

The Official National Collegiate Athletic Association

2018 WOMEN'S LACROSSE STATISTICIANS' MANUAL

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OFFICIAL WOMEN'S LACROSSE STATISTICS RULES

Approved Rulings and Interpretations

Based on an original set of guidelines developed by Chip Rogers, this manual has been created to provide consistent rulings of the statistical components of women's lacrosse.

APPROVED RULING—Approved rulings that appear in this text (shown as A.R.) are designed to interpret the appropriate rules and definitions and to apply them in the appropriate context. Statisticians should also make an effort to understand the NCAA playing rules of the game and to match that awareness with the rules for statisticians. In the approved rulings listed in each section, players A1, A2, etc., are on the same team (Team A), while players B1, B2, etc., are on the opposing team (Team B).

STATISTICIAN'S JOB—The statistician's job is to record the statistics as they happen, accurately reflecting what happened and not what might have happened if something else had not intervened. What this manual is intended to provide is a set of guidelines to determine officially what actually happened. Should there be doubt in the mind of the statistician, he or she should utilize the guidelines and philosophies in this manual. If there is no doubt, then the statistician should follow his or her observation.

SECTION 1—GAMES PLAYED

Article 1. A player should be charged with a game played if she is in the game while the clock is running.

- (1) A game should not be charged if a player is sent into a game during a dead-ball situation and is substituted for before play resumes.
- (2) A game should be charged if a player appears in a game only during a dead-ball situation, but incurs a card during that interval. If the player in this situation is the goalie, she is charged with a game played but no minutes played.
- (3) For the purposes of statistics, a game should not be charged to a player if a team's game is never played or if the game is declared a forfeit by the game official before the contest has progressed to a "reasonable point of conclusion" (48 minutes completed). See Appendix A for more information.
- (4) Charge a game played to a player if a team's game is unfinished, but is declared by the official to have progressed to a "reasonable point of conclusion" (48 minutes completed). See Appendix A for more information.

Article 2. The 12 players who start the game on the field will be considered the starters.

SECTION 2—GOALS

Article 1. A goal should be credited to the player who shot the ball, scoring a goal for her own team. In certain situations, a Team Goal (also known as Own Goal) may be credited. However, statisticians should err on the side of awarding the goal to the player who took the original shot.

- (1) A player's shot that enters the goal after a ricochet off a teammate's stick should be credited as a goal to the original shooter, unless the player the ball ricochets off of intentionally redirects it into the goal.
- (2) A ball entering the goal that appeared to have been a pass to another player shall be counted as a shot and a goal for the player who made the pass.
- (3) A Team Goal (also known as Own Goal) will be credited if a defensive player kicks the ball into her own team's goal or gains possession of the ball and then causes the ball to enter her own team's goal.

- (4) A goal scored on an eight-meter (free-position) shot should be notated specifically as an eight-meter (free-position) goal.

A.R. 1. Player A1 takes a shot that hits teammate A2's stick and deflects into the goal without any intent on the part of A2 to redirect the ball. Credit a goal to A1.

A.R. 2. Player A1 takes a shot that deflects off of teammate A2's stick, who clearly causes the ball to be redirected into the goal. Credit A2 with a shot and goal and A1 with an assist.

A.R. 3. Player A1 takes a shot that deflects off defensive player B1's body or stick and goes into the goal. Credit A1 with a goal.

A.R. 4. Player A1 takes a shot that the goalie originally stops but does not control and does not gain possession of, and then the goalie inadvertently causes the ball to go into the goal (e.g., kicks, hits with her stick). Credit A1 with a goal and no save for the goalie.

A.R. 5. Player A1 takes a shot. The goalie makes the save and has clear possession of the ball. However, the goalie then causes the ball to enter the goal. Credit A1 with a shot, the goalie with a save, and Team A with a team goal.

A.R. 6. Player A1 takes an eight-meter (free-position) shot and scores a goal. Credit A1 with an eight-meter (free-position) shot and an eight-meter (free-position) goal. Her eight-meter (free-position) shot also counts toward her total number of shots in the game.

- (5) If a team is credited by the game official with a forfeit win, 1-0, that team shall be credited with an own goal. See Appendix A for more information.
- (6) Any goal scored that is subsequently nullified for any reason shall not be credited to any player.

A.R. 7. Player A1 shoots and scores. While releasing the ball Player B1 pushes her causing her to fall. Team B coach calls for a stick check on A1 and it's found to be illegal. A1 is not credited with a goal or a shot. Because of offsetting fouls (illegal stick on A1 and pushing on B1) alternating possession will take place. (a.) If Team A is granted possession, thus retaining possession for Team A no turnover or ground ball is credited. (b.) If Team B is granted possession, credit Player A1 with a turnover.

- (7) Any goal (or any other statistic) in a game played and subsequently forfeited shall be counted for the appropriate player.
- (8) If a team chooses to have its own goalie come out of the crease and play defense, usually done in an effort to force the opponent to turn the ball over, and the other team scores, this is NOT an empty net goal. The goalie can return to the crease at any time, from wherever she is on the field, to stop a shot.

