

# Keeping Statistical Data for Lacrosse Games

It is very important to note that the girls are ranked by their statistics in multiple levels (i.e. league, state, nationally college recruitment). For this reason, it is very important to keep accurate records of their statistical data. This is an outline of what we keep track of and a brief description of what they mean.

## **PLAYERS:**

SOG (Shots on goal) – mark this if a shot is made on the goal, BUT IT DOES NOT GO IN. Do not mark SOG if a foul is called on the shot attempt.

Goals - mark this when our player scores a goal.

Free possession shot- Shot attempt from the top of the 8-meter - awarded to the player if they are fouled in the 8.

Assists – any player who throws the ball to the person who makes a goal – WITHOUT HAVING TO EVADE EXCESSIVE DEFENSIVE PRESSURE OTHER THAN THE GOALKEEPER - gets an assist. Hash the next available number.

Draw Control - this is given to the player who gets possession of the ball after the whistle blows. It does not have to be the person doing the draw. If the ball hits the ground and we gain possession, this is considered draw control, not ground ball control.

Ground Balls - given to a player who scoops the ball up off of the ground. A ground ball is awarded when neither team has possession of the ball and the player secures the loose ball.

Interception – mark this when a player catches a ball IN THE AIR that is thrown by the other team.

Causes Turnover (“Good”) – given to any player who causes a turnover. This can include hitting their stick, playing defensively as to make them drop the ball and one of our players picks it up, causes the other player to go out of bounds etc. Hash the next available number.

Turnover (“Bad”) – mark this when a player causes us to lose the ball. This can include making a bad pass or dropping the ball. This does not include a foul.

Foul - mark this whenever a foul is called. This is generally when a referee gives the other team the ball and moves our player “behind” their girl.

## **GOALIE:**

SV - Saves: given to goalie when the goalie causes the ball to NOT go in the net, either utilizing her stick, body, or her position

SOG (Shots on Goal): hash when a shot is clearly not “saved” (i.e. bad shot)

Goals – mark when a goal is scored

**(NOTE – do not hash SOG and SV at the same time – only 1 mark per shot)**