

The Official National Collegiate Athletic Association

SOCCER STATISTICIANS' MANUAL

Including Special Interpretations and Approved Rulings Covering Unusual Situations



OFFICIAL SOCCER STATISTICS RULES

Approved Rulings and Interpretations

(Throughout this manual, Team A players have last names starting with “A” and Team B players have last names starting with “B.” Approved rulings [indicated as A.R.s] are designed to interpret the spirit of the application of the Official Soccer Rules. A thorough understanding of the rules is essential to understanding and applying the statistics rules in this manual.)

SECTION 1—COUNTABLE OPPONENTS

Article 1. Only contests against varsity intercollegiate teams of four-year or senior, degree-granting institutions that play a majority of their contests versus U.S. four-year institutions sponsoring varsity programs shall be included in statistics, won-lost-tied records and coaching records. Contests against service, professional, semiprofessional, amateur, junior college, international, alumni and club teams are specifically excluded.

SECTION 2—OFFICIAL SCORING

Article 1. The home team shall designate the official scorekeeper.

Article 2. The official scorekeeper shall record team lineups, player substitutions and names of the referees and assistant referees assigned to the game. The scorekeeper shall record team scores, shots, goalkeeper saves, cautions (yellow cards) and ejections (red cards), penalty kicks, corner kicks, goals and assists, offsides, fouls (including the player who committed the foul and the player who drew the foul) and infractions, forfeitures, date, weather and field conditions, attendance, suspended games, team names, and team records.

In addition, the official scorekeeper shall make sure that the referee verifies the final paper box score with complete game information after the game is completed, thus verifying cards issued, ejection reports and the official score of the game. This shall become the official record of the game. Per NCAA Soccer playing rule 5.5.2 (implemented for 2022 season), this verification can be done visually/verbally rather than requiring a signature.

Article 3. The official scorer also shall record the time of entry into the game of any substitute goalkeeper. In addition, all substitutes must be listed on the official scoresheet.

Article 4. When a scoring change in the game summary is made after a contest has concluded and the official statistics have been distributed, use the following procedure:

- (1) If the home team SID decides a scoring change should be made, that SID must alert the visiting team SID of the alteration within 24 hours. The home SID also must confirm the changes with the visiting SID in writing within 10 days. If applicable, the home team SID must send a copy of the changes to the conference office(s). (Note: The 24-hour deadline applies only to changes in actual scoring decisions; errors caused by computer malfunction or mathematical mistake may be corrected upon discovery.)
- (2) If the visiting SID wishes to make a change in the final statistics, he or she must contact the home SID within 24 hours after the event. If the home SID agrees, the home SID must confirm the changes in writing to the visiting SID and send a copy to the conference office(s).
- (3) If the home SID disagrees with the change, the visiting SID must accept the final statistics as listed by the home team. The visiting SID cannot alter any statistics without consent of the home SID. There is no appeal.
- (4) More stringent rules may be applied to the above scenario within a conference.

Article 5. If a game is not completed or a forfeit is declared while a contest is in progress, all statistics are voided. The exception is a game that has progressed to a “reasonable point of conclusion,” which for soccer means the game must have reached at least the 70-minute mark. If the game reaches the 70-minute mark, all statistics shall count and shall be reflected in all records. The teams’ won-lost-tied records shall include the forfeit, if applicable. If the statistics are voided, all averages in future rankings shall be computed without inclusion of the forfeited contest(s).

A suspended game can be resumed from the point of interruption whether it is resumed the same day or another day. If the suspended game is resumed from the point of interruption, all statistics would carry over to the resumed game.

If the suspended game has not reached 70 minutes and is not resumed the same day or another day, the game shall be considered a “no contest” and all statistics are nullified except for violent behavior II, fighting and assault on referee red cards.

