

**BOYS' HS LACROSSE
SCOREKEEPING /
TIMEKEEPING GUIDE
2013**

RAISING THE GAME

We appreciate your help and volunteerism to make this sport possible for boys.

*We ask that you do your best in keeping statistics **accurate** and **consistent**. Please show good **sportsmanship** to the opponent and game officials while keeping score and/or time. You'll find that the love of the sport keeps us all united.*

*A **current** and **official** NFHS Rule Book should always be available during games.*



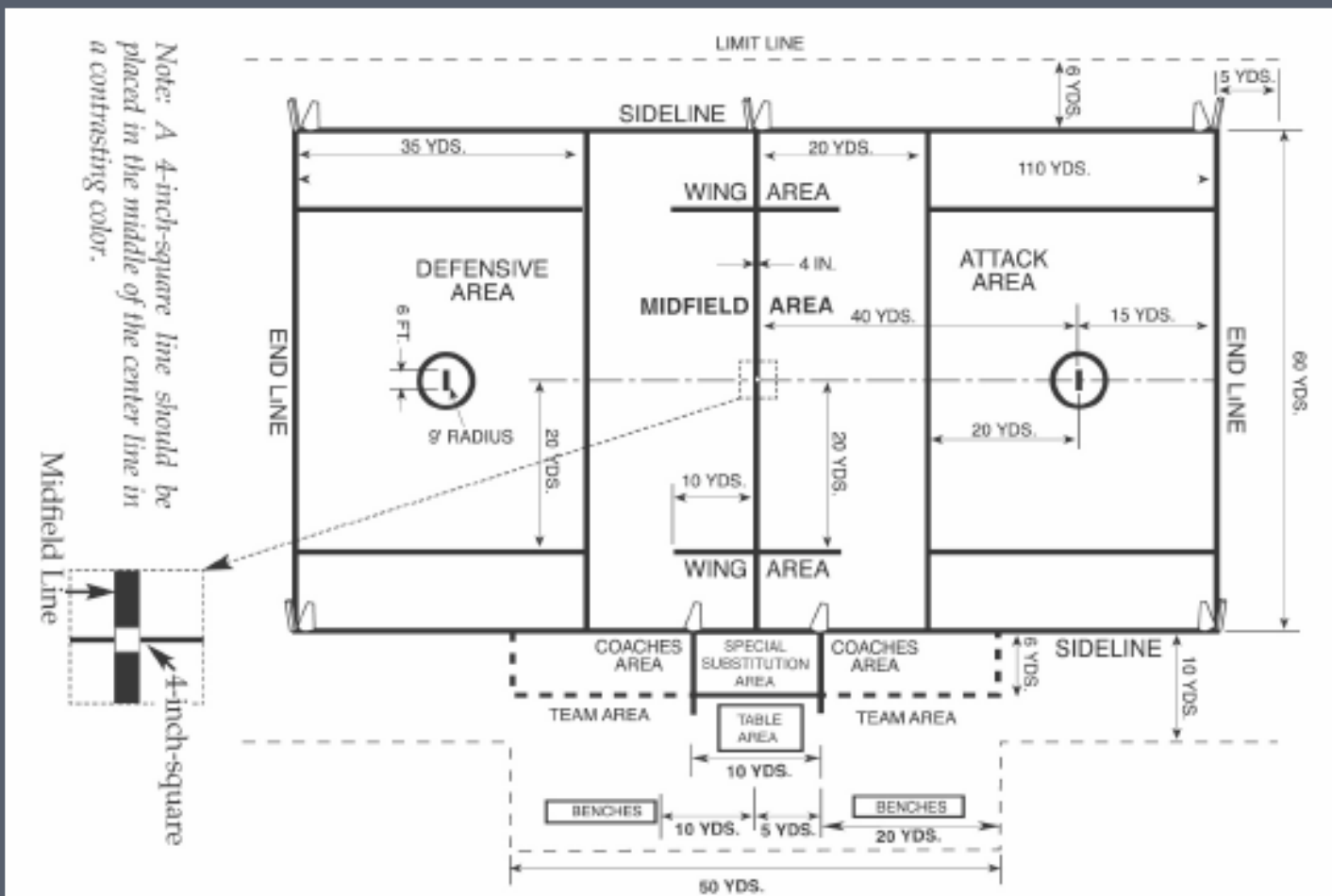
This guide was initially created to provide an overview of the scorekeeping and timekeeping process for the Parkway West Boys' Lacrosse Club, St Louis, MO for the Spring 2011 season. HRLax would like to thank Jennifer Vogel of the PWBLC for permission to use this guide as a resource for our High School Club Table Crew Volunteers.

