



**OHSLA
SCOREKEEPERS & TIMEKEEPERS
TRAINING
2018**



PURPOSE / OBJECTIVES

1st Item of Business: PLEASE SIGN-IN to the attendance sheet

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

1. Consistency equals Integrity.
2. Legitimacy - Uniformity of scorekeeping.
3. Clear volunteer expectations.
4. Create proper “table atmosphere”
5. Don’t know the Official’s hand signals? DON’T WORRY – LISTEN!
6. There is no test – Do your best!
7. Each team will receive a rulebook for official use in 2018 season



OVERVIEW – PART I



1. Officials are in charge of field, sideline, and spectators.
2. You are an important part of proper game management and are volunteering to assist the officiating crew and teams.
3. Properly ask for officials' help when needed, at the correct time, in the correct manner.
4. No responsibility for administering or enforcing rules – partner with the officiating crew.
5. As the on-field officials are a team and rely on each other, so must the scorers, timers, and spotters.
6. Coaches will expect help with certain situations and may inquire during the game – answer with what you know as quickly as possible, but at the proper time (usually time in game or penalty). If busy, “I’ll get you that information shortly coach.”
7. Enjoy the best seat in the house!



OVERVIEW – PART II

Home team table crew is responsible for recording scores and penalties.

1. Home team Scorekeeper and Timer have the **official** OHSLA stats.
2. Please drop allegiance to your child, team, or coaches – you are a professional volunteer.
3. The table volunteers cannot and must not serve as a **rooting section** for either team.
4. Not a time for chatting it up with friends, texting, or social media. You are there to “work” in the best seat in the stadium.
5. While you may inside be cheering for your team, your exterior is professional and courteous.
6. The OHSLA requests you wear neutral colors – no team jackets or hats. This may not be reality, but it is requested.

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 legally.
- 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. **ONLY ONE ASSIST** per goal. No hockey rule (2 assists).
- Goalie Save – Ball is stopped or deflected by goalkeeper using crosse or any body part when that ball would have or may have otherwise enter goal. (Don't be too good)
- Ground Ball – Ball comes into possession of player contested by an opponent and the player controls ball for passing, shooting, or cradling. During a FO, credit the player gaining possession of the ball with a GB, and the Team with a FO win.
- Faceoff – Ball comes into possession of the team which first gains possession of the ball. A faceoff statistic is awarded to faceoff specialist regardless of himself or a teammate gaining possession.
- Fouls –
Technical – 30 seconds
Personal – 1 to 3 minutes
Releasable – Ends when other team scores
Non-Releasable – Player serves full time
- Team Clears - Player gains possession of the ball in his defensive zone & successfully transitions the ball into his team's attack box, while keeping the ball in his team's possession.



NEW RULE FOR 2018



A shot that has released from a player's crosse PRIOR to time expiring remains a "live" shot, even after the horn has sounded to end a period. (Think "shot" at end of time quarter/half in basketball – was shot released prior to end of quarter/half)

That shot remains "live" until one of the following occurs:

- Shot is completely out of crosse and enters the cage legally – Good Goal
- Deflects off a defensive team's body, helmet, stick – Good Goal
- Deflects off a fellow offensive teammate – Kills play
- Shot NOT released completely from the stick when time expires – Kills play

SCOREKEEPER/TIMER GAME TIPS

1. Arrive to the Table at least 20 mins prior to the start of the game.
2. Pack a comfortable folding chair in your car, just in case!
3. Feel free to bring a blanket, coffee, water, pencils, supplies you may need to best accomplish your tasks.
4. The table crew should **NEVER** leave the table/scorebook unattended (Half-time) – would you leave a baby behind?
5. Maintain **calm demeanor** when performing duties or requesting information or clarity from officials/coaches/players.
6. Focus on the “work” at hand - timing & counting down the end of penalties / quarters. Refrain from text messaging while “working”.
7. Be aware that when game time is maintained at the table, the officials and coaches will request time updates often.
8. 3 Minute Penalty – Illegal Stick: 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, coach, spectator, or ANY person** attending the lacrosse game. **NO ONE!** (More to come on this subject)

TIMEKEEPER ROLE – PART I

Keep an accurate account of game time.
(Varsity: 12 minute stop time, JV: 15 minute running time)

Keep an accurate account of penalty time.

Inform the penalized player when penalty time expires.
(Announce “10 seconds”, and then countdown the last 5 seconds verbally so BOTH benches can hear)

Notify officials 30 seconds before the end of each period.

Keep an accurate account of intermission time (10 minutes).

