WOMEN'S LACROSSE STATISTICS GUIDE
2012 edition

As women's lacrosse continues to grow, it is vital to record the statistics of the game so they are accurate and meaningful to those who read and use them. Since these records serve as a permanent record of the contest, it is important to have a compilation of the nomenclature currently used to keep the proper statistics. This work will establish guidelines and provide examples so that statistical consistency is maintained throughout the game of women's lacrosse.

Consistency is fundamental to the recordation of statistics, and will permit for game-to-game as well as team-to-team comparisons throughout conferences and divisions. There are a number of situations in which teams or players are compared on a statistical basis; therefore, it is crucial that statisticians throughout the game of women's lacrosse record events with the same mindset.

A list of formulas will be provided at the end of this document to reacquaint statisticians with the method of determining statistics such as scoring offense, scoring defense, save percentage and goals against average.

The responsibility of the statistician is to record what actually takes place in the game, not what could have happened or should have happened. This manual is meant to serve as guide for the recordation of statistics and does not address any of the rules of the game. Sometimes an official's ruling will impact what happens in the game, but the statistician should only record outcomes of a play or the result of an official's ruling, *e.g.*, foul and turnover for a particular player. The scenarios provided are meant to illustrate the guidelines, but by no means are they all-inclusive. When doubts exist, the guidelines should be used to lead a discussion. If further clarification is needed, an interpretation can be made by the official statistician and a ruling can be requested.

Statistics typically recorded are listed below:

1. GOAL
2. SHOT
3. ASSIST
4. DRAW CONTROL (DC)
5. DRAW POSSESSION (DP)
6. GROUND BALL (GB)
7. CAUSED TURNOVER (CT) (caused by stick check, block, drawn charge, interception)
8. TURNOVER (TO)
9. SAVE
10. FOUL
11. 8m FREE POSITION AWARDED / 8m FREE POSITION SHOT (FPS)
12. MINUTES PLAYED
13. CLEAR

Definition of live ball play

Live ball play is normal action of the game with the ball kept under control on the field of play. The ball is not in play (dead) when the umpire blows the whistle to halt play, *e.g.*, an out of bounds ball, and is not considered live until the umpire blows the whistle to re-start play.

Definition of possession:

Possession is the ability to control the ball, which is demonstrated by shooting, passing, cradling, or carrying 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.

IN EACH OF THE EXAMPLES BELOW, MEMBERS FROM TEAM A ALL HAVE NAMES THAT BEGIN WITH THE LETTER "A" AND PLAYERS ON THE OPPOSING TEAM ALL HAVE NAMES THAT BEGIN WITH THE LETTER "B".

By no means are any of the examples given in the scenarios perfect nor are they exhaustive. They only represent some of the more common situations and give an idea of how a statistician should record the play. In any situation where a question arises, it is crucial that the statisticians of both teams discuss the situation so that both teams' statistics are identical. If the two statisticians cannot come to a mutually-agreed upon conclusion, the decision of the home statistician prevails.

1. GOAL: **A goal occurs when the whole ball passes completely over the goal line and should only be recorded if the signal for such has been given by the official.**

Goals are recorded with respect to the official time left in the period.

There are situations in which the ball might go into the cage, but the seemingly apparent goal is "disallowed" for various reasons, including a goal circle violation, dangerous shot, or dangerous propelling, which result in a turnover for the player committing the infraction. Thus, it is important to wait for the official to signal a goal. In addition, it is possible that a player might score against her own team; in this case the goal is recorded for the opponent as an "own goal" (OG) and a turnover is assessed to the player who put the ball in the goal. In the column under #, "OG" should be noted.

If a game is forfeited, the official score shall be 1-0 and the goal will be recorded as an OG.

2. SHOT: 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. The awarding of a shot statistic does not depend on the shooter's placement on the field, the speed of her shot, or the placement of any other player.