This Guide Includes ...

- Overview
- Field Dimensions
- General Info
- Timekeeper's Duties
- Key Definitions
- Scorer's Duties
- Spotter's Duties
- Breaking Down Scorekeeping
- Scorer's Book – specifics
- Officials Signals
- Resources

MEN'S LACROSSE FIELD DIMENSIONS

Dimensions may vary – Width must be between 53.5 and 60 feet.



GENERAL INFO

- **Game officials**

- Home Team – Scorer and Timekeeper
- Opponent – Scorer
- Spotter(s) (optional)
- Field Referees (two/three)

- **Home Team Requirements**

- **Scorebook**
- **Timing** Device
- **Table**
- Working **horn** (hand-held or part of the scoreboard)
- **Personnel** to score and time.

- **Accountabilities**

- *You are part of the Officials team while at the table.*
- *Remain neutral.*
- *Cheer silently.*
- *Do your best – ask for help; confer with others at the table if necessary.*

GENERAL INFO (continued)

- **Length of quarters** in game
 - 12 minutes for Varsity
 - 10 minutes for JV
- Time **between quarters** is two (2) minutes – running clock
- **Time-outs** are two (2) minutes in duration – running clock
- **Half time** is 10 minutes – running clock
- A minimum of two clocks are kept during a game
 - Game clock – clock which tracks game run-time
 - Penalty clock(s) – timer for penalty tracking

Note: there may be multiple penalties running simultaneously – Be prepared.
- If you cannot attend the game(s) you have signed up to score/time, please inform your team manager/admin as soon as possible.

TIMEKEEPER'S DUTIES

- **Home** team provides the official timekeeper(s)
 - game and penalty clocks.
- If you are a time-keeper for the game, please arrive **20 minutes prior** to the game start.
- Find and check operations of game clock – ensure that it is in **good working order**.
- Familiarize yourself with how the **controller operates**.
- If you use stop watches, know how to **stop/start/reset** and do it quickly.
- Start and stop the clock at the **official's whistle**.

TIMEKEEPER'S DUTIES

GAME TIME KEEPER:

- You will need to **notify** the officials prior to the end of periods.
- Officials will indicate the amount of time prior to the end of a period in which they would like to be notified. A **two minute** warning prior to end of a half/game is required.
- Provide a **countdown** from 10 seconds at end of the periods to referee.
- Track time during **intermissions** and alert coaches and officials **four minutes** prior to intermission ending.
- Responsible for the **horn**.

TIMEKEEPER'S DUTIES

THE HORN

- You will sound the horn at the end of **each time period**.
- You may sound the horn at the **request of a coach** when ball goes **out of bounds** at the **sideline** to indicate a regular substitution **AND** the **referee has both arms up**

TIMEKEEPER'S DUTIES

PENALTY TIME KEEPER:

- You will set the penalty clock based on the **infraction and time** specified by the official.
- **Calculate** release time.
- Clock **starts/stops** with the official's whistle.
- Provide the player/coach an **audible countdown** from 10 seconds to release the penalized player.
- If multiple players out for a penalty, be clear on **which** player is being released.
- **Penalties vary in time** – the referee will identify the amount of time to be served.
 - **Personal fouls** – one to three minutes depending on the infraction
 - **Technical fouls** – 30 seconds
- **Penalty Types:**
 - **RELEASEABLE Penalty** – penalty time is over when goal is scored
 - **UNRELEASEABLE Penalty** – the full penalty time is served regardless of goal or period ending.
- Penalized players must remain in the **"special substitution box"**, on their knee while serving the penalty. They may not obstruct the view of the scorer/timer.
- Penalized player may be **subbed at 5 seconds left** in penalty time.

