorer's table.
- Meet with **umpires** to:
 - Introduce scorer, timer and **Sideline Manager**.
 - Review scorer and timer duties.
 - Confirm length of game and length of halftime.
 - Confirm amount of time and method umpires want to be notified before the end of each half.
 - Confirm if umpires want horn to sound for substitutions after goals.

TIMER DUTIES:

Official Timer Duties required by the Rules book:

- Sit at the scorer's and timer's table at field level or in a non-field location with direct two-way communications with a person at the table.
- Keep game time.
 - For high school, use **stop-clock** procedures unless there is a 10 or more goal differential, then use **running-clock** procedures.
 - For youth games, use **running-clock** procedures.
- Keep time during a **team time out**.
 - Use a separate clock to time the 2-minute time-out period.
 - Sound the horn when there are 15-seconds remaining in the time out and again at the end of the 2-minute time out.
- Notify the scorer of the time on the clock when a player is issued a yellow or red **card** and time the 3-minute elapsed playing time penalty.
- Notify the coach when the 3-minute **penalty time** has expired.
- Sound the horn during the first **stoppage of play** to notify the umpire of an **illegal substitution** or clock malfunction.
- Sound the horn after a **goal** when a 10 goal differential occurs.
- Sound the horn when substitutions are requested after a **goal**.
- Notify the nearest **umpire** when there are 2 minutes remaining in each half and again when there are 30 seconds remaining in each half.

- Sound the horn when the countdown clock reaches zero at the end of the first half and end of the game.
- Optional Duty: Keep time between halves.

SCORER DUTIES:

Official Scorer Duties required by the Rules book:

- Sit at the scorer's and timer's table at field level or in a non-field location with direct two-way communications with a person at table.
- Record scorebook information pertaining to both teams.
- Record the starting line-ups for both teams in the score book at least 10 minutes prior to the game.
 - Coaches are required to provide table with roster prior to game.
 - Starting lineup changes cannot be made within 10 minutes prior to the game except for changes due to injury.
- Confirm the numbers of the players on the field match the numbers recorded in the score book.
- Record the names and numbers of substitutes when they enter the game.
- Record **goals** (G) scored.
 - Under the Player section, record **goals** for players.
 - Identify the number of the player who scored the **goal** and record the time remaining in the game when the **goal** was scored.
 - For HS games, notify umpire when a 10 **goal** differential occurs.
 - For Youth games, notify umpire when a 4 **goal** differential occurs.
- Record the issuance of **cards** assessed to players, coaches and other team personnel.
 - Record the type of **card** issued next to the individual's name.
 - Record time remaining in half when a yellow or red **card** is issued and the time when the 3 minute **penalty time** expires.
 - Notify umpire when a second yellow **card** is given to same player.
- Notify the umpire during the first stoppage of play when an **illegal substitution** occurs.
- Continuously display an accurate score.

Scorer Duties Required by WSLA:

- High School League home and visiting teams shall record and report the following information pertaining to their team to Sportability.com: **Goals** (G), **Assists** (A), **Ground Ball Control** (GBC), **Caused Turn Over** (CTO), **Draw Control** (DC), **Goalkeeper Saves** and **Game Score**.
- High School League home teams shall complete a Carding Verification Report and provide it to the umpire at the end of the game.
- Youth League home and visiting teams shall report game scores to Sportability.com.

Optional Scorer Duties:

- Record the halves when each player is in the game.
- Record **shots** made by each player.
 - If the **shot** is taken from a **free position**, record the **shot** under "**Free Position Shots on Goal**" (FP SOG).
 - If a **shot** is taken from a non-free position, record the shot under "Shots on Goal" (SOG).
 - Record team **shooting %**.
- Record **turnovers** (TO) for each player.
- Record **interception** (INT) made by each player.
- Record **fouls** (F) assessed against each player.
- Record successful and failed **clears** made by each team.
 - Most scorebooks do not include a category for recording **clears**. Insert this information in the scorebook if desired by the coach.
- Record **team time-outs**.
 - Notify **umpire** if team exceeds 2 time outs during the game.
 - Most scorebooks do not provide a space for recording time outs. Insert this information in the scorebook.
- Record **total points** (TP).
 - **Total points** equal **goals** plus **assists**.
 - This is statistical information and not the game score.
- Confirm score with **umpire** at halftime and at end of game.
- Ask **umpire** to sign scorebook at end of game.

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SCORER AND TIMER - TERMINOLOGY

ASSIST: Awarded to an offensive player who makes a pass that directly results in a **goal** being scored by her teammate if the scoring player does not have to maneuver around excessive defensive pressure. In addition, for an **assist** to be awarded, the scoring player must not take more than five steps or take longer than five seconds unless the scoring player is able to run further while uncontested and without defensive pressure.

BLOCKED SHOT OR PASS: Occurs when a defender uses her crosse to obstruct a **shot** or pass by an opponent.

CARD: A notification from the umpire to players or coaches who have violated the rules. Green, green / yellow, and green / red cards signify delay of game. Yellow cards signify a warning or suspension, and a red card signifies ejection. When these occur the **umpire** should identify the player who committed the violation, type of violation, resulting **penalty time**, **card** color, and substitution conditions.

CAUSED TURNOVER: Awarded to a player that disrupts play in a manner that results in her team gaining **possession** of the ball. A caused turnover can result from **crosse checking**, **interception**, **blocked pass** or **shot**, or **drawn charge** if the action results in a change of **possession**.

