

# Scoring Men's Lacrosse

Not having grown up with lacrosse, participating at the scoring table has taught me more about the game than any other parent volunteer position. I love the proximity to the players and coaches and literally being a part of the game.

Sadly, many parents do not get to experience the excitement of the scoring table because they are intimidated by the complexity of the roles — especially the spotter and score book keeper. My hope is that this tutorial will teach you everything you need to know to enjoy another dimension of this fantastic game.

I've found that more people want to be the spotter than the score keeper primarily because the spotter gets to watch the game without interruption and because it is easier than managing the book. I believe, however, that the training ground for the spotter is the score keeper role. In fact, the score table should institute a role progression based on game experience that goes in this order: (1) penalty timer, (2) game timer, (3) score keeper and (4) spotter. The spotter should be the most knowledgeable parent at the score table to coordinate the activities of the other roles and to ensure that the correct statistics are recorded in the book.

## Score Book Orientation

There are several makers of men's lacrosse score books and each is laid out slightly differently. The following diagram is a typical score book template.

The diagram illustrates a two-page spread of a men's lacrosse score book. The left page is designated for the home team, and the right page is for the visitors. Each page features a header section at the top for game details such as Date, Time, Location, and Score. Below the header is a large table with columns for Player Name, Games Played, Goals, Assists, Points, and Penalties. To the right of the main table is a sidebar containing sections for Overall Statistics, Penalties, and a section for the Game Timer. The layout is designed to be easy to read and use during a game.

Most score books utilize a 2-page spread per game with the left-hand page dedicated to the home team and the right-hand page to the visitors.

Because it significantly increases game time complexity, not all score keepers maintain statistics for the opposing team. I highly recommend doing so because it provides visibility to things that will assist your coaches such as opposing player statistics (including personal fouls that could remove them from the game).

The sections of the score book are:

Game Information (top row) – Provides placeholders for the score keeper to document general game information for future reference. Be sure to meet and document the officiating staff before the game begins.

Running Score (second row) – This section provides a running tally of the score, assists and goals by quarter.

Player Statistics (third row, left column) – This section contains the player roster and associated individual statistics for both the home and visitors side of the book.

Penalties (third row, top/middle column) – This section contains a record of all technical and personal fouls on both the home and visitors side of the book.

Time Outs (third row, bottom/middle column) – This section contains the record of all time outs called on both the home and visitors side of the book.

Saves (forth row) – This section contains the record of all goalie saves by quarter on both the home and visitors side of the book.

Summary (right column) – Finally, the summary section contains a running total of the most relevant game time statistics (ground balls, shots, clears, extra man and face-off performance).

## **Pre-Game Preparation**

Because there is always so much happening upon arrival at the field, I like to come prepared with much of the game information, team names in the running score section and our team roster sections already completed in the score book. In fact, I print out, cut and paste a roster ([example](#)) right into the score book for our team and have a separate copy to hand to the opposing team's score keeper. Soon after arriving, I either seek out the opposing team's score keeper or one of the coaches to obtain a player roster and enter it by hand into the score book. Write the goalies jersey number in the saves section on both the home and visitors side of the book.

*Tip: Be sure to bring two sharp #2 pencils to each game. One will either break or the tip will get dull before the game is over.*

*Tip: Use two small binder clips to clasp the left and right pages to their respective sides of the score book to minimize the interruptions caused by the wind.*

## Statistics

Statistics are maintained based on the definitions outlined in the US Lacrosse rules ([found here](#)). Another great resource is the NCAA Men's Lacrosse Statisticians' Manual ([found here](#)).

The score keeper will spend the majority of their time keeping track of player statistics in the following section:

	No.	Player Name	Quarters Played					Shots	Goals	Assists	Ground Balls	Pts.
			1	2	3	4	OT					
Home												
Attack												

**Quarters** – As a player enters the field of play, the spotter should call out the team and jersey number (“red 34, going in”) to inform the score keeper to mark (tick or circle) the player as being in that quarter. It is also helpful to have the spotter read out the jersey numbers of all starting players just before each quarter begins.