A shot may have several outcomes: a goal, a save, a shot that sails wide of the goal or hits a pipe, or is blocked by a defender's stick. If not a goal or a save, then the subsequent loose ball may be recorded as a GB if possession is gained during live ball play, *i.e.,* a shot that goes out of bounds is not awarded a GB. A shot that hits the pipe is not recorded as a save for the goalie. Both wide and pipe shots are statistically recorded as nothing more than a shot, but it is good information to note that the shot hit the pipe or sailed wide.

Note that following a shot, usually one other statistical mark will also be recorded (goal, save, or GB). Remember, a GB will be awarded to any player that gains control of the loose ball while it is in play on the field (live ball play). No player will be awarded a GB statistic for being closest to the point where the ball goes out of play after a shot.

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

If a foul is called on the shooter, *e.g.*, a dangerous shot, dangerous propelling, or dangerous follow-through), then no shot is recorded and the shooter is assessed a TO. Note that a CT, nor a GB is awarded as the official has whistled the play dead to enforce the foul and the ball is not possessed by the non-offending player during live ball play.

Recording shots: Shots and goals from the field of play are recorded in the columns listed as FS (field shots) and FG (field goals), respectively, while 8-meter shots and 8-meter goals are recorded in the columns listed as 8mS (8-meter shots) and 8mG (8-meter goals), respectively. Total goals are recorded under TG and total shots are recorded under TS. TG is the sum of field goals <u>and</u> 8-meter goals while TS is the sum of field shots <u>and</u> 8-meter shots.

Number	Scenario	Statistics Recorded
2.A.1	Abbie shoots on goal and the ball sails wide. The official awards the ball to Alice, who runs to the end line and is closest to where the ball crosses out of bounds.	Abbie: Shot Alice: None
2.A.2	Abbie shoots on goal and the ball sails wide. The official awards the ball to Betty, who runs to the end line and is closest to where the ball crosses out of bounds.	Abbie: Shot Betty: None
2.B.1	Abbie shoots on goal and Beth the goalie deflects the shot. Alice picks up the loose ball on the field of play.	Abbie: Shot Beth: Save Alice: GB
2.B.2	Abbie shoots on goal and Beth the goalie deflects the shot. Betty picks up the loose ball on the field of play.	Abbie: Shot Betty: GB Beth: Save
2.C	Abbie shoots on goal past Beth the goalie, and the shot hits the pipe. Alice picks up the loose ball on the field of play and takes another shot, which Beth saves.	Abbie: Shot; no assist (see 3.C) Alice: GB, Shot Beth: Save (only one)
2.D	Abbie shoots on goal, but Betty is able to legally put her stick in shooting space and block the ball. Betty then possesses the loose ball.	Abbie: Shot Betty: CT, GB

3. ASSIST: **An assist is a play made by a player to her teammate who then scores a goal without having to evade excessive defensive pressure other than the goalkeeper. Only one assist per goal may be recorded.**

The guideline to award an assist includes two parts: there must be a pass made to the recipient; and the recipient must take a shot. If the passer (potential assister) is able to move the ball to a teammate (recipient), who has maneuvered for a good or more advantageous position to take a shot, then the passer can be awarded with an assist. If the shooter, after receiving the ball from her teammate (passer/potential assister) must outrun or maneuver around any excessive defensive pressure before shooting, no assist can be awarded. It is not necessary for the shooter to possess the ball for a specific length of time, nor must the shooter limit the number of steps taken after she receives the ball for a shot. The only deciding factor, after the recipient receives a pass from her teammate, is the amount of pressure the recipient (shooter) had to evade to put her into a position for the shot, if any.

Number	Scenario	Statistics Recorded
3.A	Breakaway situation: Amanda is standing at midfield. Abbie, playing Point, intercepts a pass and Amanda moves downfield unmarked. Abbie passes to Amanda who is 30 yards from the goal. Amanda, unmarked, runs to goal, shoots and scores.	Amanda: Goal Abbie: Assist
3.A.1	Anna, the goalie, makes a 50-yard clear to Amanda. Amanda runs uncontested to the goal, shoots and scores.	Anna: Assist Amanda: Goal
3.B	Odd-woman rush on goal: Amanda picks up a loose ball that Betty dropped in the midfield and races downfield with her teammate Alix. Barb is the lone defender and must split the two attackers. Amanda draws Barb, and dumps the ball to Alix. Alix takes several steps before she shoots and scores. Barb was never able to quite reach Alix to mark her or change her path to the goal.	Amanda: GB (from her earlier loose ball pickup); Assist Alix: Shot; Goal Betty: TO (when she dropped the ball in the midfield) Barb: None
3.C	Rebounded shot: Agnes shoots. Her shot caroms off of Beth's (goalie) pads. Amory possesses the loose ball in front of the cage, shoots and scores.	Agnes: Shot, no assist (see 2.C) Amory: GB; Shot; Goal Beth: Save

