



Table Crew Jobs, Definitions
and Responsibilities Guide 

Welcome to the Utah Lacrosse Association

2015 Boys High School Lacrosse Statistician Training

Presented by:

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Raising the Game

- *Your contribution is HUGE.*



- ***NFHS, NCAA, US Lacrosse, Utah Lacrosse Association & Utah High School Lacrosse League (UHSLL)***
- *A current official **NFHS Rule Book** should be always available during games.*



This training covers:

- 2015 NFHS Rule Changes
- Why **Stats** Are Important and Table Area Regulations
- Scorebook/Timekeeper: Stop/Running Time, Penalty Administration
- Statisticians/Spotters: How to record **LIVE** game stats
- Breaking It Down and Mandatory Reporting
- Resources, Ref Signals



2015 NFHS Rule Changes (Table affecting)

- **2-7-1 & 2:** SECTION 7 Chief Bench Official
- ART. 1 . . . When assigned by an assigning authority, an official acting as the chief bench official shall have supervision over the timer's table and complete jurisdiction over the timer, scorer, coaches area and both benches. The chief bench official (CBO) shall wear the same uniform as the other officials and shall have a whistle, flag and horn. The horn shall be provided by the home team.
- ART. 2 . . . The CBO shall supervise and have complete jurisdiction over the timekeeper, penalty timekeepers, scorers, coaches, substitutes and any other persons within the bench areas, the substitution area and the penalty box.
- **2-10-1:** ART. 1 . . . The home team shall supply an adequate number of balls on each end line. At the start of each period, a minimum of four balls should be spaced equidistant from each other 5 yards beyond the end lines and four on both sidelines the sideline opposite the benches. On the bench side, a minimum of four balls should be placed at the scorer's table.
- **Rationale:** Clarifies that the balls on the bench side are needed only at the table and not along the sideline.



2015 NFHS Rule Changes (Table affecting)

- **3-1-2: ART. 2 . . .** After the first half, any time the score differential reaches 12 goals or more, starting with the whistle resuming play, the clock will only be stopped for a team time-out, official's time-out or an injury time-out. If the score differential is reduced to fewer than 12 goals, then normal play will resume. All penalties that occur during a score differential situation will be running time. In this situation, running penalty time begins with the next whistle resuming play.
- **Rationale:** More accurately stipulates when the running clock begins.



2015 NFHS Rule Changes (Table affecting)

- **5-5: ART. 5 . . .** A player may not use a crosse that does not conform to required specifications. Use of an illegal crosse carries a one- or three-minute non-releasable penalty. A crosse found illegal due to a deep pocket will carry a one-minute non-releasable penalty. A player using a crosse found illegal for not meeting any required specification other than a deep pocket will receive a three-minute non-releasable penalty (exception: hanging string length and end caps as in Rule 1-7-3). A player using a crosse found illegal because it was altered to gain an advantage will receive a three-minute non-releasable penalty. Any crosse ruled illegal and resulting in a three-minute penalty will remain in the table area for the remainder of the game.
- Every crosse on a team is subject to inspection, and the crosse need not have been in the game to be inspected.
- **Rationale:** This clarifies that an illegal stick will result in a penalty for not meeting specifications, even if unaltered.

