



OHSLA SCOREKEEPERS & TIMEKEEPERS TRAINING

Agenda

1. Introductions
2. Purpose / Objectives
3. Overview
4. Rules Sources
5. Field Layout
6. Terminology
7. Timekeeper Role
8. Scorekeeper Role
9. Practical Application
10. Questions???

PURPOSE / OBJECTIVES

What goals do we want to achieve from this training class?

1. Consistency for game integrity.
2. Uniformity of scorekeeping. (Legitimacy)
3. Clear volunteer expectations.
4. Adjustments to level of play, e.g., Grade 4 vs. D1.
5. Do not bother to memorize hand signals.
6. There is no test – Do your best.

OVERVIEW

1. Officials are in charge of field, sideline, and spectators.
2. Chief Bench Official will ensure compliance (if scheduled for the game).
3. **You are part of the officiating crew** and are there to assist the officials.
4. Ask for official's help when needed.
5. No responsibility for administering or enforcing rules.
6. As the on field officials are a team and rely on each other, so must the scorers, timers, and spotters.
7. Home coach will expect help with certain stats.
8. Enjoy the "Best seat in the house."

OVERVIEW – PART 2

Home team must record scores and penalties.

1. Scorer and Timer have the **official** OHSLA stats.
2. Must drop allegiance to **your child**, the home team and coaches.
3. The table is **not a rooting section** for the home team.
4. Not a time for chatting it up with friends. You are there to "work".
5. Wear neutral colors. No team jackets or hats.



EXTRAS

- Arrive at least 20 minutes prior to the start of the game.
- The table crew should **never** leave the table / book unattended (Half-time)
- Maintain **calm demeanor** when requesting information / clarity from officials / coaches.
- Focus on the “work” at hand. Timing and counting down the end of penalties / quarters.
- Beware that when game time is maintained at the table, the officials will request time updates occasionally.
- Lacrosse sticks that have been determined to be illegal by the game officials and **restricted to the table shall not be handled** by any game participant, spectator, or other persons attending the lacrosse game.

LACROSSE RULES

National Federation of State High School Associations

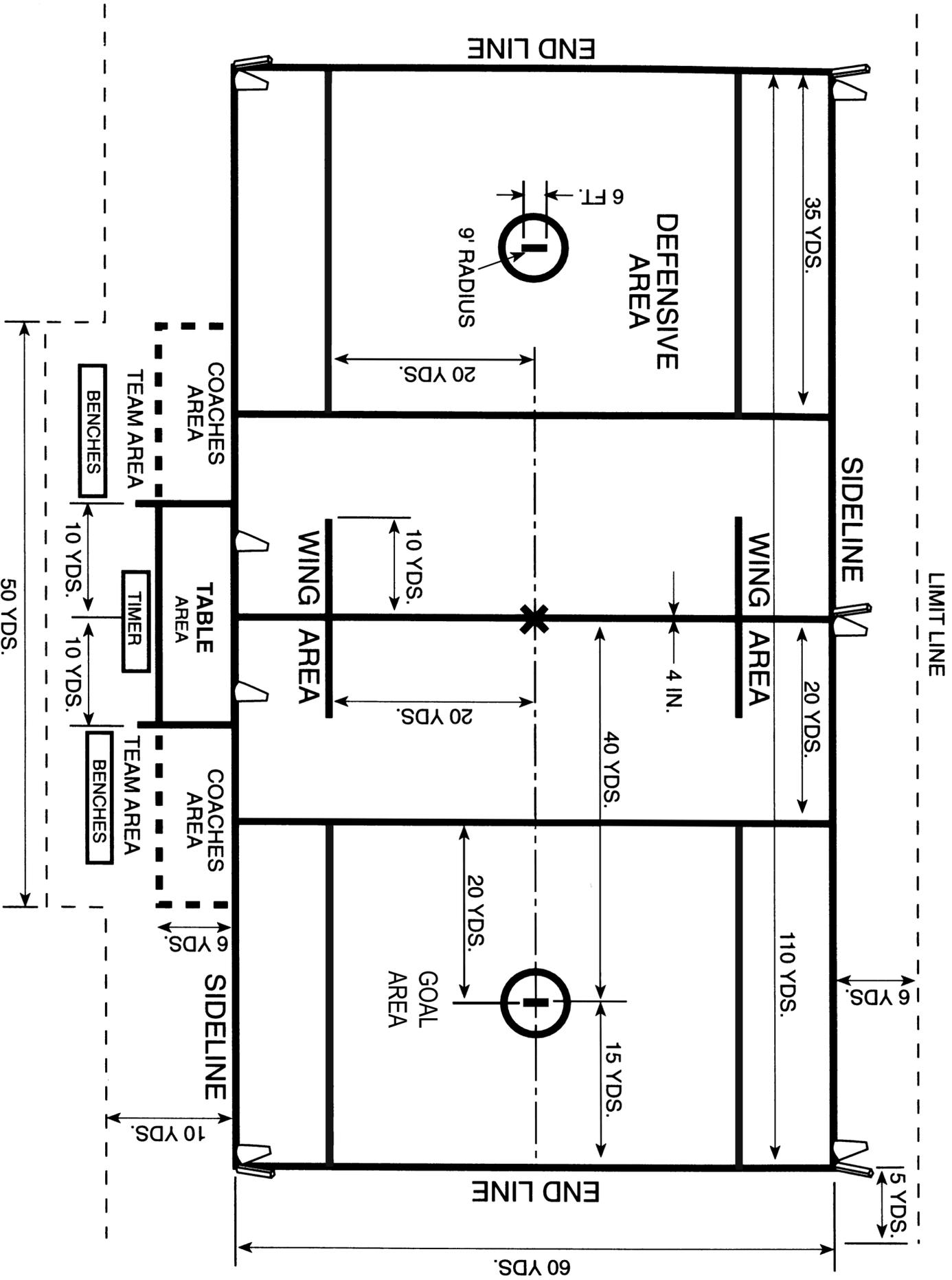
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LACROSSE TERMINOLOGY