4. DRAW CONTROL: **A draw control is awarded to the player who controls the ball and/or creates an opportunity to play following the taking of a draw; i.e., gains possession following the draw.**

Note: If there is a foul (major or minor) called before control is established, *e.g.,* illegal draw, body ball, entering circle early, then the player who is awarded the ball by the official is credited with the draw control.

Draw controls and ground balls are mutually exclusive.

Number	Scenario	Statistics Recorded
4.A	Arlene and Billie take the draw. The ball flies into the air and Annie flips/bats it directly to Amanda.	Annie: DC, as she controlled the ball and created the opportunity.
4.B	Arlene and Billie take the draw. The ball flies into the air and lands on the ground where it is possessed by Alix.	Alix: DC; no GB
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 then possessed by Arlene.	Beth: DC; TO Amanda: CT Arlene: GB
4.C.2	Arlene and Billie take the draw. The ball flies into the air, falls to the ground and in the fight for the loose ball, the official halts play. A foul is called on Billie and Arlene is awarded the ball.	Billie: Foul Arlene: DC; remember, the player was awarded the ball by the official before possession was established.
4.D.1	Arlene and Billie take the draw. The ball flies into the air, and falls to the ground where Beth flicks it to Brenda or to open space where Brenda picks it up.	Beth: DC; she created the opportunity for her team to control the ball.
4.D.2	Arlene and Billie take the draw. The ball flies into the air and lands on the ground where Beth flicks it to open space where Amanda possesses it.	Amanda: DC
4.E	Arlene and Billie take the draw. The ball flies into the air and as the ball comes in contact with Billie's crosse, it is legally checked by Arlene.	No DC can be recorded until a player possesses the ball.
4.F.1	Arlene and Billie take the draw. Billie draws early and the official whistles play dead and awards the ball to Arlene.	Arlene: DC Billie: no statistic as the foul was minor; also, no TO recorded as no possession had been established before play whistled dead.
4.F.2	Arlene and Billie take the draw. The ball flies into the air and is possessed by Amanda, who beat Becky to the ball, but the play is whistled dead because Amanda was in the circle early.	Becky: DC; she is awarded the ball by the official, as she is the closest player on the non-fouling team. Amanda: no statistics – minor foul

The majority of the time, the total number of DCs in a game should be equal to the number of goals scored plus the number of periods in the game, as each period begins with a draw. The following are exceptions:

a) A goal is scored with a very short amount of time left on the clock. A draw takes place but no possession is gained before the period is over.

b) A goal is scored in sudden-victory. Since the game ends with a final goal, there is no draw control following the goal scored in sudden-victory. A draw control does not have to be recorded; the statistician is simply "-1" on draw controls for the game.

It should also be noted that a draw might take place, but the official halts play and restarts it with a redraw or with a throw. In both cases, the draw control is still decided at the conclusion of the redraw or throw. There is no notation necessary for the failed draw attempt(s).

5. DRAW POSSESSION: The center of the team that records the draw control is awarded a draw possession; this is a percentage of draws won by her team when the player takes the draw.

If a center takes 10 draws in the course of a game and her team wins seven of those draws, she records a 70% draw possession rate for the game. (7 for 10). This is both a team statistic as well as an individual statistic.

