GameSheet Training

Lacrosse

Tips and Tricks

- It is important to remember that timekeeping for lacrosse is different from timekeeping for hockey. Lacrosse has run time and a shot clock.
- Always bring a pen and paper to games to write notes down.
- Work together and communicate with other timekeepers and referees.
- DON'T be afraid to ask for help.

- Avoid clothes with team logos. We want to appear as unbiased as possible.
- Do not forget to sign the game sheet at the end of the game under the Game Details tab.
- The arenas get hot, come prepared with water as there is often little time between periods and games to go to a fountain.

Goals

- Lacrosse is run time, when the referee signals a goal, look at the clock and document that time.
- To record the goal in Gamesheet, press Add Goal for the corresponding team and it will allow you to enter the time.
- It will then give a prompt you to add who scored the goal and who assisted.
- The referees will give you the numbers necessary, the number of assists can vary from 0-2
- The most important thing about recording a goal is the time it was scored.
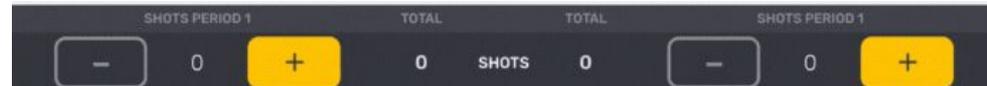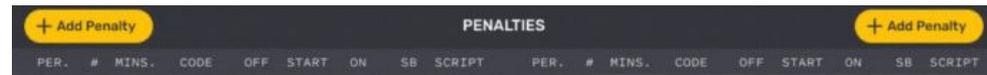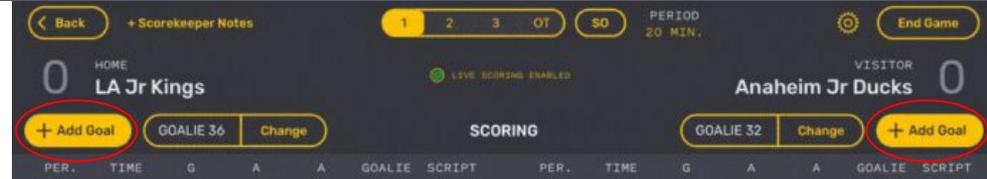
Penalty Basics

- Once a penalty is called, the referee will come in front of the box and signal what the penalty is for (see slides Referee Signals link)
- Because the clock stays running, you do not start the penalty or record the time until the whistle is blown and ball is back in play.
- To add the penalty, click Add Penalty for the correct team.
- It will prompt you to add the time, the number of minutes served, the penalty code, then finally the player number.
- The on-time should be filled in once the penalty is over.
- The most important things about a penalty are the time and player number
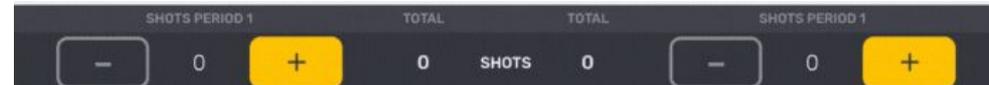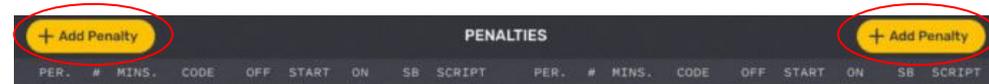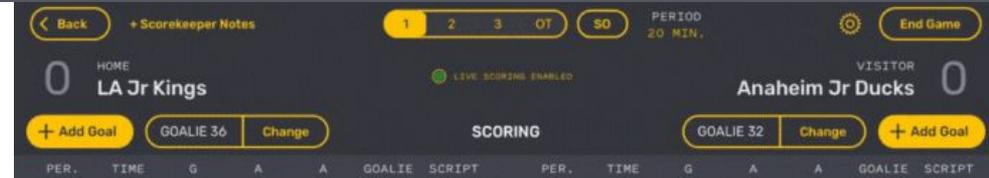
Penalties Continued

- 4 minute penalties are called *double-minors*, meaning that they have to be documented and treated as two 2 minute penalties.
- If a team has 2 penalties on the board, and a power-play goal is scored, the player with the least amount of time left on their penalty is released.
- In the above situation, if the 2 penalties were called at the same time, the player whose penalty was called first is released.
- If there are penalties on both sides at the same time and the number of players on the floor are even, nobody is released at the end of the penalty or on a goal. They need to wait for the first stoppage of play to be released.
- If you are unsure ask a referee.
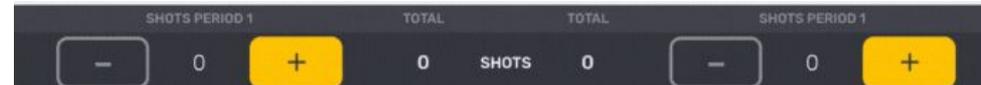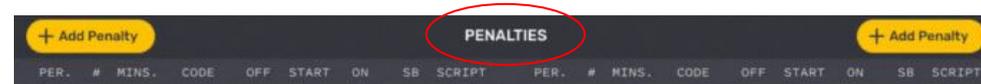
Misconducts

- A 10 minute misconduct must be logged in Gamesheet, but not added to the scoreboard. The penalized player **will** serve the full 10 minutes but it is not a power play.

