

# NCAA Men's Lacrosse vs NCAA Women's Lacrosse

## Operations and Statistics Comparison Chart

Men's Lacrosse	Statistic	Women's Lacrosse
<p>Forfeit Score - 1-0... All stats are voided unless the match has met the reasonable point of conclusion - 3 quarters elapsed</p> <p>Award one goalie a win/loss based on which goalie contributed most to the outcome of the game if more than one goalie played.</p>	<p><b>General Operations</b> Minutes played is not an NCAA recognized statistic with the exception of the goalkeeper. Track Goalie substitutions (minutes) and participation for all field players.</p>	<p>Forfeit Score - 1-0... All stats are voided unless the match has met the reasonable point of conclusion - 48 minutes elapsed</p> <p>Award one goalie a win/loss based on which goalie contributed most to the outcome of the game if more than one goalie played.</p>
<p>Personal and Expulsion Fouls <b>Technical fouls - 30 second</b> <b>Major Violations - Length varies 1-3 minutes</b> The referee will determine and communicate the length of each penalty to the table.</p> <p>In flag-down situations, the defense cannot be awarded any stat except for a save. The offense can be credited with all stats between the flag and stoppage of play.</p>	<p><b>Penalties</b> Any statistics that occur either due to a violation or during a play-on situation do not count.</p> <p>Record any goals scored during penalties as man-up (U) or man-down (D).</p> <p>Fouls should be recorded and assessed to the appropriate team and player. If you are unable to determine the offending player you can credit it as a team foul.</p>	<p>Fouls inside the 8-meter in which a free position attempt is awarded should be assessed to the player who goes behind the player in a FPA unless a card was also assessed.</p> <p><b>Green - 1 minutes (Releasable)</b> <b>Yellow - 2 minutes (releasable until 4 YC)</b> <b>Red - 5 minutes (non releasable)</b></p> <p>If a card is assessed to a coach, record the card as a TEAM card and not to the player who is serving the penalty box time.</p> <p>The alternating possession arrow must be switched by table when offsetting fouls occur, most commonly occurring during the draw.</p>
<p>A shot that strikes another offensive player and deflects into the goal should be credited as a goal to the player who last touched the ball before it entered the goal. The player credited with the goal must also be credited with a shot; the original shooter should be credited only with a shot, not an assist.</p> <p>Player A1 takes a shot that hits teammate A2 and deflects into the goal with or without any intent on the part of A2 to redirect the ball. Credit a shot to A1 and a shot and a goal to A2.</p> <p>A goalie who flings the ball and enters the other team's goal, shall be credited with a shot and a goal.</p>	<p><b>Goals</b> A goal should be credited to the player who shot the ball, scoring a goal for their own team. A Team Goal (also known as Own Goal) may be credited in certain situations, however statisticians should err on the side of awarding the goal to the player who took the original shot.</p>	<p>A goal scored on an eight-meter (free-position) shot should be notated specifically as an eight-meter (free-position) goal.</p> <p>If any eight-meter is awarded a free-position attempt must be recorded, if the player does not shoot, do not charge the player with a free-position shot.</p> <p>If player A passes from free-position and Player B scores, this is NOT a free-position goal. Credit Player B with a regular shot and goal and Player A with an assist.</p> <p>In women's lacrosse, the goalie may not attempt a shot or be credited with a goal scored.</p>
<p style="text-align: center;"><b>Assists</b></p> <p>A player is credited with an assist when they make a pass that directly contributes to a goal. An assist cannot be credited to any player other than the one who had the ball immediately before the player credited with the goal.</p> <p>An assist should not be credited on a play when the goal scorer dodges (or fakes) a defensive player after receiving the pass before shooting unless, in the opinion of the statistician, it was the pass itself and not the dodge that led directly to the shot.</p> <p>If a player fakes the goalie and scores, an assist can still be awarded to the previous pass because there is supposed to be a goalie in the goal circle and sometimes a fake will be necessary to score.</p> <p>In men's A goal that is scored when the ball deflects off of an offensive player into the goal may or may not be credited with an assist. Read Section 2 Article 2 for all deflection scenarios.</p>		
<p style="text-align: center;"><b>Turnovers and Caused Turnovers</b></p> <p>Turnovers occur when a player (on the field) or team in possession of the ball or entitled to possession of the ball loses possession of it, in a live-ball situation or under certain dead-ball situations. If no single player can be judged to be primarily responsible for the turnover, or if the responsibility rests with anyone not a player, then the team is charged with the turnover.</p> <p>If a possession clock expires or a team fails to advance during a stall warning or transition in the allotted time (men's lacrosse), credit a team turnover. Any turnover charged as a team turnover cannot have a corresponding caused turnover.</p> <p>If a player commits an offensive foul, charge the player with a turnover and a foul. The player who drew the foul may be credited with a caused turnover if the statistician deems it appropriate (i.e. drawing a charge).</p> <p>A caused turnover is credited to a player when the player's positive action(s) causes a turnover by the opponent. A turnover may not always warrant a caused turnover; however, caused turnovers can only be awarded to an individual player only and not a team. There cannot be more caused turnovers than turnovers. Any turnover charged as a team turnover cannot have a corresponding caused turnover.</p> <p>An intercepted pass should be credited as a caused turnover and groundball for the player who intercepted the ball.</p>		