6. GROUND BALL: **A GB is recorded when a ball changes possession during live-ball play or when the ball hits the ground (due to check, drop, errant pass, or shot) and retrieval of the loose ball is directly contested (within a sticks length) by the opposing team.**

A GB shall be awarded each time one of the above scenarios occurs within the field of play. A ground ball shall not be awarded if the ball (pass or shot) is sent out-of-bounds as the ball is dead

before possession is gained. 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.

Number	Scenario	Statistics Recorded
6.A.1	Alice is cradling down the field and Beth checks her stick causing Alice to lose possession. Beth attempts to retrieve the ball, but Alice recovers the loose ball to maintain possession.	Alice: GB Beth: no statistic since Alice retains possession
6.A.2	Alice is cradling down the field and Beth checks her stick causing Alice to lose possession. Beth recovers the loose ball.	Alice: TO Beth: CT and GB
6.A.3	Alice is cradling down the field and drops the ball. Beth and Alice go for the loose ball. The ball is knocked out-of-bounds by Alice.	Alice: TO Beth: no statistic since the official would whistle the play dead and award the ball to Beth; the ball is not possessed during live ball play though there is a change of possession.
6.B.1	Alice attempts a pass to Abbie, but the pass is errant. Abbie chases the loose ball and is marked within a sticks length by Bobbi. Abbie recovers the loose ball.	Alice: no statistic Abbie: GB Bobbi: no statistic
6.B.2	Alice attempts a pass to Abbie, but the pass is errant. Abbie chases the loose ball and is marked by Bobbi. Bobbi recovers the loose ball.	Alice: TO since the pass was errant Abbie: no statistic since the pass was errant Bobbi: GB Note: If the statistician feels that the change of possession is due to Abbie's inability to catch the ball, the TO may be assessed to Abbie instead.
6.C.1	Alix shoots and the ball sails wide and out of bounds. Amanda, who is closest to where the ball goes out-of-bounds, is awarded possession.	Alix: Shot Amanda: no statistic since the play is dead and the ball is awarded to Amanda; the ball was not possessed during live ball play and there is no change of possession
6.C.2	Alix takes a shot and ball sails wide and out of bounds. Brenda, who is closest to where the ball goes out-of-bounds, is awarded possession.	Alix: Shot Brenda: no statistic since the play is dead and the ball is awarded to Brenda; the ball was not possessed during live ball play though there is a change of possession.
6.C.3	Alix takes a shot and the ball is saved by the goalie, Brittany, but the ball pops out into the field of play. Amanda fights off Brenda for the loose ball and gains possession.	Alix: Shot Brittany: Save Brenda: no statistic Amanda: GB
6.C.4	Alix takes a shot and the ball is saved by the goalie, Brittany, but the ball pops out into the field of play. Brenda fights off Amanda for the loose ball and gains possession.	Alix: Shot Brittany: Save Brenda: GB Amanda: no statistic
6.D	Agnes passes the ball into the arc where Bobbi knocks it into the goal circle, though not towards the mouth of the goal. Brittany, the goalie, gains possession.	Agnes: TO Bobbi: CT Brittany: GB; this was not a shot, so no save.
6.E.1	Brenda drops the ball in the field of play. Abbie and Bobbi fight for possession. Abbie flicks the ball to Agnes, who is marked ten yards away.	Brenda: TO Abbie: GB, as she made the ball controllable for her team to gain possession.
6.E.2	Brenda drops the ball in the field of play. Abbie and Bobbi fight for possession. Abbie flicks the ball to Agnes, who is marked by Betsy ten yards away. Agnes wins the battle for possession against Betsy.	Brenda: TO Agnes: GB, as she ultimately won the battle of possession for a loose ball.
6.E.3	Brenda drops the ball in the field of play. Abbie and Bobbi fight for possession. Abbie flicks the ball to Agnes, who is marked by Betsy ten yards away. Betsy wins the battle for possession against Agnes.	Betsy: GB
6.F.1	Agnes attempts a pass, but it is tipped be Billie. Brenda catches the tipped ball and gains possession.	Agnes: TO Billie: CT Brenda: GB
6.F.2	Agnes attempts a pass, but it's tipped by Billie and goes into open space, where Brenda and Amie fight for possession. Before either can touch the ball, Amie fouls Brenda.	Agnes: no statistic Billie: CT Amie: TO; Foul (if the foul was major) Brenda: no statistic as ball wasn't possessed during live ball play.
6.F.3	Agnes attempts a pass, which is tipped by Billie and goes into open space where Brenda and Amie fight for possession. As Brenda's crosse touches the ball Amie fouls Brenda.	Agnes: TO Billie: CT Brenda: GB; Amie: Foul (if the foul was major)

