

WIAA Soccer Statistics Guide

OFFICIAL CONTESTS

Only games against varsity interscholastic teams shall be counted when compiling won-lost records, statistics and school/coach records. Any games against club, nonvarsity or alumni teams are not to be counted.

OFFICIAL SCORING

The official scorekeeper shall record the roster, starters, substitutions and referees working the game. The scorekeeper shall record all scores, shots, shots on goal, goalkeeper saves, penalty kicks, corner kicks, goals and assists and the time they occur and fouls. Scorekeepers shall also clearly indicate and separate statistics that occur in each half or overtime period and differentiate between shots and shots actually on goal.

The scorekeeper must also record the time of entry into the contest by any substitute goalkeeper, and all substitutes must be identified as playing in the contest on the official scoresheet.

If a game is not completed or a forfeit is declared before the contest has been completed, only won-lost-tied result and records for the coach shall be recorded. All statistics are nullified unless the game has progressed to a point reasonably close to completion. For games in the WIAA, a game must reach the 60-minute mark. If the game reached the 60-minute mark, all statistics shall count. If statistics are nullified, all averages for season cumulative statistics shall be determined without inclusion of forfeited contests.

EXCEPTION: All yellow and red cards received in a forfeited contest count and any rule regarding the receiving of yellow and red cards are to be enforced as if the game was completed.

If a forfeit is declared while the game is in progress, and the team winning at the time of the forfeit is declared the winner, winning and losing goalkeepers must be recorded. If the team that wins by forfeit is behind or tied at the time the forfeit is declared, no winning or losing goalkeeper is recorded and the game is simply reported as a forfeit.

SHOTS

A shot is an attempt that is taken with the intent to score a goal and is directed toward the goal.

A cross or crossing pass is NOT a shot. A cross is a long kick from a wide position into the penalty box area in front of the goal. The intent of the cross is not to score but to set up a scoring opportunity for a teammate. A goalkeeper intercepting or deflecting a cross is NOT credited with a save except when the cross would have went in the goal without the goalkeeper making the play on the ball.

A shot on goal is a shot that is on net. The results of a shot on goal must either be saved by the opposing team, goalkeeper or result in a goal by the attacking team. A shot that hits the post or crossbar and does not go into the goal is not to be recorded as a shot on goal.

GOALS

An offensive player who either kicks or heads the ball into an opponent's goal is awarded a goal. Each goal shall count as two points in a player's cumulative season statistics.

An offensive whose shot or pass is deflected into the goal by a defender or deflected or mishandled by goalkeeper receives credit for a goal if the momentum of the shot or pass carried the ball into the goal.

When a defender kicks or heads the ball into his/her own goal with the intent of making a pass to a teammate or clearing the ball, a goal is not awarded to an individual on either team but is recorded as an "own goal" and are recorded in the offensive statistics. However, an "own goal" does count against the goalkeeper's goals against average statistic and goals allowed.

ASSISTS

An assist is awarded for a pass leading directly to a goal. No more than two assists may be awarded for any one score. Each assist shall count one point for a player's cumulative season statistics.

If a scoring play results from two consecutive passes without a defender gaining control of the ball, two assists may be awarded, provided the second player does not have to elude defenders to make the final pass. Both passes must have a direct influence on the goal being scored. If the second player needs to elude defenders before passing to the player scoring the goal, award only that assist.

No assist is credited when a player gains control from the defensive team and scores, on goals scored on penalty kicks or when an "own goal" is scored.

Credit an assist on a corner kick, throw-in or free kick leading to a goal. Each are considered a pass in awarding assists. If an offensive attacker's shot deflects off the post before a defender can touch the ball or if the shot is blocked by the goalkeeper or defender but cannot be controlled before a second offensive attacker immediately knocks the ball into the goal, credit the player taking the first shot with an assist.

A player can not be credited with both a goal and an assist on the same scoring play.

GOALKEEPING

A save is credited to a goalkeeper only when a shot would have otherwise gone into the goal. A goalkeeper shall not be awarded a save without catching the ball except when deflecting or punching the ball over or wide of the net if the attacked ball would have otherwise gone into the goal. To receive a save, the stop must have occurred on an opponent's shot on goal. A goalkeeper shall not be credited with a save on a cross except when the cross would have went in the goal without the goalkeeper making the play on the ball.

A goalkeeper is credited with a shutout only by playing the entire contest. If more than one goalkeeper participates in a game where no goals are allowed, credit the team with a shutout but not any individual goalkeeper. If a game ends in a scoreless tie, credit both teams with a shutout.

To calculate a goalkeeper's goals-against average, multiply the number of goals allowed by 80, divided by the actual number of minutes played in goal by the keeper. The team's goal-against average is figured by multiplying the goals allowed by the team by 80, divided by the actual number of minutes played.

Goals Against Average = (Goals Allowed x 80) / Minutes Played

OVERTIME, SHOOTOUT PROCEDURES

All statistics occurring during overtime periods count toward team and individual totals. However, NO goal or save statistics are counted toward team or individual totals during shootouts or other tiebreaking procedures. All games decided by a shootout or other tiebreaking procedure shall be counted as a tie. Record the score as you would a tie (i.e. 1-1 {3-2}) with the shootout score in parentheses.