Sound Horn at exactly 4-minutes left in Halftime – This notifies teams of conclusion of
halftime.

If not run by a grandstand/booth, sound a horn at end of each period when the game clock
reaches zero.

Call over an official or sound a horn twice at the next **DEAD BALL** should an early penalty
release violation occur.

TIMEKEEPER ROLE – PART II

Varsity Game “Running Time”:

During a VARSITY game, and ONLY IN THE SECOND HALF, when the goal differential is 12 goals or more, we operate under “running time” clock procedures.

Procedure For Timekeeper:

Once a 12 goal differential is reached, at next faceoff (following the goal that created the 12-goal differential) switch to “running time” clock procedures. When the official blows his whistle “live” at the faceoff, start the clock, knowing the game is now “running time”.

As long as the goal differential stays at 12 goals or more, clock will remain in “running time” – only Team Timeouts or Official’s Timeouts will stop the clock.

NOTE: At any point, if the goal differential goes back to 11 goals, we revert back to traditional Varsity “stop clock” timing. If it becomes a 12 goal differential again, we move to “running time”. Sometimes we go back and forth as needed.

Again, this is ONLY IN THE SECOND HALF of a VARSITY game, at 12 goals (or more) differential.

SCOREKEEPER ROLE

Keep a record of goals and assist for each team, and record the time of each goal.

Keep a record of player number making the goal and/or assist.

Check score with referee at end of each period.

Keep an accurate record of timeouts taken by each team, per half. Note the time on the game clock when the Timeout was awarded.

Keep a record of each player, by number, committing a violation. Also write down the penalty violation.

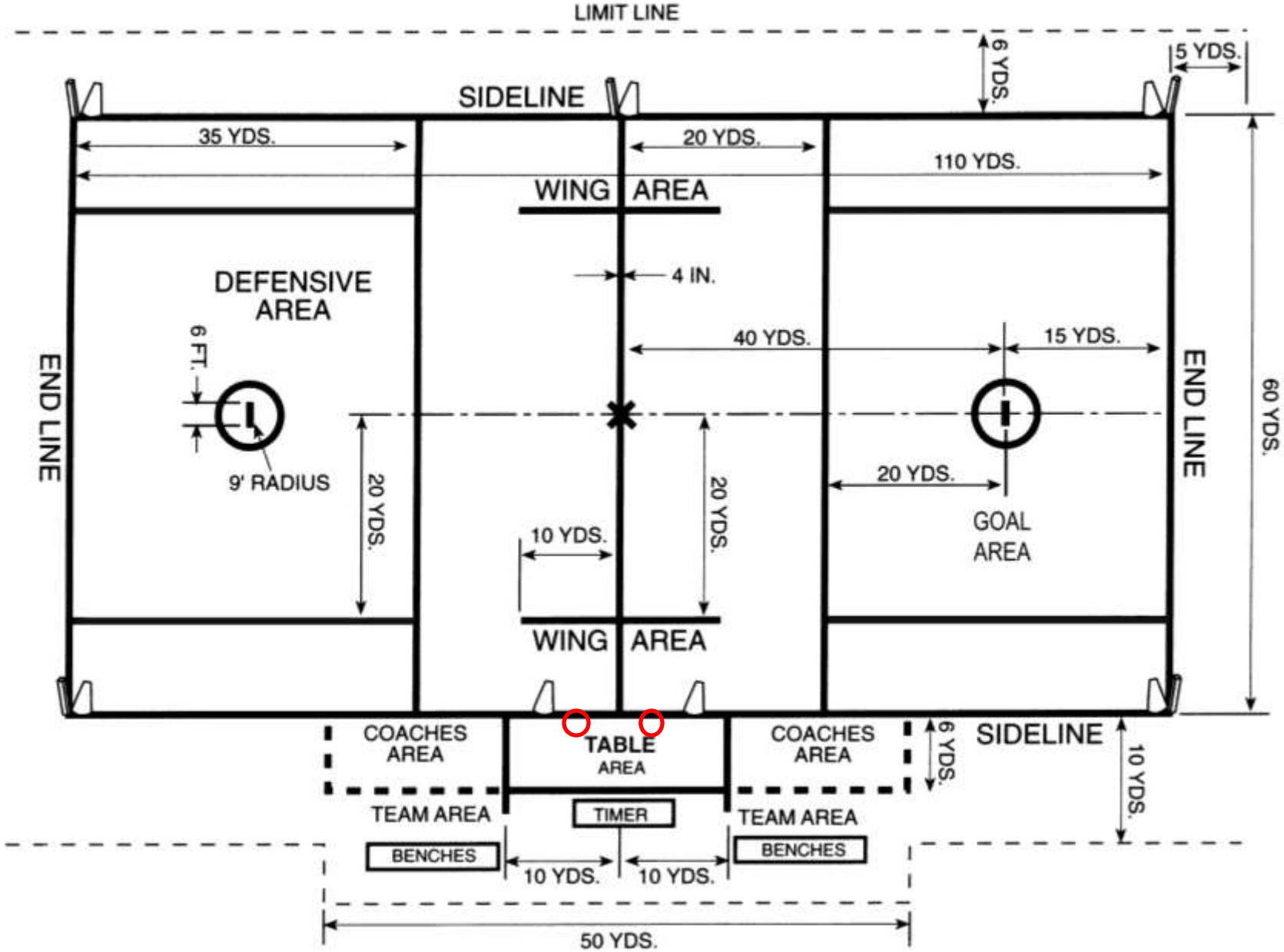
(1.5 x penalty time for J.V. running clock)