QUICK CALC for PENALTY TIME

: 30 SECOND PENALTY

If seconds at time of penalty is between 0-30 seconds, subtract 1 min and add 30 seconds:

For example - Time of penalty is 8:03,
30-second penalty release is 7:33

$$8:03 = 8-1, 03+30 = 7:33$$

If seconds at time of penalty are between 30-59, subtract 30:

For example - Time of penalty is 3:53,
30-second penalty release is 3:23

$$3:53 - 30 = 3:23$$



SCORER's DUTIES

PREGAME

- Unless specified by the official, the **home** team scorer shall be the official scorer.
- You should be on-site at least **20 minutes prior** to the game.
- Obtain the scorebook **from the coach**.
- Verify that the **roster** has been entered for the game.
- You will be asked by the official who is the “**in-home man**” for each team.
- Enter **pertinent** game information –
 - Opponent's name, coach's name, officials' names
 - Game date/time
 - Your name
- Obtain the **opponent's roster** and enter into the scorebook.
- **Share** your roster with the opponent's scorer.

KEY DEFINITIONS

Goal	A goal is scored when a loose ball passes from the front, completely through the imaginary plane formed by the rear edges of the goal line, the goal posts and the crossbar of the goal, regardless of who supplied the impetus.
Assist	Any one direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent other than the goalkeeper. Only one assist is possible per goal.
Team Goal	A goal scored by a member of the defensive team on its own goal is a team goal.
Time of Goal	Time of goal is to be recorded as the time remaining in the quarter. It is the time “on the clock.”

SCORER's DUTIES

DURING THE GAME

- **Record** *goals and assists* into the scorebook via player # –
- **Verify** the goals/assists and player #s with the referee at the end of each quarter.
- **Record** *timeouts* accurately. Notify the nearest referee immediately if more timeouts are taken than allowed.
- **Record** the time of, duration, infraction type and player # when *penalties* are assessed.
- **Notify** the nearest official immediately if a player accumulated more than five (5) minutes of personal fouls. This player will be ejected from the game.
- Be **friendly** with the opponent's scorer.
- Ensure that the **focus** at the timer/scorer table is on the game and **clear from visual and audible** obstructions.

SCORER'S DUTIES

POST GAME

- Offer humble **congratulations** and **gratitude** to other table officials and respect opponent
- **Tally** any statistical totals. Confer with opponent scorekeeper if needed.
- Provide **head coach** with the score book following the game.

FIRST STEP ...

- Enter **rosters**
- Keep **score** (Goals and Assists)
 - who scored, who assisted, time of goal, quarter
- Keep **penalties**
 - who, duration of penalty, type of penalty, time penalty occurred, quarter
- Keep **time outs**
 - time and quarter

The Score Book

Time of Goal

of Goal Scorer

of Assistor

Bold line denotes end of quarter

Designation if no assist

M	Central High		0:14	F	5:43	D	8:40	X	7:37	D	11:54	D	6:19	C	3:40	F	7:11	X	9:40	X	10:01	D	11:21	C
Coach	Roger Southworth	Record 3-1	13	18	13	25	41	18	37	-	13	-	16	18	13	25	18	25	41	-	47	18	26	11
V	Country Day		5:02	X	1:39	X	9:03	F	0:16	F	1:14	X	3:24	D	5:02	D	6:27	C	7:30	F				
Coach	Ned Turner	Record 2-1-1	17	25	26	-	17	43	19	25	25	U	14	-	14	-	14	24	17	25				

Coaches
enter the roster

TEAM <i>Central H. S.</i>										PENALTIES			
PO.	NO.	NAME	QUARTERS	SHOT	G	A	GOALS	P.T.	NO.	INFRACTION (#)	PER.	TIME	
ATTACK	13	Peter Bitz	✓✓✓✓ OT	### 11	7	1111	1	111	1 m	29	Slashing (1)	2	4:20
	41	Mike Rogers	✓✓✓✓ OT	### 11	7	11		1	1 m	47	Tripping (1)	2	11:58
	18	Lydel Jones	✓✓✓✓ 4 OT	111	3	1	111	11	1 m	29	Cross Check (?)	3	0:41
DEFENSE	23	Andy Messerschmidt	✓✓✓✓ OT					111	1	33	Slash (1)	4	0:38
	25	Larry Rogers	✓✓✓✓ OT	111	3		111	111					
	33	Tom Harris	✓✓✓✓ OT	1	1	1		11					
FORWARD	16	Fran Smith	✓✓✓✓ OT	1	1								
	42	Jim Bickmore	✓✓✓✓ OT	1111	4								
	37	Phil Levine	✓✓✓✓ OT										
CENTER	40	Kevin MacLeod	1 ✓✓✓ OT	1	1			111					
	47	Mayless Calander	1 ✓✓✓ OT	111	3	1							
	31	Seth Fields	1 ✓✓✓ OT	1	1								
GOALKEEPER	24	Bob Sled	✓✓✓✓ OT					111					
	28	Mike Zicher	✓✓✓✓ OT										
	29	Paul Trump	✓✓✓✓ OT					1111					
A	11	Chuck Wagon	1 ✓✓✓ OT			1							
A	12	Ralph Rodriguez	1 ✓✓✓ 4 OT										
M	44	Dale Thomas	1 2 3 ✓ OT										
M	30	Ed Bergman	1 2 3 ✓ OT					11					
M	14	Pete Rebozo	1 2 3 ✓ OT										