A.R. 8. Team B is losing by one goal and Team A has possession and is not making an effort to go to goal. Goalie B leaves the crease to act as an extra defender to force a turnover. Player A1 speeds to the goal and scores before Goalie B can react. Credit A1 with a regular goal, not a man-down or empty-net goal.

- (9) In women's lacrosse, the goalie may not attempt a shot or be credited with a goal scored.

A.R. 9. Goalie A1 throws the ball down the field and the ball goes into Team B's goal. Since goalies are not allowed to score a goal, credit Goalie A1 with a turnover.

SECTION 3—ASSISTS

Philosophy. An assist is not necessarily credited to a player who makes a pass before a goal. There should be conscious effort on the part of the passer to find an open player for a shot or to help a player work free for a shot. 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.

Article 1. A player is credited with an assist when she 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.

A.R. 1. Player A1 passes to teammate A2 and the pass finds A2 open for a goal. Credit an assist to A1.

A.R. 2. Player A1 passes to teammate A2 in a circle offense against a zone defense, a pass that appears to be a routine pass in a series around the zone. A2 shoots and scores; credit an assist to A1 because her pass led directly to the goal.

A.R. 3. (a.) Player A1 passes the ball to teammate A2 who has a one-on-one play with the goalie. A2 fakes the goalie several times, shoots and scores. Credit the assist to A1 because there is supposed to be a goalie in the goal circle and sometimes a fake will be necessary to score. (b.) A1 passes the ball to A2 who has a one-on-one with a defender and an untended cage. A2 fakes the defender, shoots and scores. Do not credit an assist on the play because A2 had to fake a defender who was not the goalie.

A.R. 4. Player A1 passes to teammate A2 cutting across the goal circle. A2 is closely guarded but shoots an over-the-shoulder or behind-the-back shot that scores a goal. Credit A1 with an assist, because in spite of there being a considerable move to score, the pass accorded A2 with an advantage that she did not previously have and because the shot was an immediate result of a pass with no essential fake to get free.

A.R. 5. Player A1 has the ball in her stick, and opponent B1 knocks the ball out of her stick. The ball goes directly into A2's stick, and she shoots and scores. Do not credit an assist, because A1 having the ball was irrelevant to A2 scoring a goal.

A.R. 6. Player A1's pass to teammate A2 is deflected and A3 catches the ball, shoots and scores. Do not credit an assist.

A.R. 7. Player A1 throws a pass to teammate A2, who is open on the goal circle. A2 shoots, and opponent B1 stops the ball but does not catch it; A2 picks up the loose ball and scores. Do not credit A1 with an assist.

A.R. 8. Player A1 passes the ball to teammate A2, who is wide open. A2 holds the ball for more than a short period of time (10 seconds, for example). A2 then shoots and scores. There should not be an assist on the play, since the pass became irrelevant to the scoring of the goal. A statistician should carefully consider which element of the play was the more significant.

A.R. 9. Player A1 attempts a shot or pass that would not have gone into the goal. It hits a defensive player's body and is redirected into the goal. Credit A1 with a shot and goal; if a teammate passed the ball to A1, normal assist rules apply.

A.R. 10. Player A1 has the ball and passes it to teammate A2 as a bounce pass, and A2 takes a shot. Credit A2 with the shot (and goal if scored); A1 is credited with an assist (if goal is scored); no ground ball is credited on the play.

A.R. 11. Player A1 passes the ball to teammate A2, who shoots. The ball touches A3 or a defensive player, but this does not materially change the direction of the ball, and it goes into the goal. Credit A1 with an assist and A2 with a shot and goal; a ground ball is not credited on the play; and A3 is not credited with any statistics. If A3 does materially affect the flight of the ball and the ball goes into the goal, credit A3 with a shot and goal and A2 with an assist.

A.R. 12. Player A1 picks up a loose ball in front of her goal circle and runs 90 yards down the field and makes a pass to teammate A2, who makes one dodge, and then shoots and scores. Credit A1 with an assist.

Note: While there must be some understandable leeway in judgment as to whether an assist should be credited on any given play, statisticians should endeavor to be consistent with both teams and during the season. It cannot be specified as to how many assists there should be in any given game, nor is it possible to extrapolate any average number per game. Some games may have very few assists and some may have many. Types of offenses may determine how many assists there will be per game as much as anything else.

SECTION 4—SAVES

Philosophy. The basic rule of a save is that any time 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, a save is recorded.

The statistician should focus on what would have happened to the ball if it had not been stopped or deflected by the goalie. If the shot would have scored, then award the goalie a save. If it would not have scored, do not credit a save. The tendency is to give a goalie a save every time she touches a shot; this creates inflated statistics. No matter how difficult it is to tell, the statistician should make consistent judgments on each shot that the goalie stopped or deflected. Consistency must be maintained so that the national statistics are meaningful.