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<p>The two players who participate in the faceoff are the only players who can be credited and charged with a faceoff win and loss.</p> <p>A faceoff win is defined by when a team gains clear possession of a ball AND can perform a normal offensive function or clear attempt. If a foul is committed or if the ball rolls out of bounds, the team awarded the ball should be credited with a faceoff win.</p> <p>A ground ball is awarded to the player who picked up the ball during the live play of a face off. A groundball would not be credited if the ball goes out of bounds or a foul is committed and a team is awarded possession.</p>	<p><b>Faceoffs/Draw Controls</b> Do not record a faceoff or draw control if a foul is committed after a goal is scored and the offended team receives the ball to restart play.</p> <p>If a period ends in an uneven (mlax) or power play situation (wlax), no faceoff statistics or draw controls should be recorded if the ball is awarded to the team that has a player-advantage.</p>	<p>A player who gains possession after a draw control is awarded a draw control. If a player is fouled during a draw and is awarded the ball, possession is assumed and you can credit the player fouled with a draw control.</p> <p>A ground ball is NOT awarded in addition to a draw control.</p> <p>A team (TM) draw control should be awarded if Alternating Possession (AP) is called or if a team gains possession because the ball goes out of bounds.</p> <p>Normal turnover, caused turnover and ground ball rulings still apply during all draw control situations once a player gains possession</p>
<p>Any ball not in possession of either team that comes into possession of either team should result in a ground ball once a player establishes possession and is immediately able to perform the normal functions of possession (i.e., shoot, pass, cradle), provided the ball was contested by both teams before establishing possession.</p> <p>A ground ball can be awarded in uncontested situations such as preventing the ball from going out of bounds or over the midfield line.</p> <p>If a player drops the ball and it is picked up uncontested, a ground ball is not awarded.</p> <p>An intentionally kicked ball can be awarded as a ground ball at the scorekeepers discretion.</p>	<p><b>Ground Balls</b> In a loose ball scrum, the person who ultimately gains possession is awarded the ground ball.</p> <p>If a ball goes out of bounds or possession is awarded after a foul or penalty, a ground ball is NOT awarded.</p> <p>When a defensive player makes an interception, credit the player with both a ground ball and caused turnover.</p> <p>A bounce pass that is received is not credited as a ground ball.</p>	<p>Ground balls are awarded after a change of possession during LIVE play (i.e. following a turnover, missed shot, a loose ball after a save). If the ball goes out of bounds or a team is awarded possession on a loose-ball foul, a ground ball is NOT awarded.</p> <p>Regardless of prior possession, a ground ball should be awarded if the ball is loose in the playing field after a missed shot or save. The goalie can be awarded a ground ball if it is contested, if the ball is uncontested/ stays in the crease, a ground ball is not awarded.</p> <p>If a player is fouled in the act of attempting to gain a loose ground ball and is in contact with the ball, possession is to be assumed and a ground ball can be awarded.</p>
<p>A decision on successful vs. unsuccessful clears should be made on whether a team crossed midfield and legitimately had an opportunity to begin running a settled (6v6) offense, this includes shooting or passing to a teammate.</p> <p>Any time the defense (including goalie) gains possession of the ball a clearing attempt has started.</p> <p>If a team brings the ball back into their defensive end (i.e., faceoff, checked ball, pass back to goalie/ defenseman, etc.), this becomes a clearing attempt once the team brings the ball into its defensive box (30yd line)</p> <p>Failure to advance (possession clock under 60 seconds) should be credited as a team turnover and a goalkeeper should be charged with a turnover in four-second crease violations.</p> <p>If a player shoots from beyond midfield and the shot is saved by the goalie, credit a successful clear, shot and save.</p>	<p><b>Clearing</b> A team playing player-down should be credited with a successful clear if it meets the conditions of a successful clear, but should not be charged with an unsuccessful clear if it does not.</p> <p>Normal turnover, caused turnover and ground ball rulings still apply during all clearing attempts despite being a player-down.</p>	<p>A decision on successful vs. unsuccessful clears should be made on whether a team crossed the offensive restraining line (30m) and has an opportunity to begin running its offense. Any time the defense (including goalie) gains possession of the ball a clearing attempt has started.</p> <p>If a team brings the ball back into their defensive end (i.e., off a draw control, checked ball, pass back to goalie/ defenseman, etc.), this becomes a clearing attempt once the team brings the ball behind its defensive restraining line.</p>