GROUND BALLS				STATISTICS	
1	### 111		8		
2	### 1111		9		
3	### 11		7		
4	### 111		10		
OT					
TOTALS			34		

SHOTS		STATISTICS	
1	### ### 1		11
2	### 11		7
3	### 1		6
4	### 111		8
OT			
TOTALS			32

CLEAR		STATISTICS	
1	1111	1	4
2	111	11	3
3	1111	1	4
4	1111	11	4
OT			
TOTALS			15

GAME SCORING			

- enter **before** the game
- track **during** the game
- update **during** game or **between** quarters
- update **after** the game

HINT: use different colored pencils per quarter

SPOTTER's DUTIES

- Keep an **extra** set of eyes on the game.
- Help with **penalty time** keeping.

BREAKING IT DOWN

FOCUS ON WHAT'S **MOST** IMPORTANT

- Enter **rosters**
- Keep **score** (Goals and Assists)
 - who scored, who assisted, time of goal, quarter
- Keep **penalties**
 - who, duration of penalty, type of penalty, time penalty occurred, quarter
- Keep **time outs**
 - time and quarter

BREAKING IT DOWN

THEN WORK ON ...

- Ground balls
- Shots
- Saves
- Face offs

start with your team as tallies, then work toward tracking stats to the player, then track both teams.

BREAKING IT DOWN

THEN WORK ON ...

- Caused Turnovers
- Clears
- Extra Man

Again, start with your team as tallies, then work toward tracking both teams

NEXT ...

- Ground balls
- Shots
- Saves
- Face offs

The Scorer's Box

Time of Score
as noted by Time Keeper

As a rule of thumb, most teams do not track the goal type

Bold the line at the end of the quarter

[illegible]

Player # who Scored
CIRCLE the # who Scored

Player # who Assisted

If Unassisted – use “dash”

Sequence of goals by team



CHECKPOINT

GOAL is SCORED, did you?

1. Record **goal** in scorers box?.
 1. Player #
 2. Time of goal
 3. Quarter
 4. Circle the Player # who scored
2. Give player **Shot** and **Goal** in player stat area.
3. Record **assist**, if needed?
 1. Player # with assist in scorers box
 2. Give player **Assist** in player stat area
4. Change score on scoreboard.

Penalty Box

Player #

Duration of Penalty

Type of Penalty

Quarter Penalty Occurred

Time of Clock – Penalty Occurred

[illegible]

Personal Fouls

The penalty for a personal foul is a one to three minute suspension from play and possession to the team that was fouled. **Players with five minutes personal fouls are ejected from the game.**

SLASHING: Occurs when a player's stick contacts an opponent in any area other than the stick or gloved hand on the stick.

TRIPPING: Occurs when a player obstructs his opponent at or below the waist with the crosse, hands, arms, feet or legs.

CROSS CHECKING: Occurs when a player uses the handle of his crosse to make contact with an opponent.

UNSPORTSMANLIKE CONDUCT: Occurs when any player or coach commits an act which is considered unsportsmanlike by an official, including taunting, obscene language or gestures, and arguing.

UNNECESSARY ROUGHNESS: Occurs when a player strikes an opponent with his stick or body using excessive or violent force.

ILLEGAL CROSSE: Occurs when a player uses a crosse that does not conform to required specifications. A crosse may be found illegal if the pocket is too deep or if the crosse was altered to gain an advantage.