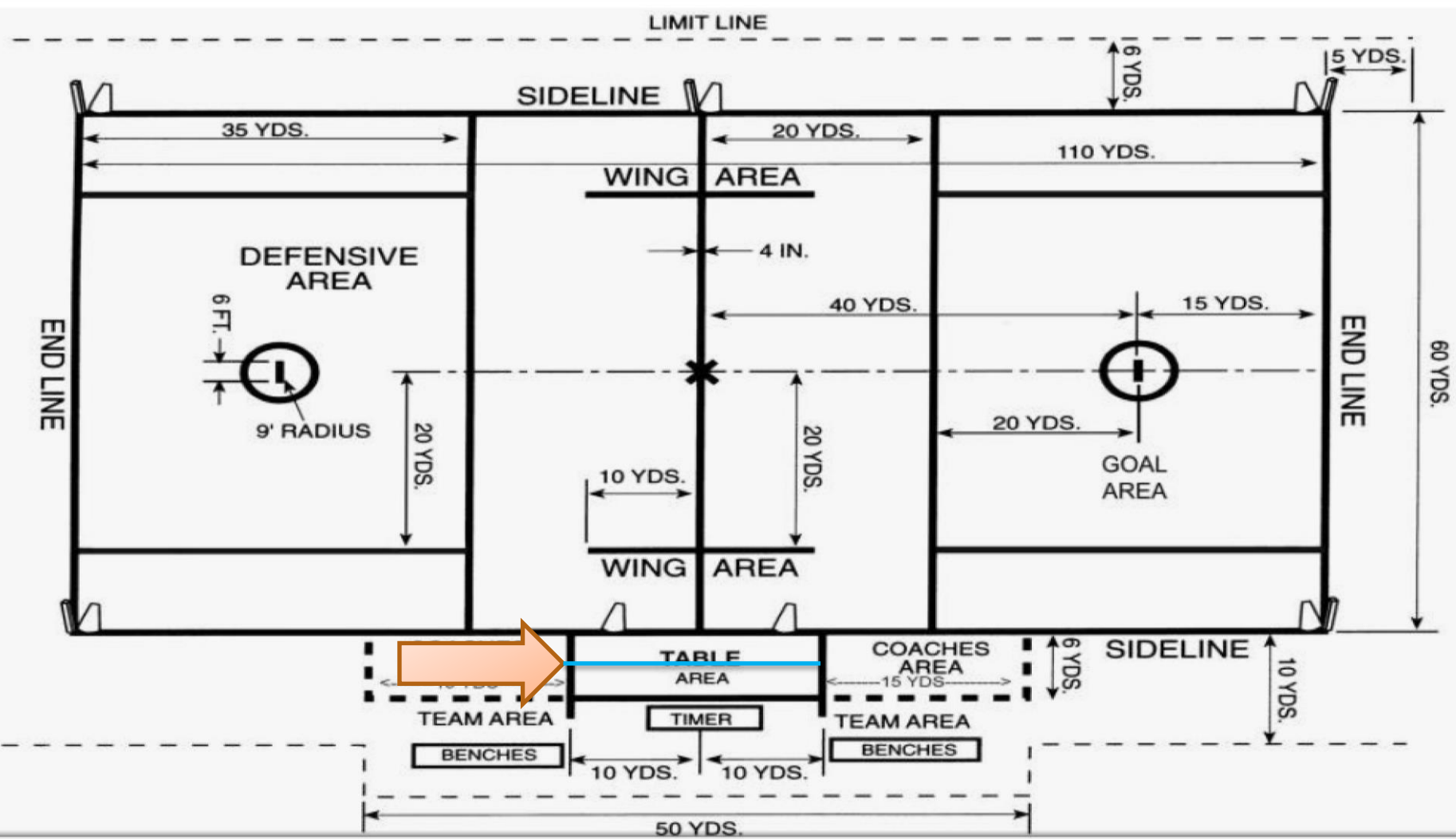


2015 NFHS Rule Changes (Table affecting)

- **6-5-2e:** e. Entering the game from the penalty area before authorized to do so by the timekeeper. The player shall be returned to the penalty area to serve his remaining time, plus 30 seconds. If the ball is loose or in possession of the player's own team, it shall be awarded to the opposing team and the player leaving the penalty area early does not have to serve an additional 30 seconds. In the event that a goal is scored by the opponent, the unexpired penalty time is nullified, but the player still shall serve 30 seconds for illegal entry into the game and the 30-second penalty is erased.
- **Rationale:** This provides consistency with other rule codes.



BOY'S LACROSSE FIELD DIMENSIONS



**“There are three kinds of lies:
Lies, damned lies and statistics.”**

Mark Twain



Why Do We Record Stats?

- Acknowledges the individual's contributions to team.
- Impacts players, teams, league and chapter.
- Of utmost importance, read, comprehend and absorb the scintillating 2015 HS Statistician's Manual
- Prepare. Practice.



What Statisticians Record...

