

Lacrosse Statistics

Only take statistics for our team. Here are the stats to track:

Shots on Goal - A shot is any attempt made by a player to score a goal.

The player, regardless of her position on the field, must be playing the ball in such a manner that her actions could result in her scoring on the opposing team's goal. Where she is on the field, the speed of the shot, and the placement of the other players, both on her team and the opposing team, are irrelevant. 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.

Free Position Shot on Goal - An 8-meter free position (otherwise referred to as an 8-meter attempt) is awarded to an offensive player by an official for a major foul committed by the defense that directly affects the scoring attempt inside the 8-meter arc. The player that is awarded the free position does not have to take a shot, but if she takes a shot directly after the free position, record it as such, instead of a normal SOG.

Ground Ball Control - A ground ball marks a player's ability to pick up and/or control a loose ball that is playable by both her and an opponent, most often when there is a change of possession.

It is designed to reward a player for an act that results in her team's controlling play. A ground ball, which is different than an interception, shall be awarded each time the ball lands on the playing surface and it is playable by at least two players, one from each team. An exception occurs when a player somehow loses control of the ball and must fight to pick it up; if she recovers her own mistake, she is not awarded a ground ball.

Turnover – A turnover is a play in which the other team obtains a change of possession (our player loses control of the ball). Our player would be marked for a turnover.

Interception - This statistic is defensive-minded and is designed to give a player credit for disrupting play in some way that results in her team's gaining control of the ball in a change of possession.

It can appear in five main forms: stick check, direct interception, blocked pass or shot, drawn charge.

Draw Control - The draw control stat is used to measure the ability of a team to control the start (or restart) of play.

It is thus important to record the statistic with respect to the team that controls the draw in an offensive position. It is possible for a team to control the ball and subsequently lose control immediately; thus allowing the other team to have an offensive set. Draw control should be awarded to the team that advances the ball (advances in a controlling manner) following a draw. If there is a foul (major or minor) called before control is established (e.g., illegal draw, body ball, entering circle early) the player who is awarded the ball is credited with a draw control. It is important to note that a player cannot be awarded a ground ball in a draw control situation.

Goalie Saves - 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.

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. There cannot be more saves recorded than shots for the opponent; in fact, the number of saves is usually fairly less than the number of shots taken by the opponent, which reflects shots that sail wide. In addition, a shot that hits the pipe is not recorded as a save for the goalie, unless the goalie deflects the ball into the pipe.

Foul - A foul should be recorded each time play stops and a major foul is awarded. Some minor fouls could result in the player being placed behind. Care should be made not to record these as fouls; however, when in doubt, record it as a foul.