ILLEGAL BODY CHECKING: Occurs when any of the following actions take place: (a) body checking of an opponent who is not in possession of the ball or within five yards of a loose ball; (b) avoidable body check of an opponent after he has passed or shot the ball; (c) body checking of an opponent from the rear or at or below the waist; (d) body checking of an opponent by a player in which contact is made above the shoulders of the opponent. A body check must be below the neck, and both hands of the player applying the body check must remain in contact with his crosse.

ILLEGAL GLOVES: Occurs when a player uses gloves that do not conform to required specifications. A glove will be found illegal if the fingers and palms are cut out of the gloves, or if the glove has been altered in a way that compromises its protective features.

Technical Fouls

The penalty for a technical foul is a thirty second suspension if a team is in possession of the ball when the foul is committed, or possession of the ball to the team that was fouled if there was no possession when the foul was committed.

HOLDING: Occurs when a player impedes the movement of an opponent or an opponent's crosse.

INTERFERENCE: Occurs when a player interferes in any manner with the free movement of an opponent, except when that opponent has possession of the ball, the ball is in flight and within five yards of the players, or both players are within five yards of a loose ball.

OFF SIDES: Occurs when a team does not have at least four players on its defensive side of the midfield line or at least three players on its offensive side of the midfield line.

PUSHING: Occurs when a player thrusts or shoves a player from behind.

SCREENING: Occurs illegally when an offensive player moves into and makes contact with a defensive player with the purpose of blocking him from the man he is defending.

STALLING: Occurs when a team intentionally holds the ball. without conducting normal offensive play, with the intent of running times off the clock.

WARDING OFF: Occurs when a player in possession of the ball uses his free hand or arm to hold, push or control the direction of an opponent's stick check.

UNRELEASABLE – if a penalty is unreleasable, the player “serves” the full penalty time. If releasable, the penalty is over upon goal scored.



CHECKPOINT

PENALTY called, did you?

1. Record **penalty** in scorebook.
 - a) Penalty duration
 - b) Player #
 - c) Infraction type
 - d) Quarter
 - e) Time on clock
2. Calculate release time.
3. Start penalty clock on official's whistle.

TIME OUT called, did you?

1. Set stopwatch for 2 minutes.
2. Record **time out** for the appropriate team.
 - a) Time on clock
 - b) Quarter

Tracking Time Outs

TIME OUTS							
FIRST HALF				SECOND HALF			
9:12	2			5:02	4	7:30	4

Record the quarter of play the time out was called

Record time of timeout as noted by the Time Keeper

*NOTE: There are two timeouts permitted per team per half.
One time out per team per OT period.*

Recording Saves

SAVES – award the goalie a “save” when he *prevents* a goal from being scored. Tally by quarter and total.

SAVES											
GOALIES		1 st QUARTER		2 nd QUARTER		3 rd QUARTER		4 th QUARTER		O. T.	TOTAL
	3	//	2	///	3	//	2	///	5		12
	2					/	1				1



CHECKPOINT

END OF QUARTER, did you?

1. **Confirm** score with officials.
2. **Confirm** score with opponent's scorekeeper.
3. **Reset** clock.
4. **Tally** stats.

HALF TIME, did you?

1. Set clock for **10** minutes
2. Notify officials at **4** minutes left in half.



CHECKPOINT

END OF CONTEST, did you?

1. **Congratulate.**
2. **Confirm** score.
3. **Reset** clock.
4. **Tally** stats.
5. **Give** scorebook to coach.

