

Recording Stats

Time: Regulation time is two 25-minute running halves. The clock stops after every goal, unless one team is ahead by 10 or more goals---clock will continue to run. When difference becomes less than 10 goals, the stop clock will be reinstated. The clock also stops on every whistle in the last 2 minutes of each half unless otherwise stated.

PLAYER STATS

GOALS: Record only if Referee signals a goal with whistle & hand signal and players return to the center of field for the draw.

SHOTS ON GOAL: Any attempt by any player, regardless of her position on the field, playing a ball in such a manner that her actions could result in her scoring a goal, including shots wide of the goal.

FREE POSITION SHOTS ON GOAL: When a player is awarded a free shot on goal from the 8-meter arc after the opposition has committed a major foul.

ASSISTS: An assist is credited to the offensive player who makes a pass, thereby setting up the play that **DIRECTLY** results in a goal being scored by the attacking team, as long as the scoring player does not have to maneuver around **EXCESSIVE** defensive pressure. **Exceptions:**

- a. **A breakaway situation:** Player A intercepts a pass & Player B takes off downfield uncontested. Player A passes to Player B who is 30 yards from the goal but she runs and scores without a defensive player marking her. Additionally, if the Goalie makes a good clear to Player B & Player B runs uncontested to the goal, the Goalie can be awarded an assist. *The yardstick is the defensive pressure the scoring player faces in her scoring run.*
- b. **An odd-woman rush on goal:** When 1 defensive player is covering 2 offensive players. Player A pulls the defense to her, opening up Player B. Player A then passes to Player B who then scores, resulting in an assist for Player A.

NOTE: An assist is NOT awarded to a player that shoots and has her shot rebound off the post or goalie that is then picked up by a teammate and shot in the goal.

DRAW CONTROL: Given to the player that controls the start (or restart) of play and advances the ball in a controlled manner following the draw.

GROUND BALL CONTROL: Given to the player who picks up and controls a loose ball playable at least two players, the player and her opponent. Most often there is a change of possession. Note: when a player somehow loses control of the ball and has to fight to pick it up, if she recovers her mistake, no ground ball is awarded. Goalies may be awarded ground balls.

CAUSED TURNOVER: Gives player credit for disrupting play in some way that results in her team gaining control of the ball in a change of possession. It can happen by **STICK CHECK, DIRECT INTERCEPTION, BLOCKED PASS OR SHOT, OR DRAWN CHARGE** (details follow).

STICK CHECK: When a player checks the stick of the opponent with the ball that results in her team's recovery of the ball or her recovery of the ball (a ground ball would be recorded if recovered from the ground).

INTERCEPTION: When a player obtains a change of possession by intercepting a pass thrown by the other team. The ball cannot touch the ground and must have been thrown by the opponent.

BLOCKED PASS OR SHOT: A block occurs when a player gets her stick in the way of a pass and disrupts the offensive play and her team recovers the ball, for example, batting down the ball (if picked up under pressure a ground ball may also be awarded).

DRAWN CHARGE: Defensive player draws charge and is awarded the ball after referee stops the play.

TURNOVER: When a player loses control of the ball to the other team or somehow causes her team to lose possession of the ball.

FOULS: Recorded each time a Referee stops play and calls an infraction on the player. Any card (yellow or red) is a recorded foul. You will see the referee directing the player charged with the foul sent to another position or removed from the field (cards). When recording the foul that resulted in a card, please mark Y or R in the margin of scorebook.

GOALIE STATS

NOTE TIME IN GOAL: 25 minutes for one half; 50 minutes for two halves.

GOALS: When the ball passes the goal line provided there is no violation by the offense. The referee signals a goal with whistle & hand signal and players return to the center of field for the draw. Circle represents a goal at the bottom of the stat sheet. Slashes represent saves (see next).

SAVES: A save is recorded each time the goalie stops a ball from going in her goal that if she did not stop would have resulted in a goal for the opponent. It is crucial to note that a save cannot be recorded for a shot that would normally sail wide and has no chance of going in the goal. (Wide shots are shots on goal.) Goalie is credited with a save ONLY if the ball touches her stick or her body, NOT the pipe of the goal.