Article 6. If a forfeit is declared while a contest is in progress, and if the team that wins by forfeit is ahead at the time of the forfeit, winning and losing goalkeepers must be recorded. If the team that wins by forfeit is behind or the score is tied at the time of the forfeit, winning and losing goalkeepers are not recorded. Report only the fact of the forfeit. *Exception: All cautions and ejections in a forfeited game count. If a player, coach or other bench personnel is ejected, that person must sit out the next regularly scheduled game. If, at the time of the forfeit, the game has reached the 70-minute mark (the point of reasonable conclusion), then the statistics count. [Soccer Playing Rules, Rule 10.8]*

Article 7. There is no forfeit of a contest until both participating teams are present and the referee or other appropriate contest official has assumed jurisdiction in accordance with the applicable playing rules. When a team does not appear (e.g., due to weather conditions, accidents, breakdown of vehicles, illness or catastrophic causes), a forfeit is not recorded. An institution shall not, for statistical purposes, declare a forfeit for nonfulfillment of a contract. Such instances shall be considered “no contest.” In circumstances involving institutions from the same conference, the league office has the option to declare a forfeit win and loss for conference-standings purposes, but this does not change an institution’s overall won-lost-tied record.

SECTION 3—SHOTS

Article 1. A shot is an attempt that is taken with the intent of scoring and is directed toward the goal.

Article 2. A cross or crossing pass is not a shot. A cross is a long kick from a wide position into the penalty area in front of the goal. The intent of a cross is to set up a scoring opportunity for an attacking player. A goalkeeper who intercepts a cross is not credited with a save. *Exception: A cross that the goalkeeper stops that otherwise would have entered the goal is considered a shot, and the goalkeeper is credited with a save.*

A.R. 1. *Allen dribbles the ball the length of the field in the direction of the opponent’s net. He dribbles the ball toward the corner before lofting a pass in front of the net to Abujidan. However, while the ball is still in the air, Bates, Team B’s goalkeeper, grabs it to prevent the shot on goal. RULING: Even though the keeper grabbed the ball, it is not considered a save because the intent of the offensive player was to pass to another player and not to shoot. Allen is not credited with a shot, and Bates is not credited with a save.*

Article 3. A shot on goal is a shot that is on net. The results of a shot on goal must be either a save by the goalkeeper or defending team or a goal by the attacking team. A shot that hits the post or

crossbar without being deflected by a goalkeeper or defender and does not cross the goal line is not a shot on goal.

SECTION 4—GOALS

Article 1. An offensive player who either kicks or heads the ball into the goal is awarded a goal. Each goal shall count two points in the player's statistical record.

- (1) When a defender kicks or heads the ball into the defender's goal with the intent of making a pass to a teammate or of clearing the ball, a goal is not awarded to an individual but is recorded as an "own goal." An "own goal" counts toward the offensive (not defensive) team's season total. Furthermore, no shot is credited on an "own goal".

A.R. 2. *Boomer is being pressured by Allen in the defensive half of the field. He tries to pass the ball back to Bates, team B's keeper, but the pass is wide of Bates and before he can catch up with it, the ball goes into the net. RULING: Credit Team A with an "own goal," which goes toward its team total and also counts against Bates' goals-against average.*

- (2) Although an "own goal" is scored by the defensive team, it still counts against the team's goalkeeper as a goal allowed.
- (3) An offensive player whose shot is deflected into the goal by the goalkeeper or a defender receives credit for the goal, provided the momentum of the shot carried the ball into the goal.
- (4) An offensive player whose pass is deflected into the goal by a defender or whose pass is mishandled by the goalkeeper and allowed to cross into the goal shall receive credit for a shot and a goal, provided the defender did not misplay an attempt to pass to a teammate or clear the ball, as described in Section 4, Article 1 (1). This applies equally to corner kicks and throw-ins.