Article 1. Offensive efforts that the goalie prevents from going into the goal are considered saves. A team save can be credited in certain situations (see approved rulings below). If the goalie is in the goal circle, no one else can be credited with a save (including a team save).

Article 2. A blocked shot by a defender is not considered a save unless the defender is in the goal circle and the goalie is not.

Article 3. A shot that hits the pipe, rebounds off the goalie's body and would go into the goal if not stopped by the goalie is credited as a save. A shot that hits the pipe, rebounds off the goalie's body and would not go into the goal before picked up by another player is credited as a ground ball.

A.R. 1. Player A1 shoots the ball from anywhere on the field, and goalie B1 stops the ball from going into the goal, but is not in the goal circle when she does so. Credit B1 with a save.

A.R. 2. Player A1 takes a shot, goalie B1 stops the ball from going into the goal but does not control the ball, and A2 picks up the loose ball and scores. Charge A1 with a shot, credit B1 with a save, and then credit A2 with a ground ball, a shot, and a goal.

A.R. 3. The goalie intercepts a pass that would not have gone into the goal while standing in the crease. Credit the goalie with a ground ball and a caused turnover.

A.R. 4. The goalie intercepts a shot that otherwise would not have gone into the goal while standing in the crease. Credit the goalie with a ground ball.

A.R. 5. The goalie makes a save, but doesn't control the ball. However, the goalie is uncontested and then picks up the ball; credit the goalie with a save, but no ground ball. If the ball would have been contested in that situation outside of the goal circle, credit the goalie with both a save and ground ball.

A.R. 6. The goalie steps out of the goal circle and there are also no defensive players in the goal circle. A shot is taken and a defensive player stops the ball; credit this as a shot that is blocked, not a save.

A.R. 7. Goalie A is not in the goal circle, but defender A1 is and she makes the save. Credit as a team save for Team A.

A.R. 8. The goalie is in the goal circle, and a defender is also in the goal circle; the non-goalie defender stops the ball. No save is credited. It is a shot that is blocked.

A.R. 9. Player A1 passes the ball to teammate A2, who does not catch the pass. The ball rolls toward the goal circle and would roll into the goal, but goalie B1 stops it. Credit B1 with a save and charge A1 with a shot.

A.R. 10. Defender B1 passes the ball to teammate B2, who does not catch the pass. The ball then rolls toward the goal circle and would roll into the goal, but goalie B1 picks it up. Credit goalie B1 with a ground ball, but not a save.

A.R. 6. Player A1 chases a loose ball that is not contested and would not reach the midline or go out of bounds. A1 is not credited with a ground ball.

A.R. 7. Player A1 chases down a loose ball, preventing it from going out of bounds, and is not contested. The ball is loose after (a.) a shot by either team, (b.) a bad pass or dropped ball by an opposing player, or (c.) a bad pass or dropped ball by A1 or a teammate. In (a.) and (b.), credit A1 with a ground ball. In (c.), there is no ground ball.

A.R. 8. Player A1 has the ball in her stick, opponent B1 checks the ball loose, and several players on the field attempt to pick it up, but it is immediately checked away before A1 has clear possession and another player picks it up. If B1 or one of her teammates picks up the ball, credit that player with a ground ball. If one of A1's teammates picks up the ball, there is no ground ball.

A.R. 9. Player A1 takes a shot that hits the side of the net, and then the goalie or defender B1 picks the ball up. No ground ball is credited on the play.

A.R. 10. Player A1 takes a shot, which goes wide of the net and is fielded by teammate A2. Credit A2 with a ground ball.

A.R. 11. Player A1 takes a shot, which goes wide of the net and is fielded by opponent B1. Credit B1 with a ground ball.

SECTION 5—GROUND BALLS

Philosophy. A ground ball is recorded when a ball changes possession during live-ball play. A shot returned to the field of play is considered a change of possession regardless which team gains possession of the ball. A ground ball shall not be awarded if the ball (pass or shot) is sent out of bounds as the ball is dead before possession is gained. Should a player be fouled in the act of attempting to possess a ball, while said player's stick is in contact with the ball, possession is to be assumed.

When a defensive player makes an interception, please credit the player with both a ground ball and caused turnover.

Article 1. A ground ball should be credited to a player who gains possession of the ball for her team by preventing it from going out of bounds even if the play was not being contested. The philosophy is to give statistical credit for gaining possession. A ground ball would not be credited if possession is simply being maintained.

A.R. 1. Player A1 passes the ball to A2, but opponent B1 intercepts the ball. Credit B1 with a ground ball and a caused turnover.

A.R. 2. Player A1 has the ball checked out of her stick and (a.) the ball stays in bounds, where it is picked up by B1, (b.) the ball stays in bounds, where it is picked up by A2, or (c.) the ball goes out of bounds without anyone else obtaining possession. Credit a ground ball to B1 in scenario (a.) but no ground ball is credited in (b.) or (c.). Rationale: Only a change of possession would result in a ground ball. If an offensive player picks it up, there is no change of possession and thus, no ground ball.