A GB will also be awarded when a player makes an interception within the field of play. The ball does not have to hit the ground to be awarded a GB statistic as it marks instances of gained possession for a team. The player who makes the interception will also be awarded a CT.

7. CAUSED TURNOVER: **This statistic is defensive-minded and is designed to give a player credit for disrupting play which results in her team's gaining control of the ball resulting in a change of possession. A CT may be awarded to the player if she performs any of the following actions resulting in a change of possession: stick check, interception, blocked pass or shot, drawn charge.**

Note: None of the actions, per se, listed below are actually recorded. The statistic is just a CT.

STICK CHECK: The stick check records the ability of a player to legally dislodge the ball from her opponent's crosse resulting in a change of possession. A stick check can also take place if a player gets her crosse in the way of an opponent's crosse, thus disrupting the pass.

INTERCEPTION: An interception is a play in which a team obtains intercepts a pass thrown by the other team resulting in a change of possession. Note that the person intercepting the ball will also record a ground ball to denote the change of possession.

DRAWN CHARGE: A defensive player, by maintaining good body position and controlling her ground, may draw a charge call. Though the official will whistle the play dead, the defensive player who drew the charge will be awarded the ball and will be credited with a CT.

BLOCK: A block occurs when a player gets her stick in the way of a pass/shot and disrupts the offensive play. A defensive player who blocks a shot is not credited with a save,

Number	Scenario	Statistics Recorded
7.A.1	Alice, marking Bobbi, checks Bobbi's stick to dislodge the ball. Amanda recovers the ball for possession.	Alice: CT Bobbi: TO Amanda: GB
7.A.2	Alice, marking Bobbi, checks Bobbi's stick to dislodge the ball. Alice recovers the ball for possession.	Alice: CT; GB Bobbi: TO
7.A.3	Alice, marking Bobbi, places her crosse in the path of Bobbi's follow through on a pass, disrupting the pass. As a result, the pass is intercepted by Amanda.	Alice: CT Amanda: GB (not a CT, since Alice's block was the causing factor) Bobbi: TO
7.A.4	Bobbi's pass is deflected by Alice's crosse and Agnes is able to catch the deflection in the air.	Alice: CT Agnes: GB (not a CT, since Alice caused the turnover) Bobbi: TO
7.B	Agnes is unmarked behind the cage and is looking to feed to Alix. Brittany, the goalie, intercepts the pass.	Agnes: TO Alix: no statistic Brittany: CT; GB
7.C	Amanda holds her ground within the 8m arc as Beth drives through her. The official whistles the play dead, calls a charge on Beth and awards the ball to Amanda.	Amanda: CT; a GB is not awarded, in addition to the CT, since possession was gained during a dead ball situation. Beth: TO; Foul
7.D	While Barb attempts a pass to Billie, Agnes gets her stick in the way and bats the ball to the ground. Agnes regains control and possesses.	Barb: TO Billie: no statistic Agnes: CT; GB

8. TURNOVER: **This statistic is used to record an instance in which a player loses control of the ball to the other team or in someway performs an action to cause her team to lose possession of the ball.**

Number	Scenario	Statistics Recorded
8.A	While cradling up the field, Abbie loses control of the ball without being pressured. Barb, who is marking her, picks up the ball and gains control.	Abbie: TO Barb: GB
8.B	While in possession of the ball, Abbie steps out of bounds. The official whistles the play dead and awards the ball to Barb, who is the closest player.	Abbie: TO Barb: no statistic, as the ball was not possessed during live ball play
8.C	After passing Abbie the ball, Arlene sets an illegal pick on Billie. The official whistles the play dead, awarding Billie the ball.	Abbie: no statistic Arlene: Foul (major); TO Billie: no statistic, as the ball was not possessed during live ball play