- GAMES PLAYED (GP)
 - FACEOFFS (FO)
 - SHOTS (SH)
 - ASSISTS (A)
 - GOALS (G)
 - SAVES (S)
 - GROUND BALLS (GB)
- CAUSED TURNOVERS (CT)
 - CLEARS (CL)
- EXTRA MAN OFFENSE AND DEFENSE (MU/MD)
 - TURNOVERS (TO)



Tips for Statisticians

- **FILM YOUR GAMES**
- **BECOME FLUENT IN THE LANGUAGE**
- **VANTAGE POINT**
- **STATTER SHEET – not the scorebook.**
- **GET HELP**
- **AT FIRST, FOCUS ON YOUR TEAM'S STATS**



It's about TEAM work in the Table Area

Home and Visitor team's must each have a certified statistician & a scorebooker plus up to 3 spotters in the table area at every game.

Statistician (H)



Score Book (H)



Timekeeper Clock (H)



Score Book (V)



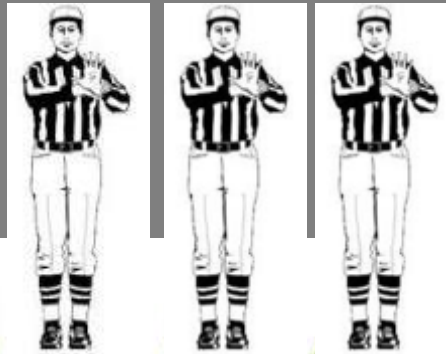
Statistician (V)



Spotters (H)



REFEREES OFFICIALS



Spotters (V)