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.

Goal – Ball is propelled by offensive player into goal.

Assist – A direct pass to teammate who scores without dodging or evading an opponent, other than goalie in crease.

Goalie Saves – Ball is stopped or deflected by goalkeeper using crosse or body when that ball would otherwise enter goal.

Ground Ball – Ball comes into possession of player under pressure of opponent within 5 yards and player controls ball for passing, shooting, or cradling.

Faceoff – Ball comes into possession of team and there is a clear opportunity out of the play, and a faceoff statistic is awarded to faceoff specialist **regardless** of team mate gaining possession.

Fouls – Technical – 30 seconds
Personal – 1 to 3 minutes
Releasable – Ends when other team scores
Non-Releasable – Player serves full time

CNOTE??

Color, Number, Offense, Time (and if the penalty is releasable), Explanation if necessary.

High School Timekeeper and Scorer Duties as defined by the Boys Lacrosse Rules Book

Timekeeper Duties (Rule 2 Section 8)

Art 1 . . . In the absence of a chief bench official, the **official timekeeper**, will assume all timing duties:

Art. 2 . . . The duties of the official timekeeper shall include:

- a. Keep an accurate account of the time of each period (12 min periods; 2-min intermissions between 1 & 2 and 3 & 4 period; 10-minute halftime; 4-minute periods for overtime) and keep an accurate account of penalty time and inform the penalized player(s) when the penalty time has expired. Where there is an accurate visible game clock with an automatic horn, the sounding of that automatic horn will mark the end of each period.
- b. At sites where there is no accurate visible game clock with an automatic horn, the timekeeper shall notify the nearest official 20 seconds before the end of all periods and sound an air horn at the end of each period. For the fourth period, the timekeeper shall notify the nearest official two minutes and 10 seconds before the end of the period and follow the same procedure (as used for each of the other periods).
- c. Start and stop the time clock when an official sounds the whistle and at the end of the period. When available and functioning, an electronic clock shall be the official timepiece.
- d. Keep an accurate record of the time of intermission between halves and notify each team four minutes before the start of the second half.
- e. Sound a horn, which shall be provided by the home team. A horn may be sounded during deadball or stoppage of play only. When alleged violations occur, the timekeeper shall wait to sound the horn until play is suspended by the game officials. When alleged violations occur, the timer and scorer shall confirm the status of the ball when the alleged violation took place. The timekeeper will sound the horn twice at the next dead ball when:
 1. A player enters the field of play from the penalty area before being permitted by the rules.
 2. A player not legally in the game enters the field of play.
 3. A player legally in the game leaves the field of play and does not make an immediate effort to return.
 4. A player substituting for another deliberately delays his entry onto the field.
 5. A player entering the game as a substitute under the conditions of 4-24 fails to comply with the rules for entering the field of play (Rule 4, Section 24 is the *Special Substitution* section, i.e., subbing on the fly. These conditions include:
 - a) not being equipped & ready to play;
 - b) lingering in the substitution area rather than entering the substitution area when his substitution is imminent;
 - c) not exiting via the table area substitution box;
 - d) entering the field before the player he is substituting for exits the field;
 - e) delaying his entry onto the field;
 - f) not yielding his position in the table substitution area to the players exiting the field;
 - g) substituting when there is a stoppage of play for an equipment violation.
 6. A coach requests a count of long crosses.
 7. A player illegally exchanges his crosse.