**Shots** – As a player takes a shot, the spotter should call out the team and jersey number (“white 21, shot”) to inform the score keeper to mark (tick) the player as having taken a shot. *A shot occurs when a ball is propelled toward the goal by an offensive player (by any means) with the possibility to score. Only the player who had possession of the ball and propelled it toward the goal can be credited with the shot.*

**Goals** – As the ball passes the plane of the goal, the spotter should call out the team and jersey number (“white 21, shot and score”) to inform the score keeper to mark (tick) the player as having taken (1) a shot and (2) scored a goal. This will result in two tick marks (one in the shots column and another in the goals column). *If player A1 takes a shot that deflects off of teammate A2, who clearly causes the ball to be redirected into the goal. Credit A2 with a shot and goal and A1 with an assist. Note: If the team not scoring the goal has one or more players in the penalty box at the time of the goal and they have not been issued an unreleasable foul (official will indicate at the time of*

*the foul), the goal releases the player from having to serve their full time of suspension.*

**Assists** – If a player is credited with an assist when he makes (in the opinion of the score keeper) a pass contributing directly to a goal, the spotter should call out the team and jersey number (“white 21, shot and score, white 16 assist”) to inform the score keeper to mark (tick) the player as assisting with the goal. Determining an assist can be tricky because each goal scenario is unique. The main thing is to be as consistent throughout the season as possible. *There should be no particular time frame for an assist (although the pass and shot should appear to be part of the same play) nor should there be any rigid distance factor in the play (the player scoring the goal could take one step, several steps, or even run a number of yards with the ball and still have the passer credited with an assist). An assist should not be credited on a play when the goal scorer dodges a defensive player after receiving the pass before shooting unless, in the opinion of the statistician, it was the pass itself and not the dodge that led directly to the shot.*

**Ground Balls** – As a player takes possession of the ball and is able to perform normal functions of possession (e.g. shoot, pass, cradle), provided the ball was contested by both teams before establishing possession, the spotter should call out the team and jersey number (“red 16, ground ball”) to inform the score keeper to mark (tick) the player as receiving credit for a ground ball. *A loose ball that is not contested and would not reach the midline or go out of bounds should not result in a ground ball. Ground balls can be credited as part of faceoff play.*

**Faceoffs** (win/lose) – As a player takes possession of the ball and is able to perform normal functions of possession immediately following a faceoff, the spotter should call out the team and jersey number (“red 16, faceoff won”) to inform the score keeper to mark (tick) the player as receiving credit for the faceoff win. Conversely, if the possession went to the opposing team, the score keeper would mark the player with a faceoff loss. The credit always goes to the player taking the faceoff at midfield, not the player who may have first taken possession of the ball after the faceoff. *The referee’s signal of possession has no influence on the statistical determination of faceoff wins and losses. The referee’s signal frequently precedes the statistical definition of possession. It is appropriate to credit red 16 with a faceoff win and a ground ball if they take possession of the ball after a faceoff.*

**Take-aways** – As a defender strips or checks the ball away from an attacking player and takes possession of the ball and is able to perform normal functions of possession, the spotter should call out the team and jersey number (“white 21, take-away”) to inform the score keeper to mark (tick) the player as receiving credit for the take-away. *Some teams credit a take-away only when the same player causes the change of possession and recovers the ground ball while others credit the player anytime they cause a change of possession. Again, it will be important to maintain consistency across spotters and score keepers throughout the season.*

## Running Score

The score keeper will keep track of all goals in the following section:

	Team Name	Head Coach	1	2
H				
V				

As mentioned in the Pre-Game Preparation section, the team names and head coaches names will have been filled out before the game began.