- Sometimes a 5 minute misconduct will go on the scoreboard; it will depend on if it is coincidental or not (ie fighting vs spearing).

- These might be in addition to another minor/major penalty which will be **served** by different player (not the player who got the penalty). This minor/major penalty will be added to the scoreboard.

- If there is an additional minor/major penalty on top of the misconduct, the player who got the infraction serves the entirety of the penalties added up.
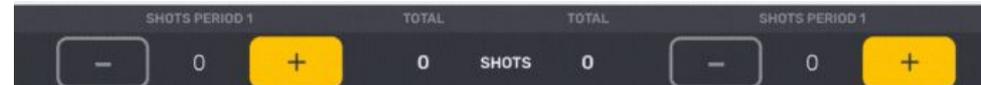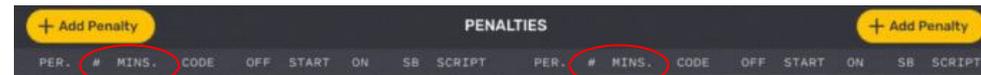
Game Misconducts

- **Game Misconducts** are also found under 10 minute penalties, but the player **will not** serve 10 minutes, but rather be ejected from the game.

- Game misconducts should not be added to the scoreboard.

- There will always be an additional minor/major penalty that is **served** by another player (not the player who got the penalty), in which the additional minor/major penalty will be added to the scoreboard.

- When inserting the additional penalties ensure you are changing the SB (Served By) column to the jersey number of the player serving the penalty.
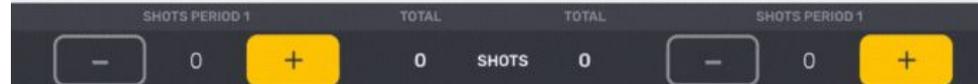
Periods

- All minor age groups play three 15 minute periods with run time.

- To change the period, click which period it is on the bar at the top of the screen.

- There is 3 minute break between each period
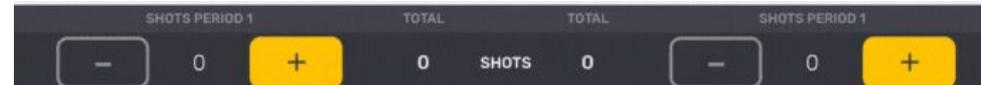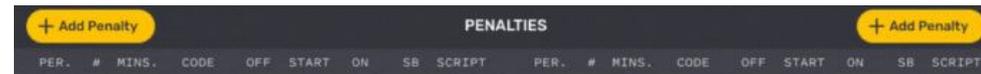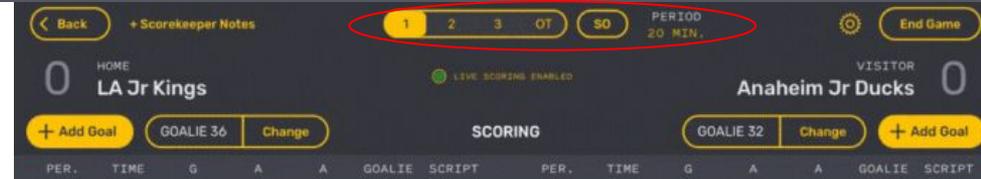
Timeouts

- To log a timeout, click <u>Scorekeeper Notes</u> and click "New Timeout Note." Add the team who called the timeout, and time of the timeout.

- Stop the clock for a timeout.

- Run the shot clock twice to time it.
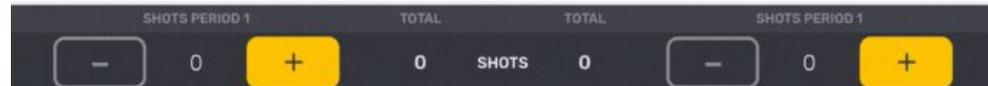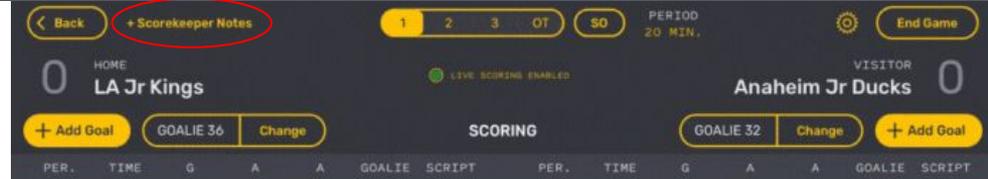
Shot Clock

- There is two buttons on a small remote, one pauses and one resets the shot clocks to 30 seconds.