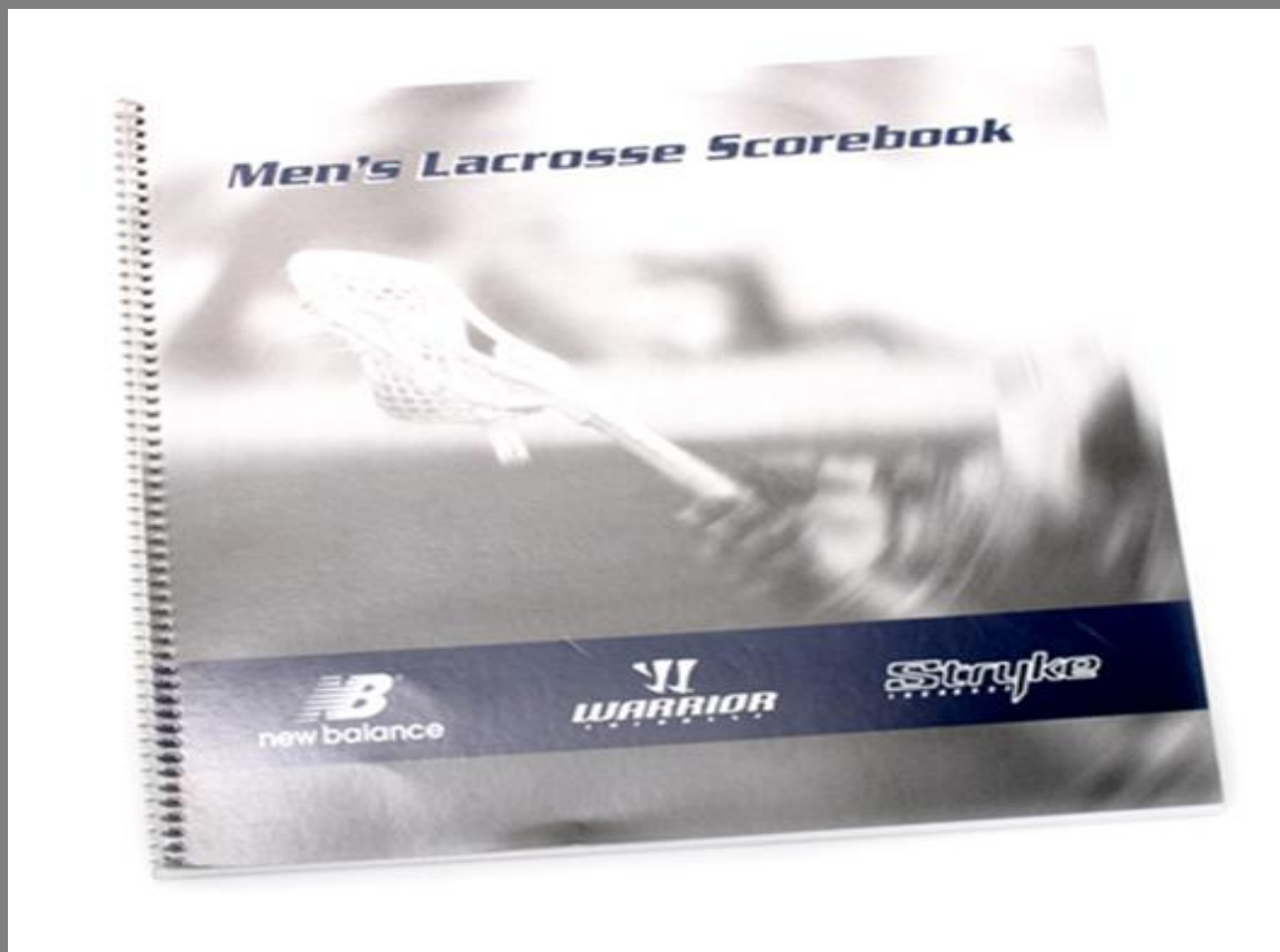


Table Area Regulations

- Table Area is **neutral zone**. You are representing the HS League when in table area.
- You are a part of the game officials team while in table area. Home & Visitor table crews work with each other and the referees as **one** team.
- Table crews must be informed, competent, accurate, consistent and as much as is humanly possible, **impartial**.
- Reconcile statistics – **home** statistician **prevails**
- **Keep your eye on the ball and on the refs...
you can only record what you observe.**



Scorebooker



Scorebook Duties (Home & Visitor)

Goals:
Scorer #,
Assist #,
TOC & Qtr

Rosters:
In Home
(starting
attack);
Starters (S)
& Game
Played

H	Central High	0:14 F 5:53 C 8:40 X 7:37 O 11:54 O 6:19 C 3:40 F 7:11 X 9:40 X 10:01 O 11:21 C
Coach	Roger Southworth VB	Record 3-1
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

		Game Played					
PO.	NO.	NAME	OTB	G	A	GB's	
ATTACK	13	Peter Bitz In Home S	✓✓✓✓ OT	###	7	////	/
	41	Mike Rogers S	✓✓✓✓ OT	###	7	//	/
	18	Lydel Jones S	✓✓✓✓ OT	///	3	/	///
MID.	23	Andy Messerschmidt S	✓✓✓✓ OT				###
	25	Larry Rogers S	✓✓✓✓ OT	///	3		///
	33	Tom Harris S	✓✓✓✓ OT	/	/		//
MID.	16	Fran Smith	✓✓✓✓ OT	/	/		
	42	Jim Bickmore	✓✓✓✓ OT	////	4		
	37	Phil Levine	✓✓✓✓ OT				
MID.	40	Kevin MacLeod	1 ✓✓✓ OT	/	/		###
	47	Mayless Calander	1 ✓✓✓ OT	///	3	/	
	31	Seth Fields	1 ✓✓✓ OT	/	/		
DEFENSE	24	Bob Sled S	✓✓✓✓ OT				###
	28	Mike Zicher S	✓✓✓✓ OT				
	29	Paul Trump S	✓✓✓✓ OT				////
A	11	Chuck Wagon	1 ✓✓✓ 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				//
G	4	Pete Rebozo S	1 2 3 ✓ OT				

PENALTIES			
P.T. NO.	INFRACTION (#)	PER.	TIME
1 m 29	Slashing (1)	2	4:20
1 m 47	Tripping (1)	2	11:58
1 m 29	Cross Check (2)	3	0:41
1 33	Slash (1) NR	4	0:38

TIME OUTS			
FIRST HALF	SECOND HALF	1 O.T.	2 O.T.
9:12 2	5:02 4 7:30 4		

GAME SCORING			

Penalties:
Duration,
Plyr#,
Infraction,
Qtr, NR?
TOC

Time Outs:
Team, TOC,
Qtr

**Home: Get
Official's
Autograph!**



Timekeeper/Clock



Timekeeper Clock Duties

- **Home** team provides the official timekeepers – job dovetails with scorebook.
 - ✓ Game and Penalty Timing plus timeouts/halftime
- **Seconds matter FOCUS**
- **PRACTICE.** Familiarize yourself with how the **LAX clock scoreboard** or stopwatches operate.
- Before game, **discuss** with ref's when they require time **remaining** alerts (have a cheat sheet at table).
- **LOUDLY** countdown from **10 seconds** at end of each period then **SOUND THE HORN.**



Game Timing

STOP TIME vs RUNNING TIME

- **STOP TIME:** Game clock starts and stops on **every** whistle.
- **RUNNING TIME:** Game clock will only be stopped for a team time-out, official's time-out or an injury time-out.