High School Timekeeper and Scorer Duties as defined by the Boys Lacrosse Rules Book

Scorer Duties (Rule 2, Section 9)

Art 1 . . . Unless otherwise designated by the referee, the home-team scorer shall be the **official scorer**.

Art 2 . . . The scorer will assume the following duties:

- a. Keep a record of the number of goals scored and assists made by each team, the name and number of the player making the score or assist, and check the score with the referee at the end of each quarter.
- b. Keep an accurate record of the number of time-outs taken by each team and notify the nearest official immediately if either team exceeds the number allowed during each half (2 time-outs per half) or during a sudden-victory period (1 time-out).
- c. Keep a record of the name and number of each player to whom a penalty is assessed, the type of the violation, the time in the quarter when the foul occurred and the duration of the penalty.
- d. Notify the nearest official immediately should any player accumulate 5 minutes of personal fouls (any foul of 1-minute or longer including equipment violations).
- e. Notify the timekeeper to sound the horn at any time when, under Rule 2-8, it is the duty of the timekeeper to sound the horn.
- f. Assume the duties of the timekeeper if the timekeeper is not on the sideline.

TEACH AND TRAIN OTHERS!!!!

TIMEKEEPERS AND SCORERS INSTRUCTIONS

Thank you for volunteering. You are a very important part of the game to be played today. We are pleased to have you on the "Third Team".

Timers:

High School Varsity lacrosse quarters are 12 minute stop-time, JV games are 15 minute running time. The clock begins on a whistle and ends on a whistle. Middle school games are 10 minute quarters.

At the end of the first three quarters, tell the nearest referee when there are 30 seconds remaining and perform a verbal countdown to from 10 seconds to zero.

At the end of the fourth quarter, tell the nearest referee when there are 2:30 minutes remaining, a 20-second warning, and perform a verbal countdown to from 10 seconds to zero.

When time has ended for a quarter, sound the air horn once. If you do not have a horn, please shout to the nearest referee.

Penalties are technical or personal. A technical penalty is 30 seconds. A personal foul is typically one minute but can be extended to two or three minutes by an explicit referee instruction. Penalty time is 1x for running time.

Penalized players may not re-enter the game until you release them. Give them notice when 10 seconds remain in the penalty, then do a countdown from 5 seconds, and on zero, say "RELEASE." A player in the penalty box may NOT enter during the loose ball portion of a face off. DO NOT say release until possession is called by an official.

If a player re-enters the game before you release him, blow the horn twice at the next dead ball. Be aware as to whether the ball was loose or in possession of a team **when the illegal re-entry** occurred. Advise the referee regarding this fact.

A coach may approach you in a dead ball situation and request an "Official's Time out, please." Sound two short blasts on the air horn.

There are no more sideline horns!! YEAH!!!

Scorers:

Your primary job is to record goals, penalties, time-outs, and Unsportsmanlike Conduct fouls. Other statistics are kept for the coaching staff.

Rosters must be completed for both teams prior to the start of the game.

Penalties must be recorded in the book. You must record the player's number, type of penalty, time of penalty, and amount of penalty time. Penalties will be reported by the CNOT method, Color, Number, Offense, and Time.

When recording goals, write down the player's number, and circle it.

If you have any problems with players, coaches or support people, blow the horn twice at the next dead ball and we will correct the situation.

TIMEKEEPERS AND SCORERS INSTRUCTIONS

When in doubt, ask the Ref!

Thanks again! Have fun!



SCOREKEEPER

- To keep a record of goals and assists for each team.
- To keep a record of player making goals or assists.
- To check score with referee at end of each period.
- To keep an accurate record of timeouts taken by each team.
- To keep a record of each player committing a violation. (1.5x penalty time for J.V. running clock)
- To notify official when any player accumulates 5 minutes of “personal” violations. (7.5 minutes for J.V. running time)
- Assume full duties of the timekeeper if the timekeeper is on the sideline.



TIMEKEEPER

- To keep an accurate account of game time.
(V: 12 min. stop time, JV: 15 min. running time)
- To keep an accurate account of penalty time.
- To inform the penalized player when penalty time expires.
- To notify official 30 seconds before the end of each period.
- To keep an accurate account of intermission time.
- To notify each team and officials 4 minutes before start of second half.
- To sound a horn at end of each period.
- To sound horn twice at next dead ball for sideline violations.
 - NO MORE SIDELINE HORNS!!!