A.R. 3. Player A1 shoots the ball, and goalie B1 makes a save but does not control the ball. Player A2 picks up the ball, shoots and scores. Credit A2 with a ground ball, a shot and a goal.

A.R. 4. Player A1 has the ball in her possession and while switching hands on her stick, drops the ball and picks it back up. No ground ball is credited on the play.

A.R. 5. The goalie makes a save, but doesn't control the ball. However, the goalie is uncontested and then picks up the ball; credit the goalie with a save, but no ground ball. If the ball would have been contested in that situation, credit the goalie with both a save and a ground ball.

SECTION 6—DRAW CONTROLS

Philosophy. A draw control is awarded to the player who controls the ball and/or creates an opportunity to play after the taking of a draw; i.e., gains possession after the draw. Draw controls and ground balls are mutually exclusive. The player that wins the draw control **DOES NOT** get credit for a ground ball.

Article 1. The first possession of the game after the draw is taken is considered the draw control; the player who controls the ball and/or creates the opportunity to possess the ball, either in the air or on the ground, is credited with a draw control.

A.R. 1. A goal is scored with a very short amount of time remaining on the clock. A draw takes place but no possession is gained before the period is completed. No draw control is awarded because neither team gained possession.

A.R. 2. A goal is scored in sudden-victory. Since the game ends with a final goal, there is no draw control after the goal scored in sudden-victory. A draw control does not have to be recorded.

A.R. 3. Players A1 and B1 take the draw. The ball flies into the field of play and is loose on the ground. B2 recovers the ball in the field of play. Credit B2 with a draw control.

A.R. 4. Players A1 and B1 take the draw. The ball flies into the field of play, but goes out of bounds before anyone can gain possession. Team A is awarded the ball. Credit Team A with a team draw control.

Article 2. If a foul is called before control is established, then the player that is awarded the ball by the official is credited with a draw control. A team draw control is credited when a draw goes out of bounds and no team gains possession. A team draw control will be awarded to the team that is granted alternate possession.

A.R. 1. Players A1 and B1 take the draw. The ball flies into the field of play, but a foul is called before anyone gains possession. B2 is awarded the ball after the foul. Credit B2 with a draw control.

A.R. 2. Players A1 and B1 take the draw. The ball flies into the air or onto the field of play, but play is halted and a redraw or alternate possession is called by the official. After the redraw or throw, player A2 gains possession of the ball or is awarded possession after a foul call. Credit A2 with a draw control.

A.R. 3. Officials call for a random stick check prior to draw control. They find an illegal stick on A1 and award possession to Team B. Credit Team B with a team draw control.

Article 3. It should also be noted that a draw might take place, but the official halts play and restarts it with a redraw or with alternate possession. In the case of a redraw, the draw control is still decided at the conclusion of the redraw. There is no notation necessary for the failed draw attempt(s).

Article 4. A draw control is awarded to the player that gains possession. The two players taking the draw at the center circle are not credited with a statistic unless one of them gains possession for her team.

A.R. 1. Players A1 and B1 take a draw control. Do not credit players A1 or B1 with a face off. This is a men's lacrosse only statistic. Player A2 wins the draw control. Credit player A2 with a draw control. Players A1 and B1 are not credited with anything.

A.R. 2. Players A1 and B1 take a draw control. Player A1 is the first to gain possession. Credit player A1 with a draw control win. Do not credit A1 with a face off win or B1 with a face off loss. This is a men's only statistic.

Article 5. The majority of the time, the total number of draw controls in a game should be equal to the number of goals scored plus the number of periods in the game, as each period begins with a draw. The following are exceptions: A draw control should be awarded on every draw unless the half expires before one team gains control or is awarded possession.

A.R. 1. A draw is taken but neither team gains possession or is awarded a possession before the half expires. Neither team is credited with a draw control.

SECTION 7—SHOTS

Article 1. A ball propelled toward the goal by an offensive player with her stick shall be called a shot. The ball may be thrown from the stick or deflected by her stick. The statistician should take care to award shots only when possession of the ball can reasonably be said to have occurred or when a controlled effort to deflect the ball can be construed (somewhat similar to controlled tips in basketball).

Article 2. A ball that enters the goal propelled by the offensive team must then become a shot and a goal.

Article 3. A ball that ricochets off another offensive player's stick and scores will be awarded as a shot by the player deemed to have scored the goal.

Article 4. In the case of a Team Goal (also known as an Own Goal), there is no shot recorded. See Section 2 – Goals for more information.

Article 5. A player who takes an eight-meter (free-position) shot should be charged with an eight-meter (free-position) shot. An eight-meter (free-position) shot also counts toward a player's total number of shots in the game. It is important to note that a player who is awarded an eight-meter (free-position) attempt but does not shoot the ball is not charged with an eight-meter (free-position) shot.

