



**OHSLA
SCOREKEEPERS & TIMEKEEPERS
TABLE VOLUNTEER TRAINING
March 15, 2025**



Agenda



Purpose / Objectives

Lacrosse Terminology

Role of Timekeeper

Role of Scorekeeper

Field Layout

Practical Applications

Helmet Rules

5th Quarter Protocols



PURPOSE / OBJECTIVES

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!



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.



REVIEW: SHOT RULE

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.

NOTE: **All stick violations are 2-minutes**. This includes deep pocket, shooting string location, and pinched heads. “Fix-its” are still “Fix-its”.

All violations may be addressed and fixed immediately by a coach/player. This mean no more keeping a stick with a pinched head at the Table for the remainder of the game.

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 – “5, 4, 3, 2, 1, RELEASE!”)

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”.

Once the 12-goal differential starts, it remains in effect the remainder of the game, regardless if the score returns to an 11 goal difference or less.

Clock remains in “running time” – only a Team Timeout or Official’s Timeout (injury) will stop the clock.

NOTE: All penalties in running time scenario are still **NORMAL** time, NOT time-and-a-half, like in a JV contest.

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, along with 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 - connect and verify.

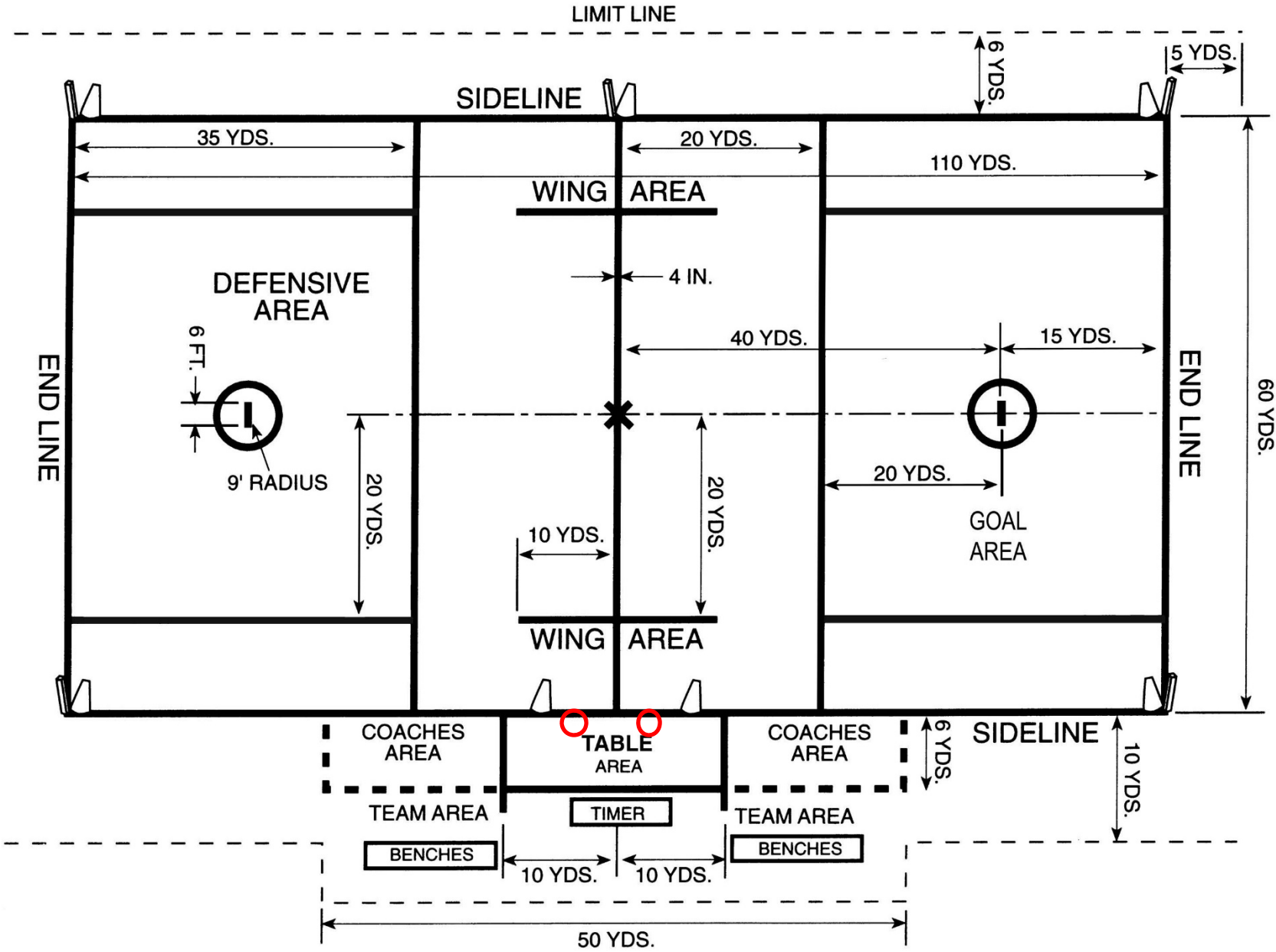
Keep an accurate record of timeouts taken by each team, per half. Note the time on the game clock when the Timeout was awarded.