8.D	On her shot, Alix fires the ball at the head of the goalie, Brittany. The ball glances off of Brittany's helmet and goes into the goal. The official disallows the goal and whistles the play dead (dangerous shot), then awards the ball to Brittany.	Alix: no shot; Foul (major), TO Brittany: no statistic as the ball was not possessed during live ball play
8.E	Agnes, behind the goal, tries a quick feed to Arlene, who is standing at the top of the crease. Arlene quick sticks the pass into the cage past Brittany, the goalie. The official does not signal a goal and whistles the play dead and calls a goal circle violation on Arlene as her feet were on the goal circle. The official awards the ball to Brittany.	Agnes: no statistic Arlene: no foul (not major); no shot; TO Brittany: no statistic, as the ball was not possessed during live ball play

9. SAVE: **A save is recorded each time a goalie stops a ball from going into her goal that, if she did not stop, might result in a goal for the opponent.**

Obviously, each time the whole ball passes the plane of the goal line a goal is scored assuming there is not a violation by the offense, *e.g.,* dangerous shot, dangerous propelling, goal circle violation.

If a goalie stops a shot, either by catching it in the goal circle or deflecting it away from the mouth of the goal with her crosse or body, it is a save.

Number	Scenario	Statistics Recorded
9.A	Brittany, the goalie, is out of the goal circle. Amanda attempts to score by rolling the ball towards the goal. Billie stops the ball and gains possession. Note that Billie can be in the goal circle if the ball is on the ground and Brittany is out of the goal circle.	Billie: GB Amanda: Shot
9.B	Abbie shoots on goal and Brittany, the goalie, deflects the shot. Brittany, still in the goal circle, is able to scoop and possess the ball, which is outside the goal circle.	Abbie: Shot Brittany: Save; GB

There cannot be more saves recorded than shots for the team. In fact, the number of saves is usually fairly less than the number of shots taken by the opponent, accounting for shots that sail wide or hit the pipe. Remember, a shot that hits the pipe is not recorded as a save for the goalie.

It is important that a statistician keep careful count of all of the shots during a game. A table has been provided for recording shots that hit pipes and go wide as well as for totals for a team.

10. FOUL: **A foul should be recorded each time play stops and a major foul is called.**

There are fouls called during the course of play that do not stop play, these fouls are not to be recorded.

It should be noted that a change of possession from a boundary violation is not a foul. There are instances in which a foul could be called in conjunction with a boundary violation; it will be important for the statistician to be aware of the difference.

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.

11. 8m FREE POSITION AWARDED: **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.**

This is a team statistic; individual attempts are not marked. A running total is kept on the recording sheet for a team.

The player that is awarded the free position does not have to take a shot; she can choose to pass it to a player that has a better shot, run in closer to the cage, or back it out. In any case, the team that received the free position records a free position awarded.

12. MINUTES PLAYED

Statisticians should note the time played for each player if possible.

Non-official statistics and their definitions:

13. CLEAR: **This team statistic is designed to demonstrate the ability of a team to take the ball from their defensive third to their offensive third.**

If a team gains possession below their restraining line, a clear attempt is recorded. If the team possesses the ball continuously above their offensive restraining line, the clear is a good clear. If the team fails to possess it, it is a broken clear.

The statistic is fairly self-explanatory. It is important to note that an attempt is recorded each time the defense gains possession in their third of the field (i.e. below their restraining line). For statistical recording purposes, the attempts do not have to be recorded, as a clear is either good or broken. Thus, the total number of attempts is equal to the total number of good and broken clears. In the end-of-game reporting, a team is noted as recording 10 of 12 clears, for example, meaning that the team had 12 attempts and was successful on 10 of them and was broken on two of the attempts. Again, the individual who actually takes the ball across the midfield stripe does not record a statistic herself; the clear is a team statistic reflecting its ability to transition between defense and offense. It should be noted that if the defense obtains possession in their defensive third in the waning seconds of the half or game and there is not enough time to safely clear the ball, *e.g.,* when the goalie or some other player holds the ball to prevent a turnover, the team does not record a clear attempt, as a broken clear is a negative stat and this play as aforementioned is not a negative play.

