

NCAA Lacrosse Statistics Recording

To make records and statistics consistent, the following definitions shall be adhered to strictly:

- a. **Goalkeeper saves**—A save is recorded any time a ball is stopped or deflected by the goalkeeper's body or crosse in such a manner that had the ball not been stopped or deflected, it would have entered the goal.
- b. **Assists**—Any one direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent, other than the goalkeeper who is in the crease, is recorded as an assist. There can be only one assist on any goal scored.
- c. **Team goal**—A goal scored by a member of the defensive team in its own goal is a team goal. In the case of a forfeited game, the goal awarded shall be credited as a team goal.
- d. **Time of goal**—Time of goal is to be recorded as time remaining in the quarter (i.e., the time showing on the scoreboard clock, provided that it is counting down).
- e. **Shot**—A ball propelled toward the goal by an offensive player, either by being thrown from a crosse, kicked or otherwise physically directed. A shot can be awarded only when possession of the ball can be reasonably said to have occurred, by ricochet or when a controlled effort can be construed (similar to a controlled tip in basketball). A ball that enters the goal as a result of being propelled by the offensive team must be credited as a shot. A ball that ricochets off another player and scores will be awarded as a shot by the player deemed to have scored the goal. In the case of an own goal, no shot is awarded.
- f. **Clear**—The attempt by one team to move the ball from its defensive end of the field into its offensive end of the field. A clear fails when this attempt is unsuccessful. A failure to clear should not be recorded when the defending team fails to clear when it is playing extra-man defense. A successful clear should be awarded only when the clearing team crossed the center line with the ball and is clearly able to initiate an offensive attempt from the play. Advancing the ball across the center line does not automatically mean a clear should be awarded if the clearing team loses possession of the ball almost immediately.
- h. **Ground ball**—Any ball not in the possession of one team that comes into the possession of the other team in live-ball play can be a ground ball. This may occur on an intercepted pass (the ball does not have to hit the ground) or from a ball checked loose onto the ground. Further, the ball must be obtained under pressure (another opposing player must be within 5 yards of the loose ball). When such a ground ball is obtained, the player gaining the ground ball must be able to perform immediately the normal functions of possession (shoot, pass, cradle). Should any of these conditions not be met, a ground ball may not be awarded. A player cannot drop the ball of his own volition, pick it up again, and be credited with a ground ball. Ground balls should be awarded as part of the faceoff play; however, a ground ball is not always awarded when an official signals possession on a faceoff play, since his definition of possession does not rise to the standard of that of a ground ball.

A.R. 1. A1 passes the ball to A2, but B1 intercepts. STATISTICAL RULING: Credit B1 with ground ball.

A.R. 2. A1 has the ball checked out of his crosse and (1) the ball stays in bounds, where it is picked up by A2; (2) the ball stays in bounds, where it is picked up by B1; or (3) the ball goes out of bounds without anyone else obtaining possession. STATISTICAL RULING: (1) Credit A2 with ground ball. (2) Credit B1 with ground ball. (3) No ground ball credited.

A.R. 3. A1 shoots ball. Team B's goalkeeper makes a save but does not control ball. A2 picks up ball, shoots and scores. STATISTICAL RULING: Credit A2 with ground ball, shot and goal.

A.R. 4. A1 has ball in his possession, but while switching hands on his crosse, drops ball and picks it back up. STATISTICAL RULING: No ground ball credited.

A.R. 5. A1 chases down loose ball near the center line, but not within 5 yards of a player on the other side of the center line. STATISTICAL RULING: Credit A1 with ground ball since he probably prevented the ball from going offside.

A.R. 6. A1 chases down a loose ball, preventing it from going out of bounds, but not within 5 yards of another player. STATISTICAL RULING: Credit A1 with a ground ball.

A.R. 7. A1 is running off field under a special-substitution situation, places the ball on the ground and leaves the field. A2 comes on field and picks up loose ball. STATISTICAL RULING: No ground ball credited.

A.R. 8. A1 has the ball in his crosse. B1 checks the ball loose. A2 picks it up but it is immediately checked away and B2 picks it up and controls it. STATISTICAL RULING: Credit a ground ball to B2 only, since he was the only one to obtain the ball and remain able to perform normal functions with the ball.

- i. **Faceoff**—The standard of faceoff statistics is to award the faceoff to the faceoff specialist (when his team gains possession of the ball), regardless of whether he actually gained possession himself. A faceoff should be awarded to a team only when it gets a clear offensive or defensive opportunity out of the play.

Note: As stated in (h), ground balls should be awarded in faceoff play.

A.R. 9. A1 faces off for his team. He obtains the ball in the faceoff situation but the ball is immediately checked away. B1 picks up the ground ball and his team maintains possession of the ball. STATISTICAL RULING: Credit faceoff to Team B.

A.R. 10. A1 controls the ball on the faceoff, retreats into the defensive half of the field, closely guarded, and throws the ball away. STATISTICAL RULING: If Team B can obtain possession of the ball and keep it, credit Team B with the faceoff. Similarly, if Team A subsequently obtains possession of the ball and keeps it, credit Team A with the faceoff.

A.R. 11. Same situation as A.R. 10, but A1 advances the ball to his offensive half of the field, closely guarded, and throws the ball away. STATISTICAL RULING: Same as A.R. 10.

A.R. 12. The ball goes out of bounds on the faceoff before a team obtains possession of the ball. STATISTICAL RULING: Credit the team that is awarded the ball on the out-of-bounds play with a faceoff. If neither team is awarded the ball out of bounds, delay the crediting of the faceoff until the subsequent re-face is concluded.

A.R. 13. Before either team can obtain the faceoff, a player on either team is charged with a foul. STATISTICAL RULING: Credit the offended team with the faceoff, if one team gets the ball. In the case of a double foul, or any other violation requiring a re-face of the ball, wait to credit the faceoff until the play is complete.

A.R. 14. A goal is scored near the end of the period. STATISTICAL RULING: If there is no subsequent faceoff, no faceoff can be credited statistically. If a faceoff occurs, award the faceoff as judgment allows by determining the possession (or something close to it) when the period ends.

A.R. 15. A period ends in an uneven situation such that there will be no faceoff to start the next period. STATISTICAL RULING: Do not award a faceoff.

A.R. 16. If there should be an extra faceoff for any reason, credit the faceoff according to the preceding rules.