NOTE: One of the most common misdefinitions in lacrosse is that of "shot on goal." A shot on goal is not the same thing as a shot at the goal. The latter encompasses all shots; the former encompasses only shots scoring and those having been saved by the goalie. A shot that hits the pipe is not a shot on goal.

A.R. 1. Offensive player A1 passes the ball to teammate A2, who does not catch the pass. The ball rolls toward the goal circle and would roll into the goal, but goalie B1 stops it. Credit B1 with a save and charge A1 with a shot.

A.R. 2. A1 takes a shot that is ruled dangerous or is otherwise nullified by a foul call. A shot is not charged, nor a save credited for goalie B1 (if saved), nor a goal awarded (if

scored). Shots, saves and goals should only be credited on plays in which the goal would be counted by the officials if the ball went into the net.

A.R. 3. A1 takes an eight-meter (free-position) shot that is saved by goalie B1. Charge A1 with an eight-meter (free-position) shot, which also counts toward A1's total number of shots in the game, and credit goalie B1 with a save.

A.R. 4. A1 is awarded an eight-meter (free-position) attempt, but does not attempt a shot. A1 is NOT charged with an eight-meter (free-position) shot.

SECTION 8—CLEARING

Philosophy. A clearing attempt occurs as when a team has possession of the ball behind its defensive restraining line to the offensive attack area (see Appendix B for a field diagram). A successful clearing attempt involves the team establishing possession in its offensive box before the other team gains possession.

Article 1. A team playing a player down as a result of a card should be credited with a successful clear if it meets the conditions of successful clear, but should not be credited with an unsuccessful clear if it does not.

Article 2. All failed clears must have a team or individual turnover charged.

A.R. 1. Team A is a player down and begins to clear the ball out of its defensive end. The card time expires, so Team A is back to even. If the clearing attempt is unsuccessful but the player charged with a card has been released, it is in the statistician's discretion. Charge an unsuccessful clear to Team A if the player returns into the flow of play. Do not charge one if the returning player was not able to return to flow of play. The release of the carded player does not automatically indicate that a clear attempt has occurred. The released player has to be involved in the flow of play.

A.R. 2. Team A has the ball on a clearing attempt and loses control of the ball, but Team B does not establish possession of the ball, and Team A regains possession. This is considered the same clearing attempt for Team A whether it regains control by picking up the ball or having the ball deflected out of bounds off of Team B.

A.R. 3. Team A has begun a clearing attempt, and before a successful or unsuccessful clear, Team A calls for and is awarded a timeout. The original clearing attempt is still on when play resumes.

A.R. 4. Team A has the ball on a clearing attempt. There is a held whistle on Team B. Team A loses the ball before it reaches the offensive zone, but the foul is assessed to Team B. Team A's clearing attempt is still underway when play resumes and normal clearing rules apply.

A.R. 5. If Team A takes possession of the ball in its defensive end and immediately loses the ball to Team B, charge Team A with an unsuccessful clear.

A.R. 6. Team A has the ball on a clearing attempt and commits a violation or is issued a card. That is a failure to clear because Team A did not establish possession in its attack area.

A.R. 7. Team A is in a clearing attempt when an alternate possession situation applies before the status of the clear is determined. Charge Team A with an unsuccessful clear if it is not the team that gained possession. Normal clearing rules will continue to apply if Team A is the team awarded possession.

A.R. 8. Team A has possession of the ball in the offensive end of the field and passes a ball that goes past midfield and below the restraining line. However, Team A regains the ball before Team B gains possession. This becomes a clearing attempt.

A.R. 9. A free clear is awarded to the defensive team (i.e., goalie interfered with while in the crease, card). It is considered a clearing attempt and usual clearing rules apply once play is resumed.

A.R. 10. During a multiple-card situation, if both teams are playing with equal numbers, the usual clearing rules apply.

SECTION 9—TURNOVERS AND CAUSED TURNOVERS

Article 1. Turnovers occur when a player or team in possession of the ball or entitled to the possession of the ball loses possession of the ball, in a live-ball situation or under certain dead-ball situations. If a single player is judged to be primarily responsible for the turnover, that player is charged with the turnover. If no single player can be judged to be primarily responsible for the turnover, or if the responsibility rests with anyone not a player, then the team is charged with the turnover.

Article 2. A caused turnover is credited to a player when the player's positive, aggressive action(s) causes a turnover by the opponent. A turnover may not always warrant a caused turnover; however, caused turnovers can only be awarded to an individual player and not to a team (with one exception regarding a possession clock violation), and only one caused turnover can be awarded for a turnover. There cannot be more caused turnovers for Team A than turnovers for Team B. Any turnover not related to the possession clock credited as a team turnover cannot have a corresponding caused turnover.

Article 3. For a change of possession that occurs that cannot be attributed to a particular player at the moment of the violation, the turnover should be charged as a team turnover.

Article 4. A missed shot cannot be a turnover.

Article 5. All failed clears are by definition also turnovers.