Other definitions:

OVERTIME

The first overtime period is six minutes in length and is divided in two halves of three minutes each. Teams draw to start the overtime procedure (as long as there is no foul to be administered) and play continues, with stop clock, for three minutes. At the end of the three minutes the teams switch ends of the field to defend and then draw to start the second half of overtime. This entire six minutes is considered one overtime period. Each subsequent OT period is three minutes in length and is sudden-victory. Teams get a five-minute break for coaching and then enter into the OT period with a draw. Play continues with a stop-clock three-minute period. After three minutes, should there be no goal scored, the teams switch ends and then draw again. Obviously, there will not be a draw taken after a goal scored in sudden victory, so the teams will be short one draw. Refer to the Draw Control section, paragraph b). The first six-minute period is one overtime; each three-minute period following is another period so that a regulation OT game is listed as 1OT. The first sudden-victory period is 2OT (not 3OT), etc.

STATISTICAL FORMULAS

SCORING AVERAGE: $\frac{\text{Number of goals x 60}}{\text{Total number of minutes}}$

(Scoring Offense)

Team A has played 912 minutes (15 games, 2 overtimes) and scored 225 goals.

225*60/912= 14.80
Team A has a scoring average (offense) of 14.80

SCORING DEFENSE: $\frac{\text{Number of goals allowed x 60}}{\text{Total number of minutes}}$

Team A's opponents have scored 90 goals.

90 * 60 / 912 = 5.92
Team A has a scoring defense of 5.92

SCORING MARGIN: $\frac{\text{Number of goals scored - number of goals allowed}}{\text{Total number of minutes}}$

From above example…..225-90=135
135 * 60 / 912 =
Team A's scoring margin is 8.88.
(Scoring Average-Scoring Defense=Scoring Margin) or (14.80-5.92=8.88)

SAVE PERCENTAGE: $\frac{\text{Number of saves}}{\text{Number of saves+ Number of goals}}$

Anna has made 180 saves and has allowed 75 goals.

180+75=255
180/255=.706
Anna's save percentage is .706 or 71%

GOALS AGAINST AVERAGE: $\frac{\text{Number of goals allowed x 60}}{\text{Total minutes played}}$

Anna has allowed 75 goals while playing in 840 minutes.

75*60=4500
4500/840=5.36
Anna has a GAA of 5.36.
Notice that the team has played 900 minutes; she has played 93.3% of the team's minutes. Her GAA is very close to the scoring defense.

CLEARING PERCENTAGE: $\frac{\text{Number of good clears}}{\text{Number of good clears + Number of broken clears}}$

Team A has recorded 270 good clears and 45 bad clears.

270+45=315
270/315=.857
Team A's clearing percentage is .857.

SHOOTING ACCURACY: $\frac{\text{Total goals}}{\text{Total shots}}$

Amanda has scored 54 goals on 90 shots.
54/90=.600
Amanda's shooting accuracy is 60.0%.

Team A has scored 225 goals on 435 shots.
225/435=.517
Team A's shooting accuracy is 51.7%.

POINTS PER GAME: $\frac{\text{Total points}}{\text{Number of games}}$

Amanda has 54 goals and 36 assists.

54+36=90 total points
90/15=6.00
Amanda's points-per-game (ppg) is 6.00

DRAW POSSESSIONS: $\frac{\text{Total draws won}}{\text{Total draws taken}}$

Amanda and Arlene split the draws taken 15-10 (Amanda with 15)
Team A wins 9 when Amanda takes the draw and 4 with Arlene.

Amanda's DP%: 60% (9/15)
Arlene's DP%: 40% (4/10)

Team A DP%: 52% (13/25)

Conversely, Team B DP%: 48% (12/25).

Over the course of the season, Amanda wins 47 of the 98 draws she t takes. Her season DP% is 50% (47/98).