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

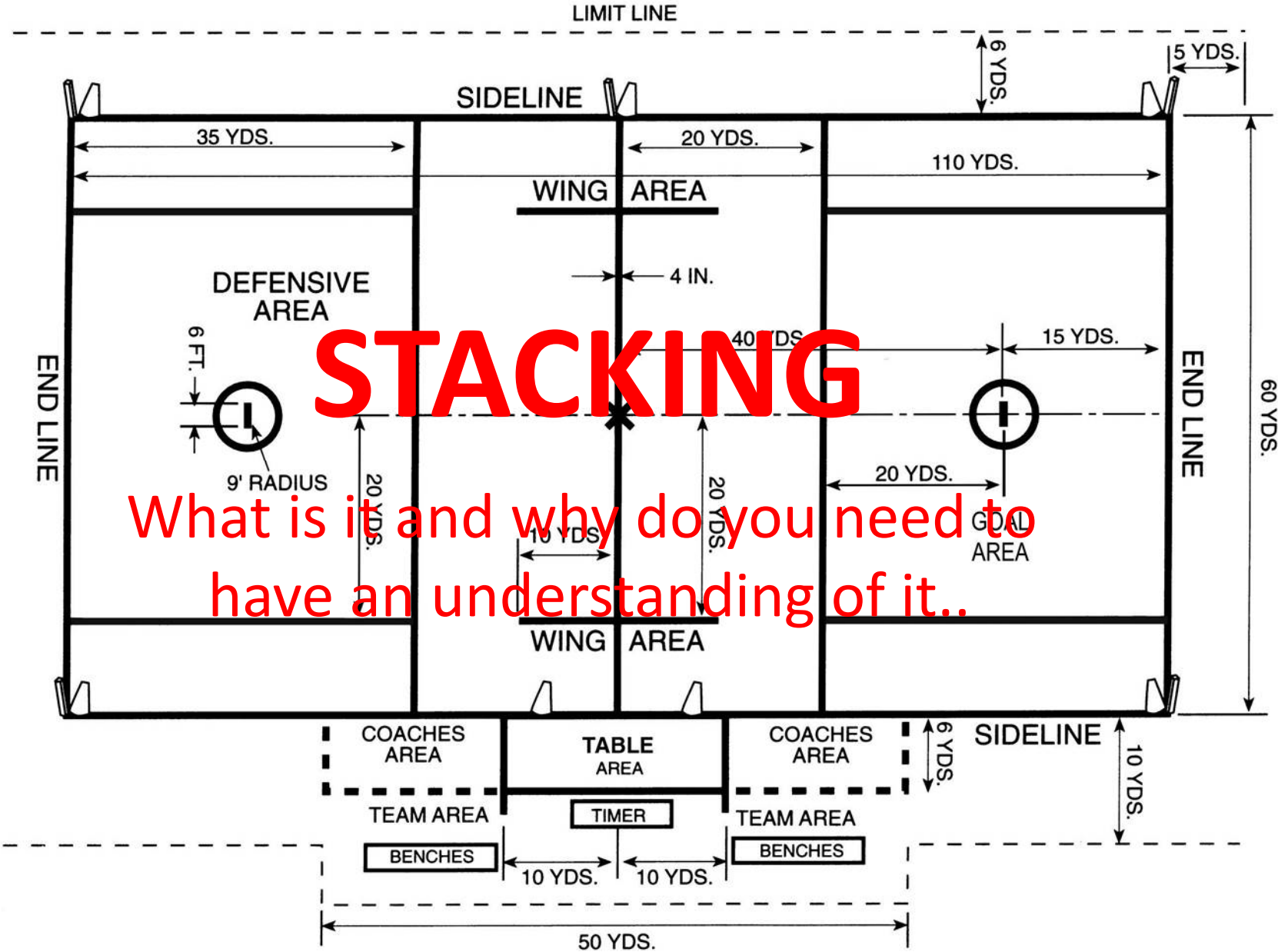
(1.5 x penalty time for JV running clock)

Notify official when any player accumulates 5 minutes of “personal foul” penalty time. (7.5 minutes for JV running time). More than likely, the officials will be “watching” a player with this many personal fouls.

