
LAXSoft Action Code Listing

<u>Code</u>	<u>Action</u>	
AS	Assist	A player is awarded an assist, when a player scores as a direct result of a pass. If the player scores after dodging a defender (Other than the goalie), then no assist is awarded.
CF	Clear-Failed	When a team fails to move the ball under control past the mid-field. Getting across mid-field is not sufficient - a player must be able to pass, dodge, shoot once past mid-field to be considered a "Team Clear".
CS	Clear-Success	Clears are successfully getting the ball past mid-field after starting with possession in the defensive area.
DS	Defensive Stop	A defensive play that either impairs or prevents an opponent from shooting. (also known as "Shots Checked")
FL	Faceoff-Lost	Any event that causes the opponent getting possession (according to Official's signal of "Possession")
FW	Faceoff-Won	When the referee signals "possession" after a face off, then the player who started the face-off is awarded the face off won.
G-	Goal - Opponent	Score by an opponent
G+	Goal Scored	Goal scored by the primary team
GB	Ground Ball	Taking possession of any loose ball within 5 yards of a defender or if the ball would have headed out of bounds. The ball may be scooped up from the ground, caught in the air (interception).
GC	Goalie Clear	Execution of the initiation of a defensive clear by throwing a catchable pass to an open teammate.
MS	Missed Shot	Shooting on goal where the shot was not stopped by the goalie
PL	Penalty-Possession	Any Technical foul when in possession of the ball results in loss of possession.
PN	Penalty	Any Personal, Technical or Ejection foul that causes player to sit out from the game for a period of time.
SO	Shot on Goal	A shot that would have scored if not stopped or deflected by the goalie or a player in the goal area.
SV	Saved by Goalie	A stop of a shot that would have scored if not stopped or deflected by the goalie.
TK	Takeaway	Any play initiated by a defensive player that results in the loss of possession by the opponent. For example, checking an opponent out of bounds, checking an opponent's stick and causing the ball to go out of bounds or that allows a teammate to gain possession of the ball. A player may also receive a Ground Ball, if they recover the ball themselves.
TO	Time Out	Time Out charged to a team
UE	Unforced Error	Errors made without defensive or offensive pressure. Failing to execute a good pass; catch a "catchable" ball, dropping and losing a ball.