

ULA HIGH SCHOOL BOYS LEAGUE

TABLE JOB DESCRIPTIONS



NOTE: This document is intended to serve several purposes.

- 1. Standardize the description of table duties to the guidelines in the NFHS rulebook.**
- 2. Provide additional description of duties unique to providing game statistics for team development.**
- 3. Standardize scoring and statistical definitions to those found in the NFHS Rulebook, NCAA Statisticians' Manual and the US Lacrosse NCAA/NFHS Scorer and Timer Guidelines.**

Errors or confusion created in this document can only be attributed to senior moments of the author.

SCORER/STATISTICIAN(S)

As you read these instructions, refer to the annotated score sheet. This score sheet was created to provide all rulebook-required information, plus it provides additional statistical information important for team development. Additions and deletions of this additional information is appropriate depending on the needs of a particular team.

Responsibility

1. “Unless otherwise designated by the referee, the home-team scorer shall be the official scorer.” (NFHS Rulebook)
2. “At every game there shall be a certified person from each team at the scorer’s table, supervising table activities. Violation of this requirement shall result in the offending team forfeiting that game. Certification consists of successfully completing league-sponsored annual training/testing, reading and acknowledging the league Scoring Handbook.” (ULA High School Boys League Policy)

Official Rulebook Duties of the Scorer

Keep a record of goals and assists **by each team** with player that performed it.

Confirm the score with the referee at the end of each period

Keep an accurate record of time outs taken by each team and when they were taken

Notify nearest official if a team exceeds allowed time outs

Keep an accurate record of penalties by each team with the number of the player, type of penalty, time of period when it occurred and duration of penalty

Notify nearest official if a player accumulates 5 personal fouls

Notify the timekeeper to sound the horn when it is their duty to do so.

Team Assigned Duties

Record the roster, in-home and quarters played for your team

Record the names of each official and have the referee sign the sheet at the end of the game

Keep a record of shots by each player on your team

Keep a record of ground balls for each player on your team

Record Goalie Saves for both teams

Record the number of goals allowed by each Goalie

Record Face Off results with player numbers

Record Clearing results for your team

Record EMO and Man-Down success for your team

Record Take-Away results for each player on your team

Each team’s scorer shall keep a complete record of goals, assists, saves and penalties for both teams.

Definitions - General

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 who is in the crease. (see the page titled Section 3-Assists, for a description out of the NCAA Statisticians' Manual)

SHOT – A shot is considered a ball propelled toward the goal by an offensive player, either by being thrown from a Crosse, kicked or otherwise physically directed.

GOALKEEPER SAVE – A save is recorded any time a 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 entered the goal. (Note that this makes it pretty clear that "pipe" shots should NOT be recorded as saves.)

CLEAR – A successful clear should be awarded only when the clearing team crossed the center line with the ball and is clearly able to initiate an offensive attempt from the play. (NFHS Rule 4-5 Art. 8 , NCAA Rule Book Appendix II Sec. 1(f)) Note: Definition in Statisticians' Manual is inconsistent with these references – ignore it.

GROUND BALL - Any ball not in the possession of one team that comes into the possession of the other team in live-ball play can be a ground ball. This may occur on an intercepted pass (the ball does not have to hit the ground) or from a ball checked loose onto the ground. Further, the ball must be obtained under pressure (another opposing player must be within 5 yards of the loose ball). When such a ground ball is obtained, the player gaining the ground ball must be able to perform immediately the normal functions of possession (shoot, pass, cradle). Should any of these conditions not be met, a ground ball shall not be awarded. A player cannot drop the ball of his own volition, pick it up again, and be credited with a ground ball. Ground balls should be awarded as part of the faceoff play; however, a ground ball is not always awarded when an official signals possession on a faceoff play, since his definition of possession does not rise to the standard of that of a ground ball.

FACEOFF - The standard of faceoff statistics is to award the faceoff to the faceoff specialist (when his team gains possession of the ball), regardless of whether he actually gained possession himself. A faceoff should be awarded to a team only when it gets clear possession and not on the subsequent offensive opportunity. Ground balls should be awarded in faceoff play.

TAKE-AWAY (Caused Turnover) - A caused turnover is credited to a player when the player's positive, aggressive action(s) causes a turnover by the opponent. A turnover may not always warrant a caused turnover; however, caused turnovers can only be awarded to an individual player, and only one caused turnover can be awarded for a turnover. There cannot be more caused turnovers than turnovers. Any turnover charged as a team turnover cannot have a corresponding caused turnover.