Game Timing Cont...

- **1st Half: Always stop** time during the **1st & 2nd quarter**. Start and stop the clock on every whistle.
- **2nd Half: During 3rd & 4th quarter**, stop time **unless** there is a 12-Goal differential.
- Any time the score differential reaches **12 goals or more**, the game clock is on running time and will **only be stopped for a team time-out, official's time-out or an injury time-out**.
- Should the score differential be **reduced** to fewer than 12 goals, then **normal stop time resumes**.



Foul Facts about Penalties

- Penalty times vary depending on **type** of foul:
 - **Technical Fouls:** 30 seconds
 - **Personal Fouls:** 1 to 3 minutes depending on infraction and if a **player accumulates 5 minutes** of personal foul time, player is disqualified from participating in remainder of game
- Personal Fouls are either:
 - **RELEASABLE:** Player is released when the penalty time expires **OR** when the **opposing team scores a goal**. Multiple releasable penalties on a single player are all releasable on an opposing goal.
 - **NON RELEASABLE:** Player is released **ONLY when the penalty time expires**. Non-releasable penalties are served first if there are multi-penalties on player.



Types of Fouls

Personal Fouls 1-3 min

Slashing
Tripping
Cross-Check
Unnecessary Roughness
Illegal Body Check
Unsportsmanlike
Conduct
Illegal Crosse
Illegal/Not worn Equipment

Technical Fouls 30 sec

Holding
Interference
Off sides
Pushing
Screening
Stalling
Warding off



Penalty Administration

- Penalized players must remain in the “special substitution box”, on their knee while serving the penalty. They may not obstruct the view of the scorer/timer.
- **NEW 2014 RULE:** Maximum of **three** players PER TEAM in their penalty box.



Penalty Administration cont...

- If a **team** with three players in box has a **4th player (or more) flagged for time-serving penalty**, the 4th + players from that team must wait next to table in bench area **“in a holding pattern”** until a spot in penalty box opens up.
- 4th/+ players are “sidelined” & out of game for time being ... but team is only 3 men down – team continues to play with 7 men.
- When player **gets into the penalty box**, then his penalty time begins to elapse – penalty time does NOT begin until player is in box.
- **Record the time on game clock** when the penalty time actually begins to elapse.
- If opponent scores goal, **only “TIME ELAPSED”** players can release.



Penalty Timing during Stop Time

- **Synchronize. Game & Penalty clock must be in sync.**
- Stop game clock on official's whistle. Official will come to table to announce a time-serving penalty.
- Set the penalty clock based on the amount of time specified by the official.
- Penalty clock **starts on official's next whistle** and penalty clock will start/stop on **every** official's whistle along with the game clock.
- **Calculate** release time. Inform player **time on the game clock** when they will be released.



Penalty Timing during Running Time

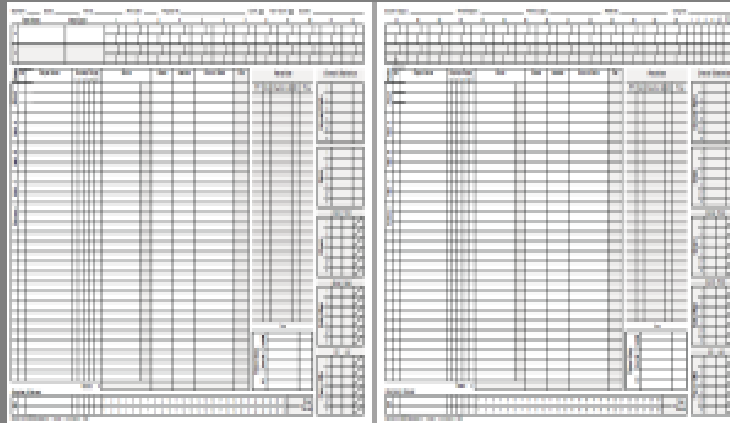
- Do **NOT** stop game clock on official's whistle.
- Official will come to table and you set the penalty clock based on **the amount of time** specified - but **DO NOT** start penalty clock just yet.
- Penalty clock **starts on official's next whistle** and **only** stops when game clock stops for team or ref timeouts. IN SYNC!
- When whistle resumes play, note the time on the game clock in the scorebook entry for the penalty.
- **Calculate** release time. Inform player **time on the game clock** when they will be released.