- Referees will signal when to press reset (see Box Lacrosse Official's Signals link)
- The shot clock resets when possession changes, or when the ball hits the goalie or post.

- Do not start the shot clock at the beginning of a period until a referee signals to do so.

- If you are unsure if it was a reset, ask the other timekeeper, or you can wait and the referees will signal again if they noticed you missed it.

Goalies

- To log a goalie change, or log an empty net, click Change on the corresponding team, log the time the goalie was changed, and log the replacement goalie or empty net.

- Goalies/empty nets will then be logged on the game sheet until changed back.

Zone 8 Game Structure

- U9
  - No shot clock
  - No stop time if there is more than a 5-goal spread
  - Last 3 minutes of 3rd period is stop time
- U11-22
  - No stop time if there is more than a 5-goal spread
  - At the 5 minute mark of the 3rd period, the Referee must decide if there is to be stop time. This is based on the goal spread. This decision will continue for the remainder of the game regardless if goal spread changes.

- There is no overtime during regular season

- There is only one time out per game per team
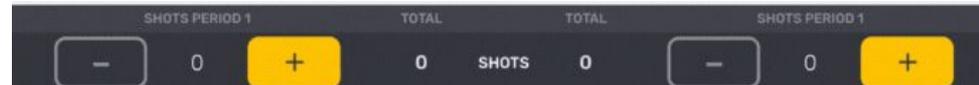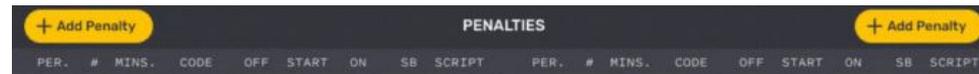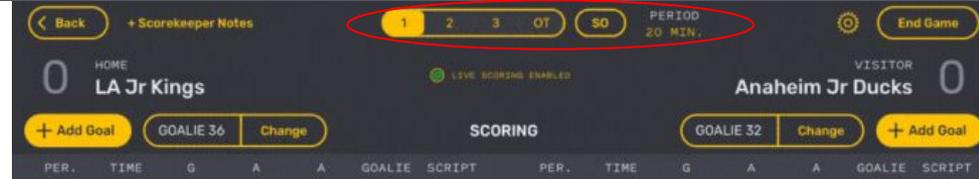
Clock Training

Lacrosse

How to set up a game

- To reset the clock press [Game Time] until you see the clock is reset and set to the desired period time

- Whatever you set [Game Time] to is the time it will reset when the period is over, do not press it in the middle of a game, it will reset the clock

- Instead use [Time] [00:00] [Enter]

- Intermissions
- [Interm/Warmup] [3] [Enter]

- To set period press [9] until the desired period

- All warmups and intermissions are three minutes

- If you use the [Interm/Warmup] button you do not need to press [Start/Stop], it will run on its own. If you press [Start/Stop] during the intermission the buzzer will sound and the clock will change to the next period
- You can replace [00:00] with your desired numbers

Penalties

- For a standard two minute penalty
- [Home/Visitor Penalty] [Enter] [Enter]

- For a double-minor/four minute penalty
- [Home/Visitor Penalty] [Time] [Enter] [Enter]

- Clearing/editing penalties
- [Home/Visitor Penalty] [1 or 2] [Time] [00:00] [Enter] [Enter]

- If two players come into the box at the same time, you can only put up one penalty as the clock does not allow you to do two at once, make sure you let the players know

- The first [Enter] ensures that the penalty stays on the clock, the second [Enter] should be pressed when the whistle is blown and that time should be recorded

- For penalties always make sure that the clock is ready first

- If a team scores on a powerplay the clock will automatically clear the penalty

- You can replace [00:00] with your desired numbers

Goals

- To add a single goal
- [Home/Visitor Score]

- To edit score
- [Home/Visitor Score] [00] [Enter]

- Adding or editing score for a team on a power play will cause the penalty on the clock to come down, press [Enter] if you want it to stay up

- However if the clock is even nothing will come down

- You can replace [00] with your desired number

Referee Signals

Lacrosse

Link to PDF File

[Box Lacrosse Official's Signals](#)

Post Game Responsibilities

Lacrosse

Post Game Responsibilities

- Sign the game sheet

- Give the iPad to the referees

- Let the refs look over to see if everything is correct

- Let the ref sign the game sheet

- Press "Lock + Upload" when the refs are done signing it

- Bring the iPad back to the home dressing room after the game, knock on the door, and give it to the coach.