CHECKING: Occurs when a defender attempts to dislodge the ball from her opponent's crosse by using controlled crosse-to-crosse contact.

CLEAR STATISTIC: Awarded to a team when the team moves ball from their defensive third of the field to the offensive half and maintains **possession**.

DRAW: The procedure whereby two opponents at the center of the field start play at the beginning of each half, beginning of overtime periods, and after each **goal** unless a **free position** or throw at the center of the field is awarded by the **umpire**.

DRAW CONTROL: Awarded to the player who gains **possession** of the ball following the **draw**.

DRAWN CHARGE: Occurs when a defender is awarded the ball after an opponent is assessed a charging **foul** for moving into her after she has already established her position.

DURATION OF PLAY:

- High School (grades 9 through 12): 50-minutes with two 25-minute halves using **stop-clock** unless the coaches agree prior to the game that game will be played using **running-clock**. 10-minute halftime unless less time is agreed to by captains prior to game. No overtime periods except when specified for tournament play.
- Youth - U-15 (grades 7 / 8) & U-13 (grades 5 / 6): 50-minutes with two 25-minute halves using **running-clock**. Teams may choose to play four 12-minute 30 second quarters and stop the clock on every whistle during the last minute of each quarter. 10-minute halftime unless less time is agreed to by captains prior to game. No overtime periods except when specified for tournament play.

FREE POSITION: A penalty that is awarded when a **foul** occurs and consists of the **umpire** placing the offended player at a free position on the field and move other players 4 meters away.

FOUL: A violation of the rules that is identified by the **umpire** and stops play. These violations may be major, minor, goal circle, team / offside or misconduct fouls.

GOAL: Awarded to player who propels the ball into goal and recorded when the **umpire** signals a goal with raised arms and whistle.

GOALKEEPER SAVE: Awarded when ball is stopped or deflected by goalkeeper's body or crosse in such a manner that it would have entered the goal if not deflected or stopped. Not awarded when ball deflected off goal pipe or the shot is wide or high.

GOALKEEPER SAVE %: Equals number of saves by a goalie divided by number of saves plus number of **goals** scored against the goalie.

GROUND BALL CONTROL: Awarded to a player who is not in **possession** of the ball and obtains **possession** when the ball is on the ground and playable by at least two players from opposing teams. A ground ball is not awarded when to a player that obtains **possession** immediately after the **draw**. Instead, this player is awarded **draw control**. Ground ball control can be awarded to a goalie if ground ball control requirements are met and the ball and goalie are outside of the goal circle.

ILLEGAL SUBSTITUTION: A substitute who is a suspended or ejected player or a player not listed on the team roster or in the scorebook at the start of the game. A substitute who enters the field without reporting to the scorer's table, or who fails to enter the field from the **substitution area**, or who enters the field before the player she is replacing has left the field and entered the **substitution area**.

INTERCEPTION: Occurs when a defender obtains **possession** of a ball that is in the air and thrown by an opponent.

OWN GOAL: A **goal** scored by a player against her own team. It is recorded as an "own goal" in the scorebook and a **turnover** is assessed to the player who scored.

PENALTY TIME: A 3-minute period of time a player must remain off the field for a violation of the rules. A substitute is allowed for a green / red card penalty. No substitute is allowed for a yellow or red **card** penalty. Penalty time is kept as **stop-clock** when game is **stop-clock**. Penalty time is **running-clock** when game is **running-clock**.

POSSESSION: Occurs when a player has control of the ball in her crosse.

RUNNING-CLOCK: Game and penalty time that stopped and started at a whistle for a **time out** and at every whistle during the last 2 minutes of each half.

SHOT: Any attempt by a player that is playing the ball that could result in scoring a **goal**. The outcome of a shot can be a **goal**; a goalkeeper save; a miss because the ball hits the goal pipe; or a miss because the shot is wide, high or blocked by an opponent other than the goalie.

SHOOTING %: Equals number of **goals** scored by a team divided by number of **shots** taken by the team.

SIDELINE MANAGER: An individual whose duty is to control the actions of spectators not in conformity with the standards of proper conduct. Required to be provided at Youth games by the home and away teams.

STOP-CLOCK: Game and penalty time that is started on the whistle at each **draw**, stopped at the umpire's whistle and arm signal after each **goal**, stopped and started at the whistle for a **time out**, and stopped and started at every whistle during the last 2-minutes of each half.

STOPPAGE OF PLAY: Time during the game when play has been stopped by the **umpire**.

SUBSTITUTION AREA: The area in front of the scorer's table and centered at the midfield line, 9 meters (10 yards) wide.

SUDDEN-VICTORY PERIOD: An overtime period where the game ends upon the scoring of the first **goal**.

TABLE AREA: The area directly behind the substitution area and at least 4 meters away from the sideline.

TEAM TIME OUTS: Occurs when play is suspended at the request of a player on the field or a coach after a **goal** is scored. Each team is limited to 2 time outs per game which includes overtime. Time outs are 2 minutes in duration.

TOTAL POINTS: Equals **goals** scored plus **assists**. This is statistical information and not the final score of the game.

TURNOVER: Occurs when an offensive player loses control of the ball and the opposing team gains **possession**.

UMPIRE: Game officials that will enforce the rules and officiate the game.