Notify official when any player accumulates 5 minutes of “personal foul” penalty time.
(7.5 minutes for J.V. running time)

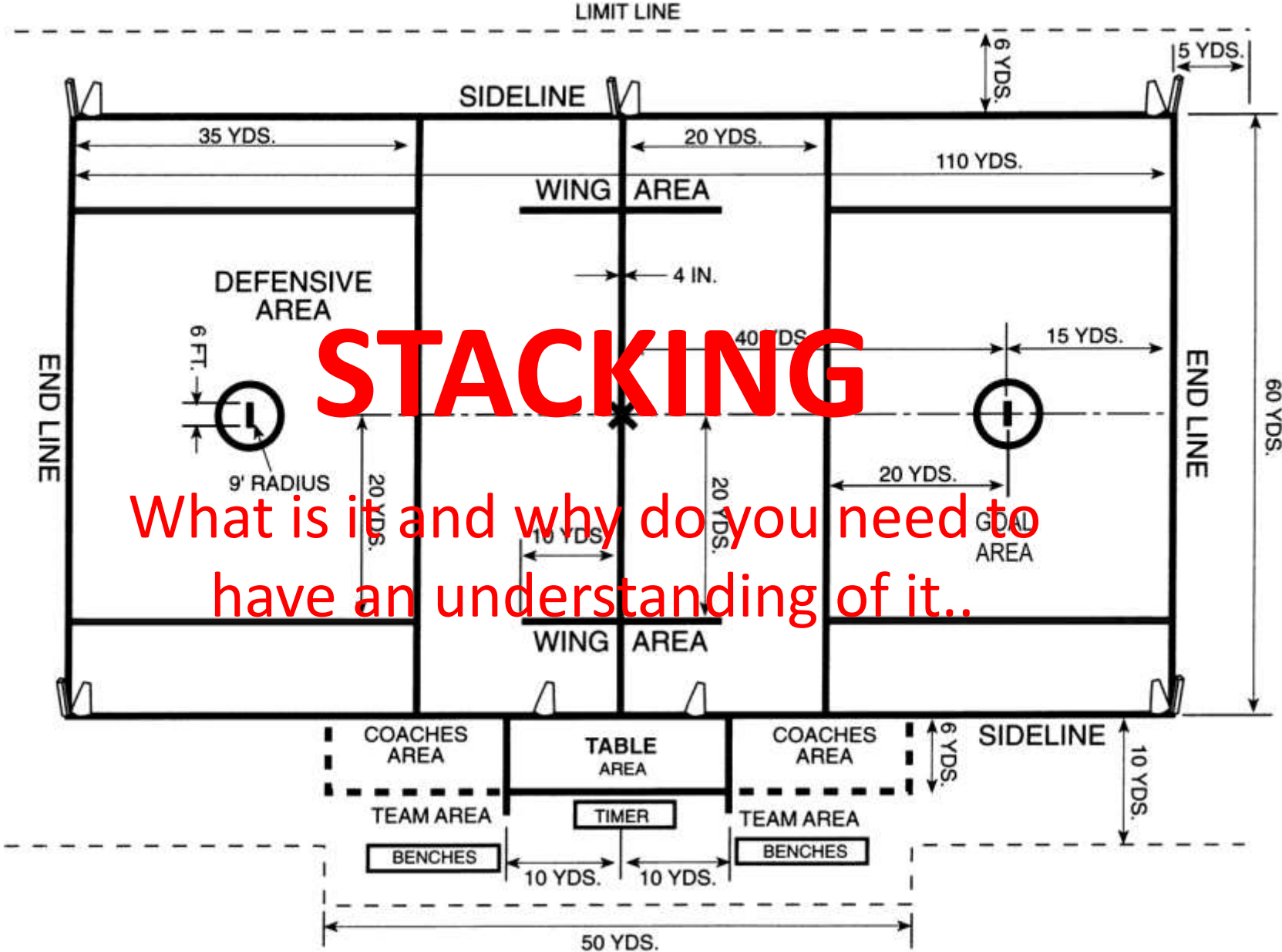
1 minute deep pocket stick penalty: “Fix it” CAN be worked on by player or coach