A.R. 3. *Allen fires a shot from 20 yards that appears to be going wide of the net. It hits Baron five yards in front of the net, redirecting it past Bates, Team B's keeper, and into the net. RULING: Although Allen's shot was initially going wide, the momentum of his shot is what carried it into the net, so he is credited with the goal.*

A.R. 4. *Allen attempts a throw-in from the sideline. Team B's keeper, Bates, mishandles the ball while attempting to make the stop, and the ball rolls in to Team B's goal without being touched by another player. RULING: Credit Allen with the goal since no other Team A player touched the ball, the momentum of the throw carried the ball into the net and Bates never gained full control of the ball.*

- (5) If an attacking player shoots and the ball is deflected unintentionally by a teammate, and goes into the net, credit the initial attacking player with the goal.

A.R. 5. *Adams shoots and the ball strikes Aristotle in the back, and goes untouched into the goal. Credit Adams with the goal, provided that Aristotle clearly was not attempting to make a play on the ball.*

SECTION 5—ASSISTS

Philosophy. An assist is not necessarily credited to a player who makes a pass before a goal. There should be conscious effort on the part of the passer to find an open player for a shot or to help a player work free for a shot. There should be no particular time frame for an assist (although the pass and shot should appear to be part of the same play) nor should there be any rigid distance factor in the play (the player scoring the goal could take one step, several steps, or even run a number of yards with the ball and still have the passer credited with an assist). An assist should not be credited on a play when the goal scorer makes a move on a defensive player after receiving the pass before shooting unless, in the opinion of the statistician, it was the pass itself and not the maneuver that led directly to the shot.

Article 1. A player is credited with an assist when he makes, in the opinion of the statistician, a pass contributing directly to a goal. Not more than two assists may be credited on any one scoring play. Each assist shall count one point in the player's statistical record.

A.R. 1. (a.) *Player A1 passes the ball to teammate A2 who has a one-on-one play with the goalie. A2 fakes the goalie several times, shoots and scores. Credit the assist to A1 because there is supposed to be a goalie in the box and sometimes a fake will be necessary to score.* (b.) *A1 passes the ball to A2 who has a one-on-one with a defender and an open net. A2 fakes the defender, shoots and scores. Do not credit an assist on the play because A2 had to fake a defender who was not the goalie.*

- (1) If a scoring play consists of 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 a defender to make the final pass. Both passes must have a direct influence on the outcome of a goal scored. If the second player needs to elude a defender before passing to the goal-scorer, credit only that assist.

A.R. 2. *Adams passes the ball to Aaron, who dribbles past Brown. Aaron's forward movement is being contested by Brown before Aaron passes the ball to Abell, who heads the ball into the net. RULING: Only Aaron is awarded an assist. Since Aaron had to free himself from the defender to get the ball to Abell, only one assist is given even though the defender never touched the ball.*

A.R. 3. *Adams sends a corner kick into the goal area that is headed by Abreu straight to Aristotle, who scores. RULING: Credit assists to Adams and Abreu. Both touches, by Adams and Abreu, led directly to the goal.*

- (2) No assist is awarded when a player gains control from the defensive team and scores.
- (3) No assist is awarded on a penalty-kick goal.

A.R. 4. *Allen receives a pass from Anderson and then is tripped in the penalty box, and Team A is awarded a penalty kick. Adams converts the penalty kick. RULING: Credit Adams with a goal, but do not credit Anderson with an assist. No assist can be given on a penalty kick.*

- (4) No assist is awarded on an "own goal."
- (5) A corner kick, throw-in or free kick leading to a goal each counts as a pass in awarding assists.
- (6) A player cannot receive credit for an assist on a goal that the player also scores.
- (7) A player is not credited with an assist if that player's possession is terminated by an opposing defender's tackle.