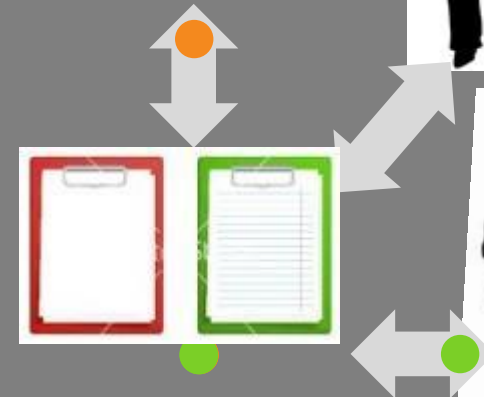
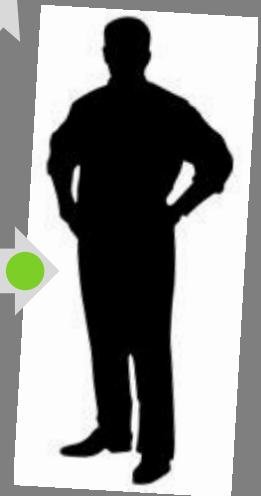
Penalty Release

- When penalty time is expiring, provide a LOUD countdown from 10 seconds so player/coach can hear you. Player may be subbed @ 5 seconds remaining.
- If multiple players are in penalty area, be clear on which player is being released - announce “Player # - This is your countdown!”
- Players **may NOT be released** from box even if their penalty time has expired (running time):
 - During a dead ball situation – player must wait & **be released on next whistle**
 - During **face off** plays until **official signals possession**





The image shows two identical spreadsheets side-by-side, representing mirrored data. Each spreadsheet has a header row with columns for 'Date', 'Time', 'Player', 'Points', 'Rebounds', 'Assists', 'Steals', 'Blocks', 'Turnovers', 'Fouls', and 'Minutes'. Below the header, there are several rows of data, with some cells containing numbers and others containing text. The spreadsheets are presented as a visual metaphor for data synchronization and collaboration.



Collaboration & Reconciliation

Statistics are mirrored. It's about team work.
Spotters are absolutely critical and
PRACTICING prior to season is **VITAL**.



Get it down...learn the Language

“White X from Y”

Player X scored the goal; Player Y had the assist, where X and Y are the players' numbers.

“White X GB”

Award Player X in the white jersey a ground ball, where X is the player's number.

“Blue X Shot (result)”

Award Player X in the blue jersey a shot/result

“Save”

Goalie makes save.

“Blue Possession”

Blue team wins face off . “White” team loses face off.

“Blue Successful Clear”

Blue team successfully moves ball from their defensive area across the midline and into the offensive area.



FO												
PLYR#												
Opp												
GB?												
SHOTS												
PLYR#												
Outcome												
Asst # MU/MD												
OSHTS												
Opp Plyr#												
Outcome												
Asst # MU/MD												
GB												
PLYR#												
Opp												
CT												
PLYR#												
GB?												
Opp												
TO												
PLYR#												
RE-GB?												
Cause												
Opp												
CLR												
Us												
Opp												

FO

PLYR#	45	45	45	45	45	45	45					
Opp	5	5	5	5	5	5	5					
GB?	24	-	15	-	41	31	42					

SHOTS

PLYR#	37	22	6	18	1	37	17	1				
Outcome	W	S	10:14	D 51	W	W	S	5:21				
Asst # MU/MD			22 mu					-				

OSHTS

Opp Plyr#	4	29	31	15	4	29	31					
Outcome	S	W	S	9:28	8:55	S	D 24					
Asst # MU/MD				31	-							

