

Points of Emphasis

Definition of possession:

Possession is the ability to control the ball, which is demonstrated by shooting, passing, cradling, or moving with the ball. Possession could include such things as a quick stick shot or pass, or a flick directed to a teammate or space for a teammate to possess.

A team is considered to be in possession of the ball until the other team gains possession as defined above.

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.

Definition of live ball play

Live ball play is normal action off the game while the ball is live. The ball is dead when the umpire blows the whistle to halt play and is not considered live until the umpire blows the whistle to start play.

1. GOAL

Own goal/forfeit: Should a game be forfeited, the score shall be 1-0 and the one goal should be recorded as an own goal.

2. SHOT

Officially there is no such thing as a "shot on goal." All shots are recorded as just that—shots.

Should a foul by the shooter be called (ie dangerous shot, dangerous propelling, or dangerous follow through) then no shot is recorded and the shooter is assessed a turnover. (Note that no caused turnover nor ground ball is awarded)

Recording of shots: All shots, whether they be from normal field of play action or off of an 8-meter setup, are to be recorded as shots. Should a shot take place from an 8-meter free position, it should also be recorded as an "8m shot" (8ms) and would thus be indicated as such twice on a statistics recording sheet. The column of "shots" will include all shots taken in the game, while "8ms" is a subset of shots taken in the game.

3. ASSIST: An assist is a play made by a player to a teammate who then scores a goal without having to evade excessive defensive pressure other than the goalkeeper. There can be only one assist per goal.

The guidelines for the awarding of an assist include two parts: the action of the passer and the actions of the recipient. A pass that is made after the recipient has maneuvered for good position or a pass that places the recipient in a more advantageous position can be an assist. There are no limits to steps taken by or time of possession of the recipient of the pass.

4. DRAW CONTROL

Scenario 4.C.1. Arlene and Billie take the draw. The ball flies into the air and lands on the ground where it is possessed by Beth. Immediately Amanda checks Beth's stick. Beth loses the ball and it is picked up by Arlene. Beth records a draw control and a turnover, while Amanda records a caused turnover and Arlene records a ground ball.

5. GROUND BALL

A ground ball denotes a change of possession from one team to another through live-ball play. It denotes a gained possession for a team.

Ground balls can only be recorded if there is a change in possession between teams. Change of possession, however, does not dictate that there needs to be a ground ball. The

exchange must be through play on the field. Further note that a foul does not negate the awarding of a ground ball.

A ground ball does not have to hit the ground to be considered a ground ball as this statistic marks instances of gained possession for a team.

New interpretations:

Balls awarded teams on out of bounds violations do not result in a ground ball as it is not during a live ball situation. See 5.A.3, 5.C.1, 5.C.2,

5.A.3 Alice is cradling down the field and drops the ball. Beth, the player that is marking her challenges her for possession. The ball rolls out of bounds and Beth is awarded possession. Beth is not credited with a ground ball; Alice records a turnover.

6. CAUSED TURNOVER

A caused turnover can only be recorded after contact with the ball, crosse or player. The category of defensive pressure has been removed.

Philosophy of the ground ball and caused turnover: The caused turnover demarcates the disruption of play; the action that caused the ball to come out of possession of the offensive team. The ground ball is the action that causes possession to be gained through live ball play. It should be noted that a ground ball does not mean that the ball must come in contact with the ground.

With this understanding in mind, when a turnover is caused there is often a corresponding ground ball that is awarded. Sometimes it maybe two different players on the same team; sometimes it may be the same person.

Clarified interpretations: See 6.B.

Scenario 6.B. Agnes, behind the cage, attempts a pass through the crease to Alix, but Brittany, in goal, intercepts the pass. Brittany records a caused turnover and a ground ball. *Note that a field player could also record an interception (CT) and a gained possession (GB) simultaneously.*

8. SAVE: The save records each time a goalie stops a ball from going in her goal that if she did not stop, might result in a goal for the opponent.

New interpretation: Team save (see 8.A)

Scenario 8.A With Brittany, the goalie, out of the goal circle, Amanda attempts to score by rolling the ball towards the goal. Billie stops the ball gains possession. Amanda records a shot; Billie records a team save and a ground ball.

Team saves are recorded in the goalkeepers' area on the final stats sheet. "Team" is entered as having played in the game, and the number of team saves are recorded. They count in the total number of saves for a season, but are not applied to any individual.

9. FOUL

A foul should be recorded each time play stops and a major foul is awarded.

The recording of minor fouls has been stopped, and fouls that do not stop play also are not to be recorded.

11. MINUTES PLAYED

Statisticians should note the time played for each player.