When a goal is scored, I have found it is easiest to first mark the player statistics and then come back and complete the running score section. I do it in this order because the running score section is merely a convenience while the player statistic is really what I want to ensure is correct. After I’ve credited the appropriate player(s) with a shot, score and assist (if applicable), I then record the score in the running score section in the following way:

Time (upper-left) – Enter the game time in which the goal is scored.

Quarter (upper-right) – Enter the quarter in which the goal is scored.

Goal Jersey (lower-left) – Enter the jersey number of the player who is credited with the goal.

Assist Jersey (lower-right) – Enter the jersey number of the player who is credited with the assist. If no assist was awarded, then I mark the box with a dash (“-”).

At the end of each quarter, I like to draw a thick vertical line on the right edge of the last goal entry for both teams. This mark helps me quickly determine how many goals have been scored each quarter. I then transfer

the number of goals scored by quarter to the right side of the running score rows. The officials often validate their own tracking by comparing their numbers with the book at the end of each quarter.

## Penalties

The score keeper will keep track of all official penalties in the following section:

<i>Penalties</i>				
<i>P.T.</i>	<i>No.</i>	<i>Infraction (#)</i>	<i>Qtr.</i>	<i>Time</i>

Whenever a penalty is issued, the officials will approach the table to announce the penalty at the first available stoppage of play. They will typically call out the team and jersey number along with the penalty and sometimes the associated amount of time that must be served ("white 27, holding, 30 seconds"). The score keeper must then record the penalty in the above section on the appropriate side of the book (home/visitor) by completing the following fields.

**P/T** – Enter "P" for a personal foul or "T" for a technical foul. The penalty for a personal foul is a one (default if the time is not specified by the official) to three minute suspension from play and possession to the team that was fouled. Players with five personal fouls are ejected from the game. 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.

**No** – Enter the jersey number of the player who committed the foul.

**Infraction** – Enter the description of the type of foul called. In addition to the description, I indicate the length of time to be served in the penalty box ("(1:00)") as well as a reminder if the foul is unreleaseable ("(U1:00)"). The official will mention specifically if a foul is unreleaseable. *Personal fouls include: (1) Slashing: Occurs when a player's stick contacts an opponent in any area other than the stick or gloved hand on the stick, (2) Tripping: Occurs when a player obstructs his opponent at or below the waist with the crosse, hands,*



arms, feet or legs, (3) *Cross Checking*: Occurs when a player uses the handle of his crosse to make contact with an opponent, (4) *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, (5) *Unnecessary Roughness*: Occurs when a player strikes an opponent with his stick or body using excessive or violent force, (6) *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, (7) *Illegal Body Check*: 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, and (8) *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 include*: (1) *Holding*: Occurs when a player impedes the movement of an opponent or an opponent's crosse, (2) *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, (3) *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, (4) *Pushing*: Occurs when a player thrusts or shoves a player from behind, (5) *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, (6) *Stalling*: Occurs when a team intentionally holds the ball. without conducting normal offensive play, with the intent of running times off the clock, and (7) *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.

**Qtr** – Enter the quarter number in which the foul is announced.

**Time** - Enter the game time in which the foul is announced. *Do not enter the amount of suspension time in this space. Instead, the game*

*time is used to assist the penalty timers and officiating staff in the event of confusion or when calculating the additional time to be served when penalties span beyond the quarter end.*

## Time Outs

The score keeper will keep track of all official time outs in the following section:

Time		
Time Outs	at Hal	
OT:		

Whenever a time out is called, the officials will stop the game and assign the time out to the requesting team. Each team can take up to two time outs per half and one time out for each overtime period. The score keeper must then record the time out in the above section on the appropriate side of the book (home/visitor) by completing the following fields.