A.R. 5. *Adams dribbles down the middle. Bartlett's slide tackle knocks the ball toward Aristotle, who then scores. RULING: No assist is given. It was not Adams' intent to pass the ball, nor to score. Rather, the ball was simply knocked away by the defender.*

- (8) If an attacking player's shot hits a post or crossbar and bounces back into the field of play and, before a defender can touch the ball, another attacker shoots the ball into the goal, credit the player whose shot hit the post or crossbar with an assist. There is no double assist on this play, only one assist to the initial shot taker would be awarded.
- (9) If an attacking player's shot hits a post or crossbar and bounces back into the field of play and the same attacking player immediately knocks the rebound in for a goal, no assist is credited.
- (10) If an attacking player shoots and the goalkeeper or defender blocks the shot but cannot control the ball, and a second attacking player immediately knocks the rebound in for a

goal, credit the player who took the first shot with an assist. There is no double assist on this play, only one assist to the initial shot taker would be awarded.

A.R. 6. *Adams passes the ball to Abreu, who dribbles into the corner and crosses the ball to Aristotle, who heads the ball toward the net. The ball bounces off Brown, team B's keeper, to Adams, who puts it into the net. RULING: Credit only Aristotle with the assist. Once a shot deflects off the keeper (or defender), the pass by Abreu to Aristotle no longer has a direct impact on the goal being scored.*

- (11) If an attacking player shoots and the goalkeeper or defender blocks the shot but cannot control the ball, and the same attacking player immediately knocks the rebound in for a goal, no assist is credited.

A.R. 7. *Abreu crosses the ball to Aristotle, who heads the ball toward the net. The ball bounces off Brown, team B's keeper, back to Aristotle, who puts it into the net. RULING: No assist is credited. As in A.R. 6, once a shot deflects off the keeper (or defender), the pass by Abreu to Aristotle no longer has a direct impact on the goal being scored.*

Note: While there must be some understandable leeway in judgment as to whether an assist should be credited on any given play, statisticians should endeavor to be consistent with both teams and from game to game. It cannot be specified as to how many assists there should be in any given game, nor is it possible to extrapolate any average number per game. Some games may have very few assists and some may have many. Types of offenses may determine how many assists there will be per game as much as anything else.

SECTION 6—GOALKEEPING

Article 1. A save is awarded to a goalkeeper only if a shot otherwise would have gone into the goal. A goalkeeper can be credited with a save without catching the ball. If the goalkeeper blocks the ball or punches it wide or over the goal, that goalkeeper can be credited with a save, provided the ball would have otherwise gone into the goal. To receive a save, the play must be a shot on goal. A goalkeeper cannot receive credit for a save on a cross. (See exception in Section 3, Article 2.)

Article 2. A goalkeeper receives credit for an individual shutout only by playing the entire contest. If two or more goalkeepers participate in a game in which no goals are allowed, credit the team with a shutout but do not award any goalkeeper an individual shutout. Instead, each goalkeeper that plays can be credited with a shared shutout. A goalkeeper must be solely responsible for holding the opposition scoreless to be credited with an individual shutout.

Article 3. If a contest ends in a scoreless tie, credit both teams and both goalkeepers (if they played the entire contest) with a shutout.

Article 4. A goalkeeper's goals-against average is calculated by multiplying the number of goals allowed by 90, divided by the actual number of minutes played by the keeper. A team's goals-against average is figured by multiplying the number of goals allowed by the team by 90, divided by the actual number of minutes played.

$$GAA = (\text{Goals allowed} \times 90) \div \text{minutes played}$$

Article 5. If a player other than the team's goalkeeper saves a ball from going into the net, credit that team with a team save. The save is credited to the team's total for the game but not to the individual goalkeeper.

Article 6. If a field player must play a game as goalkeeper due to excessive team injuries, etc., that player shall not be credited with a game played regarding per-game averages for points, goals and assists. This applies only if the field player plays the entire game in goal and does not register a goal or assist.

SECTION 7—OVERTIME, TIEBREAKER PROCEDURE

Article 1. All statistics that occur during overtime count toward team and individual totals. However, if the game reaches the point where a tiebreaker procedure of taking penalty kicks occurs, no statistics — goals or saves — count toward team or individual totals.

