

# **NFHS Scorekeeper Instructions**

## <u>Record Keeping</u>

- The home team keeps the official record for the game
  - o Referee has final say in all disputes
- The scorer keeps a record of timeouts, penalties and goals
- A *scorer may* keep additional stats for each team such as assists, ground balls, saves, etc. However, the primary responsibility must be goals, timeouts, and penalties
- All scorekeepers and timekeepers are considered part of the officiating crew and should refrain from cheering for a particular team

#### Penalties

- Official will relay: Color of offending team, number of the player, the penalty, the time
- Scorer must keep an accurate record of:
  - The player's number
  - o The violation that occurred
  - Time and quarter the penalty occurred
  - Length of the penalty

# Fouling Out

 Any player that receives 5 minutes of personal foul time (1, 2, or 3 minutes fouls; 30 second technical fouls do not count towards the total) is disqualified from the game

#### • Ejection

- Any player or coach that receives two nonreleasable unsportsmanlike conduct penalties is ejected from the game
- Note the player's number and full name for the officials

## • <u>Timeouts</u>

- Record the quarter and time each timeout was taken
- Both teams are allowed 2 non-consecutive timeouts per half

## Personal Fouls (1, 2 or 3 minutes)

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- Checks involving the head/neck (2m)
- Cross-check
- Illegal Body Check
- Illegal Crosse/ Illegal Equipment
- Targeting (3m)
- Slashing
- Tripping
- Unnecessary Roughness
- Unsportsmanlike
  Conduct

# <u> Technical Fouls (30 seconds)</u>

- Conduct Foul
- Crease Violation
- Goalkeeper
  Interference
- Holding
- Illegal Procedure
- Illegal Screen

- Interference
- Offside
- Pushing
- Stalling
- Warding Off
- Withholding the
  - ball from play
- Stats
- Assist
  - When a player makes a direct pass to a teammate who then scores without having to dodge or evade an opponent
- Shot
  - Whenever the offense propels the ball towards the goal in any manner with intent to score. It does not have to hit the goal or goalie to be a shot
- Save
  - When the goalie stops or deflects a shot that otherwise would have entered the goal
- Face-off Win
  - The team that is first to gain possession
- Ground ball
  - Any contested loose ball that is picked up by a player

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