**Time** (left) – Enter the game time in which the time out is called.

**Quarter** (right) – Enter the quarter number in which the time out is called.

## Saves

The score keeper will keep track of all goalie saves in the following section:

Goalies & Saves:									
G									
								1	2
								3	4
								1	2
								3	4

This section is completed as follows (left to right):

**Jersey Number** – Enter the number of the goalie's jersey.

**Name** – Enter the name of the goalie.

**Quarters** – As a goalie enters the field of play, the spotter should call out the team and jersey number ("white 99, goalie, going in") to inform the score keeper to mark (tick or circle) the player as being in that quarter. It is also helpful to have the spotter read out the jersey



numbers of all starting players (including the goalie) just before each quarter begins.

This section assumes that no more than two goalies per team will serve in a single game. If more than two goalies play, simply utilize the space below the section to record their saves.

When a ball is stopped or deflected with any part of the goalie's body or stick, which if not stopped or deflected would have resulted in the ball entering the goal, the spotter should call out the goalie team and jersey number ("white 99, save") to inform the score keeper to mark (circle number or tick) the goalie as receiving credit for the save.

## **Summary**

Some score keepers track summary statistics throughout the game by placing tick marks first in the player statistics section and then in the summary section. I have found that the game moves too quickly and I'm more likely to miss something or make a mistake when I try to do too much at once. Instead, I complete the summary section at the end of every quarter for Ground Balls, Shots and Face-Offs. Because Clears and Extra Man are not recorded elsewhere, I mark these sections throughout the game.

Overall Statistics				
Ground Balls	1			
	2			
	3			
	4			
	O.T.			
	▶			
Shots	1			
	2			
	3			
	4			
	O.T.			
	▶			
Cleared Failed				
Clears	1			
	2			
	3			
	4			
	O.T.			
	▶			
Scored Failed				
Extra Man	1			
	2			
	3			
	4			
	O.T.			
	▶			
Win Lost				
Face-Offs	1			
	2			
	3			
	4			
	O.T.			
	▶			

This section is completed as follows (top to bottom):

Ground Balls (complete at end of quarter) – This section indicates the total number of ground balls recorded by quarter. For the first quarter,

this calculation is easy. Simply add up all of the ground ball tick marks in the player statistics section and write the total in the right column. For subsequent quarters, however, you will need to find the difference between the total number and the total recorded at the close of the previous quarter. I generally write the total number off to the right and then write the difference in the right column for the quarter.

Shots (complete at end of quarter) – This section indicates the total number of shots recorded by quarter. For the first quarter, this calculation is easy. Simply add up all of the shot tick marks in the player statistics section and write the total in the right column. For subsequent quarters, however, you will need to find the difference between the total number and the total recorded at the close of the previous quarter. I generally write the total number off to the right and then write the difference in the right column for the quarter.

Clears (complete as you go) – This section indicates the total number of successful and failed clears recorded by quarter. A successful clear ("white successful clear") occurs when a team takes possession of the ball behind its defensive restraining line and successfully moves the ball to the offensive attack area without losing possession of the ball. At the end of the quarter, the score keeper totals the tick marks and places the sum of the successful clears (top) and the failed clears (bottom).

Extra-Man (complete as you go) – This section indicates the total number of successful and failed goals while the opposing team was one or more men down recorded by quarter. Anytime a team is playing one or more men short or extra counts as an extra-man opportunity on defense or offense. An extra-man goal may be credited to the appropriate team ("white extra-man scored") if the team with one or more extra men on the field make a goal before the opposing team's penalty(ies) is(are) released. An extra-man goal is failed if no goal is achieved while one or more extra men are on the field. At the end of the quarter, the score keeper totals the tick marks and places the sum of the goals (top) and the fails (bottom).

Face-Offs (complete at end of quarter) – This section indicates the total number of successful and failed face-offs by quarter. For the first quarter, this calculation is easy. Simply add up all of the face-off tick marks in the player statistics section and write the total in the right column. For subsequent quarters, however, you will need to find the difference between the total number and the total recorded at the close of the previous quarter. I generally write the total number off to

the right and then write the difference in the right column for the quarter.