FIELD OVERVIEW



STACKING PENALTIES OVERVIEW





ITEMS THE OHSLA REQUIRES IN THE SCOREBOOK

- Goal: Player # who scored, by Quarter, by Time on the Clock
- Penalty: Player # penalized, name of Offence, Amount of Time Served, and Time on the clock when Penalty Occurred (Varsity) or when Penalty Starts (JV)
- Timeouts: Team awarded Timeout, by Quarter, and Time on the Clock when Timeout was called
- NOTE: The OHSLA have implemented new statistical tracking for Clears, Saves, Shots, and Ground Balls. There will need to be an identified stats keeper for each team. This individual's sole role is statistics, NOT game timing, scorekeeping recording, penalty responsibilities etc.

SCORESHEET OVERVIEW

Coach		VS		Record										
		1 2 3 4 5 6 7 8 9 10 11 12 13 14 15												
Coach		Record												

HOMETEAM										
PO.	#	NAME	QUARTERS					G	A	GBs
			1	2	3	4	OT			
ATTACK										
1st MID.										
2nd MID.										
3rd MID.										
DEFENSE										
G										

PENALTIES / FOULS				
P/T	#	INFRACTION	QTR	TIME

INDIVIDUAL SCORING				
#	NAME	G	A	P

SAVES						
GOALIES	1st QUARTER	2nd QUARTER	3rd QUARTER	4th QUARTER	O.T.	TOTAL

TIMEOUTS			
FIRST HALF	SECOND HALF	1 O.T.	2 O.T.

STATISTICS			
GROUND BALLS	1		
	2		
	3		
	4		
	OT		
TOTALS			

SHOTS			
SHOTS	1		
	2		
	3		
	4		
	OT		
TOTALS			

CLEARS		
	CLEARED	FAILED
1		
2		
3		
4		
OT		
TOTALS		

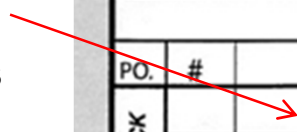
EXTRA MAN		
	SCORED	FAILED
1		
2		
3		
4		
OT		
TOTALS		

FACEOFFS		
	WON	LOST
1		
2		
3		
4		
OT		
TOTALS		

LENGTH OF QUARTERS: MINUTES

SCOREBOOK OVERVIEW

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



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

SCOREBOOK OVERVIEW

HOME TEAM		2:03 X																		
Coach	VS	Record	1	2	3	4	5	6	7											
VISITORS		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									
	1st		1 2 3 4 OT									
			1 2 3 4 OT									
MID.	2nd		1 2 3 4 OT									
			1 2 3 4 OT									
			1 2 3 4 OT									
MID.	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									



4-24-11 — Specifies that a player must leave the field if their helmet comes off during play and cannot return until the next dead ball after play continues.

RATIONALE: The instances of players wearing their helmets improperly is rising rapidly. With risk minimization a major focal point of the rule book, helmets must be worn appropriately as the manufacturer intended with all straps securely attached.

Table Responsibility: Partner with officials (but do not ACT like an official) to insure the player who lost their helmet does not reenter the game until the NEXT DEAD BALL. They may return to play AFTER play is restarted the first time after the incident.



5th Quarter Games



5th Quarter Games (occur AFTER the Varsity contest has concluded) — Specifies a “5th Quarter” is allowable for teams that do not have the numbers to field a full JV team.

Should the Varsity game have a “5th Quarter” designation, there will be one (1) additional quarter of normally-timed Varsity play, but additional scoring DOES NOT count towards the final OHSLA game score.

After the 4th Quarter is completed, the final score is to be recorded in the scorebook and then becomes the official OHSLA game result, including players statistics. CIRCLE the final score after the 4th quarter concludes – that is your final game score, regardless of what occurs in “5th quarter’ scoring.



5th Quarter Games



No additional player statistics will be recorded in the “5th Quarter” . . . with one exception – personal penalties!

Should a player, either in the course of a 4-quarter game OR within a contest being played under the “5th Quarter” designation, accumulate 5-minutes in personal fouls or be assessed two (2) Unsportsmanlike Conduct penalties, they have effectively “fouled out” of the game. This needs to include “5th quarter” personal foul violations. In certain situations, that player and/or team may receive additional review by the OHSLA Board, specific to disciplinary action(s).

Thus, in “5th Quarter” game scenarios, please continue to only keep track of penalties, penalty time, and timeout situations. All of which will be later reviewed by the League, if there was an issue.

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 – “5, 4, 3, 2, 1, RELEASE!”**)
6. Sound a horn at end of each period.
7. In a Varsity game ONLY, in the second half, if we reach a 12-goal differential, the game will shift to “running time” and does NOT return to stop time, regardless of the game score becoming 11 goals or less in difference.
8. Keep a record of goals, assists, and penalties by player number for both teams.
9. Arrive at least 20 minutes prior to the start of the game.
10. Table crew should **NEVER** leave the table / book unattended (Half-time)
11. Maintain **calm demeanor** when requesting or delivering information / clarity to and from officials & coaches.



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

Have a great season!