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Forfeit Score - 1-0... All stats are voided unless the match has met the reasonable point of conclusion - 3 quarters elapsed.	<b>General Operations</b>	Forfeit Score - 1-0... All stats are voided unless the match has met the reasonable point of conclusion - 48 minutes elapsed.
15 minutes, clock stops on goals, penalties, and on EVERY whistle including wide shots and when it goes out of bounds, restarts on the official's whistle in addition to the wind-up hand motion.	<b>Quarters</b>	15 minutes - Clock stops on goals, fouls inside the critical scoring area (8-meter) with the exception of a team leading by 10 or more goals. The clock is ALWAYS stopped during a timeout and when a card is issued.
10 minutes	<b>Halftime</b>	10 minutes
Two timeouts per team (two minutes, officials keep timing on field) per half.  The timeouts do not carry over into OT, teams get one in OT.	<b>Timeouts</b> (Need Air Horn at table to signal timeouts to officials)	Three timeouts per team (two minutes, officials keep timing on field).  The timeouts do not carry over into OT, teams get one in OT.
Sudden victory, 4 minute OT periods	<b>Overtime</b>	Sudden victory, 6 minutes (Two 3-minute periods)
80/ 60 - Operators must sound an air horn at the expiration of the possession clock.  80 second reset - Pump Reset to 80 when possession is gained after a faceoff whistle, a change of possession, a loose ball play-on citation and the offended team gained possession, a time-serving penalty has been assessed, and play restarts after a dead ball.  60 second reset - Finger Twirl Reset to 60 when the offense retains possession after a shot on goal is saved inside or outside the goal circle and deflected off of the goalkeeper; or 2. A shot on goal that hits the posts/pipes or crossbar.  Stop the possession clock when an official's whistle blows to stop play: A ball that goes out of bounds, an injury or equipment problem, adjudication of a foul, or timeouts.	<b>Possession Clock</b>  <b>DO NOT BLANK POSSESSION CLOCK EVER, CLOCK CARRIES OVER TO NEXT QUARTER IF A TEAM IS PLAYER-UP</b>	90/60 - Operators must sound an air horn at the expiration of the possession clock.  90 second reset - Finger Twirl Reset to 90 when a shot on goal that is saved and possession changes to defensive team, issuance of card, offside foul, change of possession.  60 second reset - Pump If there are 59 or fewer seconds remaining on the shot clock, reset to 60 when the offense retains possession after a shot on goal is saved inside or outside the goal circle and deflected off of the goalkeeper; or 2. A shot on goal that hits the posts/pipes or crossbar.  The possession clock STOPS anytime the game clock stops and during the following times when the game clock does NOT STOP regardless of a 10-goal differential: 1. An 8-meter attempt; 2. Goal circle fouls; 3. Foul committed by the defense in the critical scoring, above goal line extended, and more than 8 meters from goal circle; and 4. Alternate possession.
<b>Technical fouls - 30 second</b> <b>Major Violations - Length varies 1-3 minutes</b> , referee will determine and communicate the length of the penalty.  The officials will distinguish if the foul is releasable or not.  If a penalty is assessed to a coach, record the penalty as a team (TM) penalty and not to the player who is serving the penalty box time.	<b>Fouls/Penalties/Cards</b>  Penalty time should be kept by an operations staff at the table or displayed on the scoreboard.	<b>Green Cards - 1 minutes</b> (releasable) <b>Yellow Cards - 2 minutes</b> (releasable until four yellow cards are assessed to the same team) <b>Red Cards - 5 minutes</b> (non releasable)  If a card is assessed to a coach, record the card as a TEAM card and not to the player who is serving the penalty box time.  The alternating possession (AP) arrow must be switched by table when offsetting fouls occur, most commonly occurring during the draw circle.

The operations and statistics comparison chart was adapted from the 2024 NCAA Women's Lacrosse Statisticians' Manual and the 2022 NCAA Men's Lacrosse Statisticians' Manual and the most recent corresponding rules books. This comparison chart does not reflect a comprehensive list of all approved rulings, sections, or articles for either statisticians manual. This comparison chart was created with the intention to have the major differences (and similarities) between the two sports in one location to assist in NCAA sponsored competition's operation and statistical components of men's and women's lacrosse.

If you find any discrepancies or errors please notify Sydney Anderson  
(sanderson@wlu.edu) or J.J. Nekoloff (jnekoloff@odaonline.com).