Team Roster and Individual Stats

TEAM Central H. S.									
PO.	NO.	NAME	QUARTERS	SHOTS	G	A	GB's		
ATTACK	13	Peter Bitz	✓ / ✓ / ✓ / OT	### //	7	////	/	///	
	41	Mike Rogers	✓ / ✓ / ✓ / OT	### //	7	//		/	
	18	Lydel Jones	✓ / ✓ / ✓ / OT	///	3	/	///	//	
MID.	23	Andy Messerschmidt	✓ / ✓ / ✓ / OT					###	
	25	Larry Rogers	✓ / ✓ / ✓ / OT	///	3		///	###	
	33	Tom Harris	✓ / ✓ / ✓ / OT	/	1	/		/	
MID.	16	Fran Smith	✓ / ✓ / ✓ / OT	/	1	/			
	42	Jim Bickmore	✓ / ✓ / ✓ / OT	////	4				
	37	Phil Levine	/ / / / OT						
W.D.	40	Kevin MacLeod	1 / / / OT	/	1			###	
	47	Mayless Calander	1 / / / OT	///	3	/			
	31	Seth Fields	1 / / / OT	/	1				
DEFENSE	24	Bob Sled	✓ / ✓ / ✓ / OT					###	
	28	Mike Zicher	✓ / ✓ / ✓ / OT						
	29	Paul Trump	✓ / ✓ / ✓ / OT					////	
A	11	Chuck Wagon	1 / / / OT			/			
A	12	Ralph Rodriguez	1 / 3 4 OT						
M	44	Dale Thomas	1 2 3 / OT						
M	30	Ed Bergman	1 2 3 / OT					//	
M	14	Pete Rebozo	1 2 3 / OT						

SHOTS – on goal; even if goal made – there was a shot

GOAL – award a goal at the call of the referee

GROUND BALL – award a ground ball when there is a change of possession with control. If player drops ball and an opponent is within 5 yards, the ball is considered contested. Should the team and/or player who dropped the ball and gained possession, and the ball is contested, the GB is awarded. Goalies are awarded GBs upon a clamp or an in-air snatch. GBs may be in-air interceptions.

ASSIST – on goal scored; assist is awarded if the pass to the scorer and the scorer does not dodge or evade the opponent.

QUARTERS PLAYED – if player participates in a period, note it with a slash

Recording Overall Game Scoring Stats

Diagram illustrating the recording of overall game scoring stats. The table shows player statistics, with callouts identifying the columns for Player #, Player Name, Total # of Goals, Total # of Assists, and Total # of Points in Game (Goals + Assists).

GAME SCORING				
NO.	NAME	G	A	P
13	Peter Bitz	4	1	5
19	Lydel Jones	1	3	4
25	Larry Rogers	0	3	3
41	Mike Rogers	2	0	2
33	Tom Harris	1	0	1
16	Fran Smith	1	0	1
47	Mayless Calander	1	0	1
26	Allen Drier	1	0	1
11	Chuck Wagon	0	1	1

In High School Boys' Lacrosse

Goal = 1 pt

Assist = 1 pt

SCORER's/SPOTTER's JARGON

"X from Y"	Player X scored the goal; Player Y had the assist, where X and Y are the players' numbers.
"X white GB"	Award Player X in the white jersey a ground ball, where X is the player's number.
"X blue Shot"	Award Player X in the blue jersey a shot. Shot may be on-goal or not.
"Save"	Goalie makes save as shot on goal is made.
"Blue Possession"	"Blue" team wins face off . "White" team loses face off.
"Clear by Blue"	"Blue" team successfully moves ball from their defensive area across the midline and into the offensive area.

KEY DEFINITIONS

Goal	A goal is scored when a loose ball passes from the front, completely through the imaginary plane formed by the rear edges of the goal line, the goal posts and the crossbar of the goal, regardless of who supplied the impetus.
Goalkeeper Save	A save is recorded any time the ball is stopped or deflected by the goalkeeper's body or crosse in such a manner that had the ball not been stopped or deflected it would have resulted in a goal.
Assist	Any one direct pass by a player to a teammate who then scores a goal without having to dodge or evade an opponent other than the goalkeeper. Only one assist is possible per goal.
Team Goal	A goal scored by a member of the defensive team on its own goal is a team goal.
Time of Goal	Time of goal is to be recorded as the time remaining in the quarter. It is the time "on the clock."
Shot	A ball propelled toward the goal by an offensive player either via a pass, a kick or otherwise physically directed. If the ball ricochets from another player and results in a goal – no shot is awarded. Any shot at the goal.
Shot On Goal (SOG)	On a shot that results in scoring or those saved by the goalie.
Ground Ball (GB)	Any ball not in possession of one team that becomes into possession of that team while in live-ball play is deemed a ground ball. It may be an intercepted pass, a loose ball on the ground, a goalie snagged catch. The ball must be obtained under pressure – whereby an opponent is within five (5) yards of the loose ball. If the player drops the ball on his own volition and pick it up again, no ground ball is awarded. Contestation is a must.