GB

PLYR#	37, 24, 22, 15, 24, 24, 1											
Opp	l, l, l, l, l, l,											

CT

PLYR#	24	18	66	30	30	26	11	24				
GB?	24	-	18	30	24	-						
Opp	l, l, l, l, l, l,											

TO

PLYR#	8	10	45	3	27	36						
RE-GB?		10		18	45	36						
Cause	UE	O	CT			UE						
Opp	l, l, l, l, l, l,											

CLR

Us	①l,①l,l,l,①l,①											
Opp	①l,①l,l,l,①											

My player #	45	45	45	45	45	45	45
Opp player #	5	5	5	5	5	5	5
GB?	24	5	-	-	41	31	42

FACE OFF



My player #	45	45	45	45	45	45	45
Opp player #	5	5	5	5	5	5	5
GB?	24	5	-	-	41	31	42

FACE OFF



My player #	45	45	45	45	45	45	45
Opp player #	5	5	5	5	5	5	5
GB?	24	5	-	-	41	31	42

FACE OFF



Subjective Stat ahead... Assists

Jerry Price, Princeton University SID, author of the NCAA Statisticians Manual:

“1) you can’t have more than one assist on a goal, unlike hockey ... There are no multiple assist goals

2) there is no rule that says you can’t give an assist if the scorer dodges or takes a certain number of steps ... An assist should be given if the pass leads directly to the goal ... When in doubt, err on the side of giving the assist ... Just don’t go nuts about it ...”

- IN THE OPINION OF THE TEAM’S STATISTICIAN...



MY SHOTS

Player #	37	29	29	17	1	37	1
Outcome or Time of Goal	11:15	S	D44	9:50	W	W	5:21
Assist?	14			-			-
MU/MD	-						



MY SHOTS

Player #	37	29	29	17	1	37	1
Outcome or Time of Goal	11:15	S	D44	9:50	W	W	5:21
Assist?	14			-			-
MU/MD	-						



MY SHOTS

Player #	37	29	29	17	1	37	1
Outcome or Time of Goal	11:15	S	D44	9:50	W	W	5:21
Assist?	14			-			-
MU/MD	-						



MY SHOTS

Player #	37	29	29	17	1	37	1
Outcome or Time of Goal	11:15	S	D44	9:50	W	W	5:21
Assist?	14			-			-
MU/MD	-						



MY SHOTS

Player #	37	29	2	17	11	37	1
Outcome or Time of Goal	11:15	S	W	9:50		W	5:21
Assist?	14			-			-
MU/MD	-						



MY SHOTS

Player #	37	29	2	17	11	37	44
Outcome or Time of Goal	11:15	S	W	9:50		W	5:21
Assist?	14			-			22
MU/MD	-						



Player #	8	44	31	8	4	29	31
Outcome or Time of Goal	S	S	S	9:28	8:55	S	D 24
Assist?				52	-		
MU/MD				-			

OSHOOTS



Player #	8	44	31	8	4	29	31
Outcome or Time of Goal	S	S	S	9:28	8:55	S	D 24
Assist?				52	-		
MU/MD				-			

OSHOOTS



Player #	8	44	31	8	4	8	31
Outcome or Time of Goal	S	S	S	9:28	8:55	2:10	D 24
Assist?				52	-	-	
MU/MD				-			

OSHOOTS



CAUSED TURNOVER

My player #	29	4	12	33	6	1	1
GB?	-	42	10	25	6	-	-
Opponent: l, l, l, l, l,							



CAUSED TURNOVER

My player #	29	4	12	33	6	1	1
GB?	-	42	10	25	6	-	-
Opponent: l, l, l, l, l,							



GROUND BALL GB

My player #	37, 24, 22, 2
Opponent	I, I, I, I,



GROUND BALL GB

My player #	37, 24, 22, 2
Opponent	I, I, I, I,



My Clears/#: I, I, I, G, I, I, G, G,

Opponent: I, I, I, I, I, I,

CLEAR



My Clears/#: (1), (1), (1), (G), (1), (1), (G), (G)

Opponent: (1), (1), (1), (1), (1), (1)