Article 6. A change of possession related to a 90-second possession clock violation is the only circumstance where there should be a team turnover charged for the offense with a **potential** team caused turnover awarded to the defense. If the statistician determines that the offense was simply opting to possess the ball for the duration of the possession clock, rather than shoot, in a non-competitive situation and the defense was not aggressively trying to regain possession, do not award a team caused turnover (you should still charge the offense with a team turnover).

A.R. 1. Player A1 has possession of the ball and opponent B1 checks the ball away from A1, resulting in a change of possession. Charge a turnover to A1 and credit a caused turnover to B1.

A.R. 2. Player A1 is in possession of the ball. She is fouled by opponent B1 and loses possession. Teammate B2 gains possession and the whistle blows because of the foul. Do not charge a turnover or credit a caused turnover on the play.

A.R. 3. Player A1 has the ball, loses it, and opponent B1 fouls trying to gain possession of the ball. Do not charge A1 with a turnover or credit B1 with a caused turnover, since B1's team did not have the ball nor was entitled to the ball.

A.R. 4. Player A1 has the ball, loses possession and fouls opponent B1, who is going for the ball. Charge A1 with a turnover since her action resulted in B1's team gaining the ball. Normal caused turnover rules can apply in this situation.

A.R. 5. Team A is in possession of the ball when the officials call "for a throw" in the field of play. If Team A maintains possession of the ball, no turnover is charged. If Team B gains the ball, normal turnover rules apply (individual, team and caused turnover).

A.R. 6. Player A1 has the ball, and a card or violation is called on a teammate in the game, or a card is assessed on a member of her team, coach, or staff, on the sidelines. Charge the turnover to the player causing the foul or to the team if a coach or staff member is assessed the card. Another example: Player A1 has the ball, and teammate A2 is called

for an illegal screen or interference. Charge the turnover to A2 (the one committing the violation).

A.R. 7. Player A1 is in possession of the ball at the end of a dead-ball situation, and (a.) an action of hers, or (b.) an action of someone else connected with her team, causes Team A to lose possession of the ball. Charge A1 with a turnover in (a.), or in (b.) to another player, or a team turnover to Team A, if the cause is the action of a coach or staff member (e.g., delay of game).

A.R. 8. Player A1 is in possession of the ball and passes to teammate A2, who does not catch the pass and a change of possession occurs. Charge the turnover to either A1 or A2, whichever player the statistician thinks contributed to the turnover the most. Award a caused turnover to the defensive player who was most responsible for the turnover regardless of that player's position on the field at the time of the turnover; or no caused turnover if, in the scorer's discretion, it was an unforced error.

A.R. 9. Team A is in possession of the ball, but player A1 crosses the restraining line and causes Team A to be offside. Charge the turnover to A1, with no caused turnover credited on the play.

A.R. 10. Team A is attempting to clear and is unsuccessful. A turnover must be charged to Team A against either the team or an individual, but not both.

A.R. 11. Player A1 is assessed a charging foul on offense against defender B1. Charge A1 with a turnover and credit B1 with a caused turnover.

A.R. 12. Player A1 scores and has her stick checked and its found to be illegal, or she adjusts her stick or does not relinquish the stick in a timely fashion. No goal is awarded. Credit Player A1 with a turnover. Team B will start with possession of the ball at the center circle. No draw or ground ball is awarded.

A.R. 13. Player A1 scores and attempts to hide an illegal stick or switch sticks with a teammate. Player A1 is credited with a turnover AND a yellow card. No goal is awarded. Team B will start with possession of the ball at the center circle. No draw or ground ball is awarded.

A.R. 14. Team A is attempting to beat the 90-second possession clock and, as the count is expiring, player A1 attempts a shot that goes wide. Credit A1 with a shot, Team A with a team turnover and Team B with a team caused turnover if Team B's aggressive defense is determined to have caused the possession clock violation.

SECTION 10—CARDS

Green, yellow and red cards given to a player or a coach should be entered as such in statistical programs such as Stat Crew (ex: YC or RC). **DO NOT** enter the infraction as a "penalty" or record a man-up opportunity. Any infraction in NCAA women's lacrosse, even if termed a "releasable penalty," should still be recorded as a card. Goals scored while a player is serving a card and a team has a player advantage or disadvantage should be noted in scoring the goal as man-up or down, to show the player imbalance while the goal is scored.

Article 1. Cards are issued for infractions in women's lacrosse. When a player is issued a yellow card, that player will serve a two-minute releasable penalty in the penalty area. No substitute may take her place during that period; therefore, her team will play short-handed until the penalty time has elapsed or the opposing team scores. If the opposing team scores during this time (including the free-position goal following the card) the player will be released from the penalty area and may re-enter the game.

Article 2. A player who receives a second releasable yellow card must leave the field and enter the penalty area for two minutes of elapsed playing time, and no substitute may take the carded

player's place during that two-minute period. The player will be suspended from further participation in that game. Once the penalty time has expired, or if the opposing team scores a goal, the team may substitute another player for the player who has been suspended.