KEY DEFINITIONS (continued)

Clear	The attempt from one team to move the ball into the offensive area from its defensive area. A successful clear is awarded when the clearing team successfully establishes possession in their offensive area before the other team gains possession.
Extra-Man Offense/Defense	Any time a team is playing with one or more men short (extra) counts as an extra-man opportunity for the offense. If both teams are “short”, there is no EMO. Man-up goals are scored when the defensive team does not yet have a full-team on the field.
Crease Violation	If an offensive player steps into the offensive crease. Possession is awarded to the defense.
Turnover	Turnovers occur when a player or team in possession of the ball or entitled to possession of the ball loses possession of it – either live ball or dead ball situation. The player responsible for the change of possession is awarded the turnover. If no one player is identifiable, the turnover is awarded to the team.
In Home	The first player in the scorebook roster for the game. This player serves any team penalties. The time served does not count toward his total penalty time.
Extra Man	Any time a team is playing one or more men short or extra counts as an extra-man opportunity (EMO) on defense or offense.
All Even	Both teams have the same number of players on the field.
Take Away	Defenseman takes the ball away from the driving offenseman.
Interception	Pass caught by the opposing team when intended for a teammate.

PROCEDURAL SIGNALS

OFFICIAL LACROSSE SIGNALS



1. Timeout. For Discretionary or Injury Timeout, Follow Signal Above with Tapping of Hands on Chest



2. Score



3. No Score



4. Faceoff



5. Alternate Possession



6. Ball in Possession on Faceoff and Start the Clock at Halftime



7. Ball has Entered Attack Area



8. Out of Bounds Direction of Play



9. Failure to Advance the Ball



10. Loose Ball



11. Simultaneous Fouls



12. Non-Releasable Penalty



13. Counts



14. Stalling Warning



15. Re-entry of the Crease



16. Play-On, Dead Ball or Dead Ball Followed by Appropriate Foul Signal



17. Inadvertent Whistle (Face Press Box)



18. Disregard Flag



19. Free clear



20. Tipped/Deflection

SIGNALS – FOULS

Personal

OFFICIAL LACROSSE SIGNALS



21. Personal Foul



22. Illegal Body Check



23. Slashing



24. Cross Checking



25. Tripping



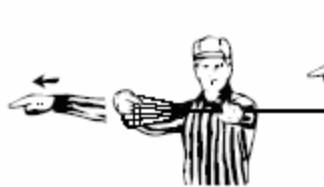
26. Unnecessary Roughness



27. Unsportsmanlike Conduct



28. Illegal Equipment (Crosses)



29. Deep Pockets



30. Illegal Gloves (or point to other illegal equipment)



31. Ejection Foul

Technical

OFFICIAL LACROSSE SIGNALS



32. Technical Foul (Time Served)



33. Interference



34. Illegal Offensive Screening



35. Holding



36. Warding Off



37. Pushing



38. Withholding Ball from Play



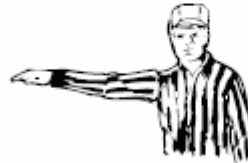
39. Stalling or Delay of Game



40. Offside



41. Crease Violation



42. Conduct Foul



43. Illegal Procedure



44. Substitution



45. Illegal Touching of the Ball

RESOURCES

NFHS Lacrosse Rules

http://www.uslacrosse.org/the_sport/mens_rules.phtml

NCAA STATISTICIANS' GUIDE

http://fs.ncaa.org/Docs/stats/Stats_Manuals/Lacrosse/mlax12easy.pdf

OFFICIALS TRAINING

<http://www.uslacrosse.org/TopNav2Left/Officials/MensOfficialsInformation.aspx>

NFHS

<http://www.nfhs.org/>

US LACROSSE RULE BOOKS

<http://usl.ebiz.uapps.net/personifyebusiness/USLStore/ProductDetail.aspx?productId=113987>

CONTACT

HRLax League Contacts

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Note from Author

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I'm committed to improving the game, to share knowledge with others, to continue learning. Because changes occur annually, so will this guide.

You are welcome to share this guide with others – please be respectful and don't claim it as your own. If when shared, please shoot me an email where it went. I love to know how the game is growing and where.

THANK YOU and **BEST OF LUCK** to you and your club this season.