Article 2. All contests decided by the tiebreaker procedure of taking penalty kicks shall be counted as ties for each team's overall record. The score shall be recorded as a tie.

A.R. 1. *In a conference championship game to determine an automatic berth to the NCAA Championships, Team A and Team B are still tied, 1-1, after all overtimes have been completed. Team A outscored Team B in a penalty-kick tiebreaker, 4-2. The final result should be recorded as a tie with the score listed as 1-1 (Team A advances on penalty kicks, 4-2).*

In the case that the national championship game must be decided by the tiebreaker procedure of taking penalty kicks, the result shall determine a winner and a loser for each team's overall record.

A.R. 2. *In the NCAA National Championship game, Team A and Team B are tied 1-1 after all overtimes have been completed. Team A outscored Team B in a penalty-kick tiebreaker, 4-2. Team A is credited with a win and Team B is credited with a loss. The score is recorded as 1-1 (Team A wins on penalty kicks, 4-2).*

Note: The only year that games decided on penalty kicks resulted in a win or loss, rather than a tie for both teams, was 2002. The records from 2002 do not change. Any 2002 game decided by penalty kicks from that season resulted in a win or loss.

Beginning with the 2022 season, overtime was eliminated for regular season games and only to be used during the postseason. During the postseason, both overtime periods are to be played to completion, eliminating golden goal/sudden victory.

SECTION 8—GAME-WINNING GOALS

Article 1. A game-winning goal is credited to the player scoring the goal that is one more than the opposing team's final total.

SECTION 9—YELLOW/RED CARDS

Article 1. It is not possible for the same player in the same game to be charged with two (2) yellow cards. Albeit the multiple offense may be a cautionable offense, the second card to the same player in the same game shall be a red. Further, the player, coach or bench personnel shall be charged with one (1) yellow and one (1) red in his or her respective accumulation record. [Soccer Playing Rules, Rule 5.6.4]

A.R. 1. *Adams does not play in the game but while sitting on the bench yells at the referee and receives a yellow card. RULING: Charge Adams with a yellow card, but do not credit Adams with a game played and enter "0" under minutes played.*

SECTION 10—TIME OF POSSESSION

Article 1. Time of possession is defined as the total amount of time a team possesses the ball. Change of possession during the run of play occurs when the ball is stolen by an opponent or the ball goes out of bounds, giving the ball to the opponent.

Article 2. During any loose ball situation, maintain possession with the original team that had possession until the opponent gains clear control of the ball.

SECTION 11—STATISTICS PROGRAM, GENERAL REPORTING POLICIES

Article 1. For a member institution to be eligible for either an individual or a team national statistics title, it shall have filed accurate reports with the national office on a consistent basis during the regular season.

Article 2. Filing a statistics report does not ensure automatically a member institution's inclusion in the NCAA statistics rankings. The report shall be mathematically accurate. Unusual statistics that cannot be promptly supported will not be included in the rankings. The NCAA shall withhold such reports from the rankings until an appropriate official of the member institution involved submits a satisfactory explanation and substantiation of the statistics.

SECTION 12—CALCULATED CATEGORIES

Article 1. Goals Per Game

$$G/GP = \frac{\text{Total Goals}}{\text{Total Games Played}}$$

Article 2. Assists Per Game

$$A/GP = \frac{\text{Total Assists}}{\text{Total Games Played}}$$

Article 3. Points Per Game

$$P/GP = \frac{\text{Total Points } [(Goals \times 2) + Assists]}{\text{Total Games Played}}$$

Article 4. Goals Against Average

$$GAA = \frac{\text{Goals Allowed} \times 90}{\text{Total Minutes Played}}$$

Article 5. Save Percentage

$$Sv \% = \frac{\text{Saves}}{\text{Saves} + \text{Goals Allowed}}$$