CLEAR



Turnover (TO) 😞

My player #	14	3	20	19	13	5	1
Regain GB?	11	3			19		
Opponent: l, l, l, l, l,							



Statistician & Table Checklist on Game Day

End Of Quarters

- Confirm score with officials
- Confirm score with opponent's scorekeeper
- Reconcile stats

Half Time

- Set clock for **10** minutes
- Notify officials at **4** minutes left in half

End of Contest (Game)

- Confirm score
- Congratulate
- Get ref's autograph!
- Reconcile stats



MANDATORY TO DOs

Game scores entered with 24 hours

Stats must be entered 48 hrs after game conclusion:

Gms Plyd - Games Played (all field players and goalies)

Goals - Goals Scored (all field players and goalies)

Asst - Assists (all field players and goalies)

Gballs - Ground balls (all field players and goalies)

FO/DTkn - Faceoff or Draw Taken (enter each FO player # and number of faceoffs he did in game)

FO/DWn - Faceoff or Draw's Won (the total of faceoffs your team won in game)

CT - Caused Turnover (all field players and goalies)

Goalie Stats

SH – Shots (total of opponent shots on your goalie - do not include D or W shots; should equal GA+SV)

GA - Goals allowed

SV – Number of goalie saves

It is recommended that all teams verify the accuracy of your player's stats by watching game film. If upon verification, your player stats require updating, you may adjust your team's player stats within 7 days.

There are penalties if player stats are not entered or if the player stats are falsified!

Remember, game scores cannot be altered – only player stats can be remedied.



Prepare thyself...

- **PRACTICE** doing stats before season starts
- Who's your buddy? Spotters!
- **On game day...Focus on what is most important...**
- **Keep game details and rosters along with which players actually played**
- **Keep scoring details**
- **Keep penalty details**
- **Keep time out details**

THEN WORK ON ...

- **Shots, Saves, Face Offs, Ground Balls, Caused Turnovers, Clears, Turnovers, MU/MD**
- *Start with your team's stats, then work toward tracking both teams*



Points of Emphasis...

- **CONCUSSION AWARENESS**
- **No duplicate jersey numbers on team (0-99 numbering schematic)**
- **NFHS Lightning Rule:**
 - Stop play and take shelter when thunder is heard or cloud to ground lightning bolt is seen
 - Wait at least 30 minutes after last thunder or flash of lightning
 - Any subsequent thunder or lightning after the 30 minute count starts, start a new 30 minute count
- **SPORTSMANSHIP - Honor the Game**



Resources & Contacts

- **USLACROSSE.ORG**
- **NFHS.ORG - Rules Book, Timer Scorer Guides**
- Boys HS League President, Craig Morris CraigMorris@waterfordschool.org
- Boys Program Coordinator, Collin Madsen BPC@utahlax.org
- Statistics Table Crew Chair, Annie HerrNeckar, Stats@utahlax.org

**UTAHLAX.ORG>League Information>Program Reps>
Stats/Table Crew**

- – 2015 Boys HS Certification Test, Statistician Manual, Stat Templates, Cheat Sheets, etc.



Much obliged for your invaluable assistance and remarkable spirit of volunteerism! Many, many thanks to all of the generous people who assisted in fine-tuning this training.

BEST OF LUCK THIS SEASON!



OFFICIAL NFHS LACROSSE SIGNALS



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



2. Score



3. No Score or Technical Foul Wiped Out by Goal



4. Faceoff



5. Alternate Possession



6. Ball in Possession on Faceoff



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. Nonreleasable 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



18. Inadvertent Flag



19. Free Clear



20. Tipped/Deflection

PROCEDURAL SIGNALS

OFFICIAL NFHS 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 Equipment
(Gloves)



31. Ejection Foul

PERSONAL FOULS

OFFICIAL NFHS LACROSSE SIGNALS



32. Technical Foul
(Time Served)



33. Interference



34. Illegal Offensive
Screening



35. Holding



36. Wandering 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

TECHNICAL FOULS

Subjective Stat ahead... Assists

- 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.
- A player is credited with an assist when he makes, in the opinion of the statistician, a pass contributing directly to a goal. An assist cannot be credited to any player other than the one who had the ball immediately before the player credited with the goal