Article 3. If a player receives a red card, this is a non-releasable penalty. The player must leave the field and serve a two-minute penalty in the penalty area. No substitute may take her place during this period. Once the full penalty time has been served, that player is ejected from the game, and the team may substitute another player for that ejected player.

Article 4. When a player is issued a green card, that player will serve a one-minute releasable penalty in the penalty area. No substitute may take her place during that period; therefore, her team will play short-handed until the penalty time has elapsed or the opposing team scores. If the opposing team scores during this time (including the free-position goal following the card) the player will be released from the penalty area and may re-enter the game.

Article 5. While a card assessed to a coach is served by a player, the card itself should be recorded as being assessed to a coach. In Stat Crew, this is achieved by entering "TM" for team as the recipient of the card. Goals scored during penalty time and with one team having a greater number of players on the field should be recorded as man-up or man-down. In Stat Crew, while entering a goal, choose "E" for even strength, "U" for man-up, or "D" for man-down. Again, cards should not be entered as penalties in statistical software. Man-up or man-down goals should be notated as play descriptor.

Article 6. Playing "man up" is a function of how many players are allowed below the restraining lines, not how many are on the field. A team starting a game with fewer than 12 dressed and eligible players or who, during a game, drops below fewer than 12 dressed and eligible players due to injury or ejection, is still allowed to play "even" below the restraining lines. Goals scored in such situations cannot be "up" or "down" and all failed clears should be recorded if no card time is being served.

A.R. 1. *Player A1 has been issued a yellow card, placing her in the penalty area for two minutes. Record a yellow card for Player A1. Within those two minutes Player B1 scores. Credit Player B1 with a man-up goal. Player A1 is released from the penalty area.*

A.R. 2. *Player A1 has been issued a yellow card, placing her in the penalty area for two minutes. Record a yellow card to Player A1. Within those two minutes Player A2 scores. Credit Player A2 with a man-down goal. Player A1 remains in the penalty area.*

A.R. 3. *Player A1 and Player B1 have been issued yellow cards at the same time. Both shall be placed in the penalty area for two minutes and the teams will play even strength. Player A2 scores. Credit A2 with an even strength goal. Player B1 is released from the penalty area.*

A.R. 4. *Player A1 is issued a yellow card with 5:00 on the clock. Player B1 then is issued a yellow card with 4:00 on the clock. Player A2 scores a goal (a.) with 4:30 on the clock, (b.) with 3:30 on the clock, or (c.) with 2:30 on the clock. In (a.) credit Player A2 with a man-down goal as her team was playing a player short. In (b.) credit Player A2 with an even-strength goal as both teams were playing with the same number of players on the field at that time. In (c.) credit Player A2 with a man-up goal as Team B was playing a player short.*

A.R. 5. *Player A1 receives a yellow card for fouling Player B1. Record a yellow card for Player A1. As a result of the card, Player B1 is given a free-position opportunity. Player B1 scores on the free position and Player A1 is released from the two-minute penalty. If player B1 does not score, Player A1 is to serve the penalty for its entirety or until the opponent scores.*

A.R. 6 *Player A1 is issued a yellow card. Player B1 scores a goal just after Player A1 is allowed to re-enter the field of play. If, in the opinion of the statistician, Player A1 has not had sufficient time to return to aiding her team in a meaningful way before the goal is scored, record B1's goal as a man-up goal. Likewise, if Player A2 scores in the same situation, record her goal as a man-down goal.*

A.R. 7. *Team A has the ball and is moving quickly down the field on a fast break with no defenders from Team B within playing distance of the ball. Suddenly the horn sounds. The officials blow a whistle and call timeout. It is then discovered that Team B coach was the one who called a possession timeout even though her team was clearly not in possession of the ball. Credit Team B with a team yellow card for misconduct, and record the number of the player serving the two-minute penalty.*

SECTION 11—OVERTIME

Philosophy. When the score is tied at the end of regulation, six minutes (two three-minute segments) of sudden victory overtime will be played. The clock will be stopped after three minutes of play in order for teams to change ends. The game will be restarted by a center draw. The first team to score wins the game. If the teams are still tied after six minutes have elapsed, the teams will have a three-minute rest and change ends. The game will be restarted by a center draw. Play will continue with "sudden-victory" stop-clock overtime periods of six minutes in length with three minutes in between and change of ends until a winning goal is scored.

Article 1. Your Stat Crew clock should be set for six-minute overtime periods. After the first three-minute segment ends, stop the clock at 3:00, or use the F5 key to reset the clock if necessary, and begin the second three-minute segment with a draw control.

A.R. 1. *0-6 minutes is considered the first overtime.*

A.R. 2. *6-12 minutes is considered the second overtime.*

A.R. 3. *12-18 minutes is considered the third overtime.*

Set Stat Crew Rule as:

Periods: 2

Prd Minutes: 30

1st OT Min.: 6

2nd OT Min.: 6

SECTION 12—MISCELLANEOUS NOTES AND DEFINITIONS

Article 1. Any statistics that occur due to a violation or play-on situation whose result would be nullified by the violation or play-on do not count.