3 minute penalty for illegal stick: STAYS AT TABLE and NO ONE may touch the stick until conclusion of game

FIELD OVERVIEW



STACKING PENALTIES OVERVIEW



SCORESHEET OVERVIEW

<div style="display: flex; justify-content: space-between;"> Coach _____ VS _____ Record _____ </div> <div style="display: flex; justify-content: space-between; margin-top: 5px;"> Coach _____ Record _____ </div>												
HOME TEAM												
PO.	#	NAME	QUARTERS	SHOTS	G	A	GB.					
ATTACK			1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
MID.	1st		1 2 3 4 OT									
	2nd		1 2 3 4 OT									
	MID.		1 2 3 4 OT									
DEFENSE	1st		1 2 3 4 OT									
	2nd		1 2 3 4 OT									
	MID.		1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
G			1 2 3 4 OT									
PENALTIES / FOULS												
P/T	#	INFRACTION	QTR	TIME								
STATISTICS												
			GROUND BALLS									
			1									
			2									
			3									
			4									
			OT									
			TOTALS									
SHOTS												
			1									
			2									
			3									
			4									
			OT									
			TOTALS									
CLEARS												
			CLEARED		FAILED							
			1									
			2									
			3									
			4									
			OT									
			TOTALS									
EXTRA MAN												
			SCORED		FAILED							
			1									
			2									
			3									
			4									
			OT									
			TOTALS									
FACEOFFS												
			WON		LOST							
			1									
			2									
			3									
			4									
			OT									
			TOTALS									
GOALS												
		1st QUARTER	2nd QUARTER	3rd QUARTER	4th QUARTER	O.T.	TOTAL					
SAVES												
		1st QUARTER	2nd QUARTER	3rd QUARTER	4th QUARTER	O.T.	TOTAL					
TIMEOUTS												
FIRST HALF				SECOND HALF				1 O.T.		2 O.T.		
LENGTH OF QUARTERS:												
											MINUTES	

SCOREBOOK OVERVIEW

First Player listed MUST be a starting Attackman. This player will serve as each team's "in-home"

Coach	HOME TEAM	* Record							
			1	2	3	4	5	6	7
Coach	VISITORS	Record							

HOME TEAM									
PO.	#	NAME	QUARTERS	SHOTS	G	A	GBs	P/T	#
ATTACK			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
MID.			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
1st MID.			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
2nd MID.			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
3rd MID.			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
DEFENSE			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						

SCOREBOOK OVERVIEW

HOME TEAM		2:03 X																		
Coach _____ VS _____	Record _____																			
VISITORS																				
Coach _____	Record _____																			

HOME TEAM									
PO.	#	NAME	QUARTERS	SHOTS	G	A	GBs	P/T	#
ATTACK		John Smith	/ 2 3 4 OT	 	 		 		
			1 2 3 4 OT						
			1 2 3 4 OT						
MID.			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
1st			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
MID.			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
2nd			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
MID.			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
3rd			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
DEFENSE			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						
			1 2 3 4 OT						

SUMMARY

1. Home Team Scorer and Timer have the **official** OHSLA stats/scorebook and are part of the officiating crew.
2. The table is **not a rooting section** for your child or team.
3. Not a time for chatting it up with friends or texting. You are there to “work” in the best seat in the house.
4. Keep an accurate game and penalty time – it’s important!
5. Inform the penalized player when penalty time expires. (Announce when “10 seconds” remains LOUDLY. **Countdown last 5 seconds verbally, loud enough so that BOTH benches hear**)
6. Sound a horn at end of each period.
7. Keep a record of goals, assists, and penalties by player number for both teams.
8. Arrive at least 20 minutes prior to the start of the game.
9. Table crew should **NEVER** leave the table / book unattended (Half-time)
10. Maintain **calm demeanor** when requesting or delivering information / clarity to and from officials & coaches.



THANK YOU for your partnership
and assistance in smooth game
management!

Have a great season!