TURNOVER – Turnovers occur when a player or team in possession of the ball or entitled to possession of the ball loses possession of it, in a live-ball situation or in certain dead-ball situations.

References:

NFHS Rulebook 2009

NCAA Rulebook 2009

US Lacrosse NCAA/NFHS Scorer Guidelines

http://www.uslacrosse.org/mens_div/mdoc_resources.phtml

NCAA Statistician's Manual

US Lacrosse Men's NFHS Timer Guidelines

TIMEKEEPER

Account for time for each Period (12 Minutes with 2 Minute break) (OT = 4 Minutes with 2 Minute break)

Start and stop the clock on the official's whistle

Sound horn at the end of the Period

Notify Officials 20 seconds before the end of each period

Notify Officials 2 minutes and 10 Seconds and at 2 Minutes before the end of the 4th period

Account for time for each penalty and inform player when penalty is over

Count-down from 10 seconds to the end of the penalty

(Coach can change the penalty server with another player @ 10 second mark before the end of the penalty)

If Team A scores a goal, all releasable penalties for team B are released

If team A scores a goal, penalties for team A are not released

Non-releasable penalties always serve the full penalty time no matter how many goals are Scored

If a player has multiple penalties, non-releasable penalty time is always served first, regardless of the order of the fouls

Penalty time carries into the next period

Keep players serving penalties at the rear of the penalty area until a few seconds before the penalty expires so that you can see better

If a penalty expires during a faceoff, do not release the player until possession is called, unless the wing area was left vacant for the face-off

Account for time at half-time (10 Minutes)

Notify Officials 4 minutes and 20 seconds before the start of the second half

Sound Horn ONCE during dead ball stoppage of play when: (officials will have both hands up)

1. A coach requests a horn for a regular substitution.
 - a. NOT when ball has gone out over the end line.

AND TWICE at the next dead ball when: (officials will have both hands up)

1. Player enters the field from the penalty area illegally
2. Player not in the game enters the field
3. Player legally in the game leaves the field and does not immediately return
4. Player substituting deliberately delays his entry onto the field
5. Player substituting enters illegally (Rule 4-24)
6. Coach requests a count of crosses or coach-referee conference
7. Player illegally exchanges his Crosse
8. When a player has accumulated 5 personal fouls
9. When a team requests a time-out when none is available

Running Clock

1. If ahead by 12 in the second half - The clock only stops on a time out or injury. Penalties are with the running clock.
2. If running clock because of impending darkness, weather, etc. - The game clock only stops on a time out, but penalty clocks stop, as normal, on whistles.

Don't try to time and keep the score/stats at the same time!!!

Table Operation - Keys to Success

To be successful as a Scoring table crew, several primary keys are necessary:

1. Ensure that each member of the crew is well versed in their duties and the appropriate definitions.
2. Maintain a calm and distraction-free environment. Keep individuals not associated with table duties away from the table area.
3. Keep players behind the coaches box. Warn the coach once then get the officials to take action.
4. Assign spotters to specific aspects of the game/statistics to assist the primary scorer. It is extremely important that these individuals know the game and are well versed in the correct definitions for scoring.
 - a. An efficient table crew of 5 can handle all the items discussed in this handbook.
 - i. Timer/Horn operator
 - ii. Home Team Score Keeper
 - iii. Home Team Spotter/Stats
 - iv. Visiting Team Score Keeper
 - v. Visiting Team Spotter/Stats
 - b. The Score Keeper often has their head down recording data. The Spotter is invaluable in following the action on the field and relaying information to the Score Keeper.
5. Required Logistics
 - a. Table space for at least 3 individuals.
 - b. Chairs for at least 5 individuals.
 - c. Scoreboard
 - d. Horn with extra cartridge or pump
 - e. Scorebook or Score Sheets (including stats)
 - f. Writing implements plus extras
 - g. Team Contracts and Medical Releases for your team
 - h. Scorer Certification Badge
 - i. Rain protection for inclement weather
 - j. Scorekeeper handbook
 - k. Timer(s)/Clock
 - l. Cell Phone for Emergencies
 - m. Instructions/Maps/Phone Numbers for Emergency Services and the closest Hospital Emergency Room.