A.R. 1. *Player A1 loses the ball out of bounds after it is checked out her stick by Player B1, but Team A is awarded the ball due to a held whistle or a foul called on Team B. Do not credit A1 with a turnover nor B1 with a caused turnover because Team A maintained possession of the ball.*

A.R. 2. *Player A1 takes a shot during a play-on situation that would have counted as a goal had it been successful but (a.) goes wide of the cage and out of bounds, (b.) is saved by goalie B1, or (c.) goes wide of the cage and is picked up by player B2. Team A is then awarded possession due to the held whistle. In all cases, credit A1 with a shot. In (b.) credit goalie B1 with a save, because she prevented a shot from scoring that otherwise would have counted as a goal. In (c.) do NOT credit B2 with a ground ball, because Team A is awarded possession.*

Goalkeeper of Record. At the conclusion of each game, the scorer shall award one goalie a win and charge one goalie a loss. In the event that the teams use multiple goalies during the course of the game, it is up to the scorer's discretion to award and charge

the decision based on which goalie (in the scorer's opinion) contributed most to the outcome of the game.

APPENDIX A—NCAA STATISTICS POLICY NOTES

Changing Official Statistics: When an error or discrepancy in the official statistics is discovered after a contest has concluded and the official statistics have been distributed, use the following procedures.

If the sports information director of the home team discovers the error, that SID must alert the visiting team SID of the change within one week. The home SID also must confirm the changes with the visiting SID in writing within 10 days. If applicable, the home SID also must send a copy of the changes to the conference office.

If the visiting SID needs to make a change in the final statistics, he or she must contact the home team's SID within one week after the event. If the home team SID agrees, then the home team SID must confirm the changes to the visiting SID in writing and send a copy to the conference office, if applicable.

If the home team SID disagrees with the change, then the visiting SID must accept the final statistics as listed by the home team. The visiting team SID cannot alter any statistics without the consent of the home team SID. There is no further appeal. However, if the game was televised and/or videotaped, and the dispute involves a non-judgmental call, the box score should be corrected if there is indisputable visual evidence. Example: An official scorer in basketball credited the wrong player with a free throw made and the videotape clearly shows a different player shooting, then the correct player should be credited with the free throw made and attempted. If the dispute is whether there was an assist on a certain play, this is a judgment call and the official box score should stand as is. Another example: In soccer, a player was given credit for a goal scored but videotape shows clear visual evidence that another player actually scored the goal, then the official box score should be changed to reflect the correction.

In all cases in all sports, if a change is to be made, the SID making the change must inform the other SID within one week after the event or game has been played.

Countable Opponents: Only games against approved varsity teams of four-year (or two-year senior colleges), degree-granting institutions shall be included in individual and team statistics, won-lost records and coaching records. For more information, refer to

the NCAA Statistics countable opponents policies located at <http://fs.ncaa.org/Docs/stats/ForSIDs/CountOppDefinition.pdf>.

Forfeit Scores: If a forfeit is declared by the game official while a contest is in progress or a situation occurs that forces a premature end to the contest, all statistics (other than won-lost and coaches' records) are voided unless the contest has progressed to a "reasonable point of conclusion", in which case all statistics shall count and shall be reflected in all records. If the game had progressed to a "reasonable point of conclusion" and the team that was in the lead at the time was declared the forfeit winner, the score shall stand. If the score was tied or the trailing team was declared the forfeit winner, then refer to the information below for the final recorded score. Also in these cases, in sports in which individuals receive wins or losses such as baseball, softball, field hockey, ice hockey and lacrosse, do not credit an individual with a win or loss, but rather enter a team line for these statistics.

If a game in progress is declared a forfeit win to one of the teams by the game officials and the game has not progressed to a "reasonable point of conclusion," then the official game score should be recorded from the following information. The team's won-lost record shall include the forfeit, but if the statistics are voided, all averages in future rankings shall be computed without inclusion of the forfeited contest.

Forfeit score: Lacrosse, 1-0

Reasonable point of conclusion: Women's Lacrosse, 48 minutes elapsed

"No Contest" Declaration: There is no forfeit of a contest until all participating teams are present and the referee or other appropriate contest official has assumed jurisdiction in accordance with the applicable playing rules. When a team does not appear (e.g., due to weather conditions, accidents, breakdown of vehicles, illness or catastrophic causes), a forfeit is not recorded. An institution shall not, for statistical purposes, declare a forfeit for nonfulfillment of a contest. Such instances shall be considered as "no contest." In circumstances involving institutions from the same conference, the league office has the option to declare a forfeit win and loss for conference-standings purposes only, but this does not change an institution's overall won-lost record. This "no contest" declaration came into effect at the start of the 1977 football season.

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