

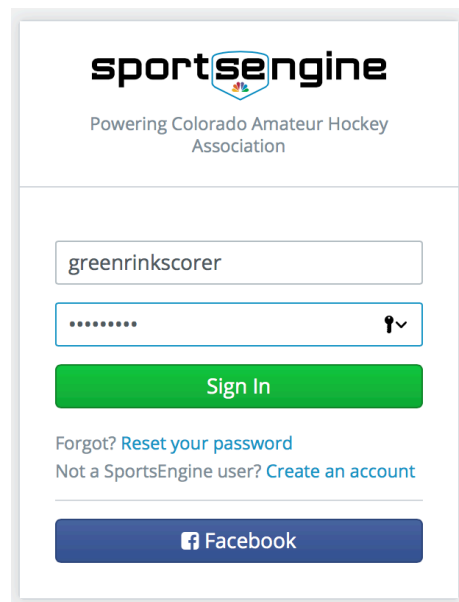


**NGIN SCORING  
INSTRUCTIONS  
FOR  
LEAGUE GAMES**

1. The **game day computer bags** for whichever rink you will be scoring from is located in the Manager's Cabinet (i.e. If the game is on the blue rink, grab the computer labeled Blue Rink.).
2. The **Game Day binder** should be inside the bag and will have clock instructions, NGIN instructions, a referee sign cheat sheet, blank scoring sheets and scratch paper.
3. Once the computer is set up at the appropriate rink, go to [www.cohockey.org](http://www.cohockey.org).



4. Click **Login** from the upper left hand corner of the website.



5. Depending on which rink you are playing on, use the following login.

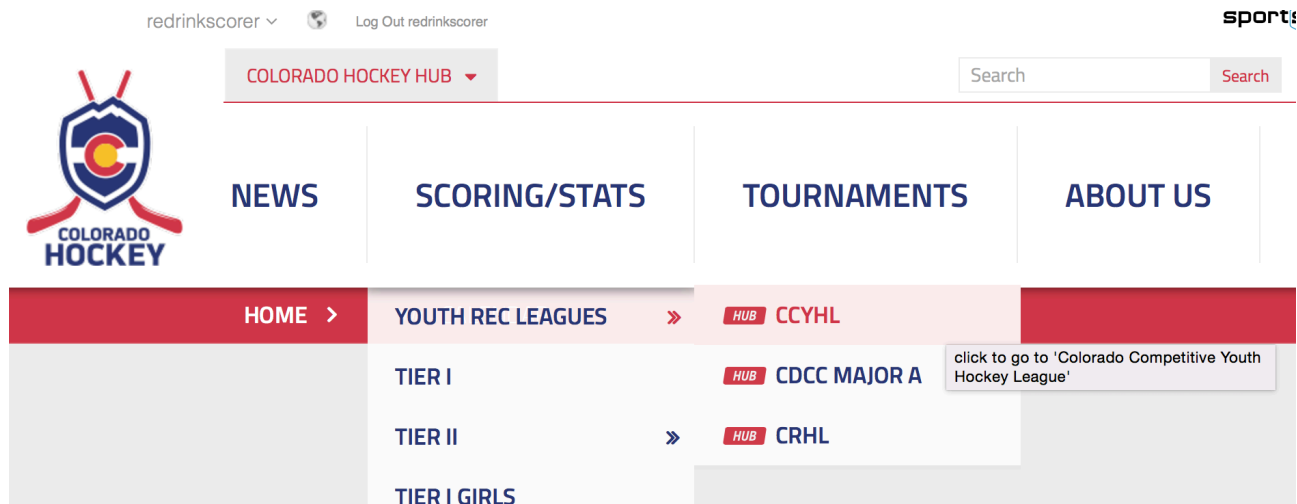
Green Rink – **greenrinkscorer**

Blue Rink – **bluerinkscorer**

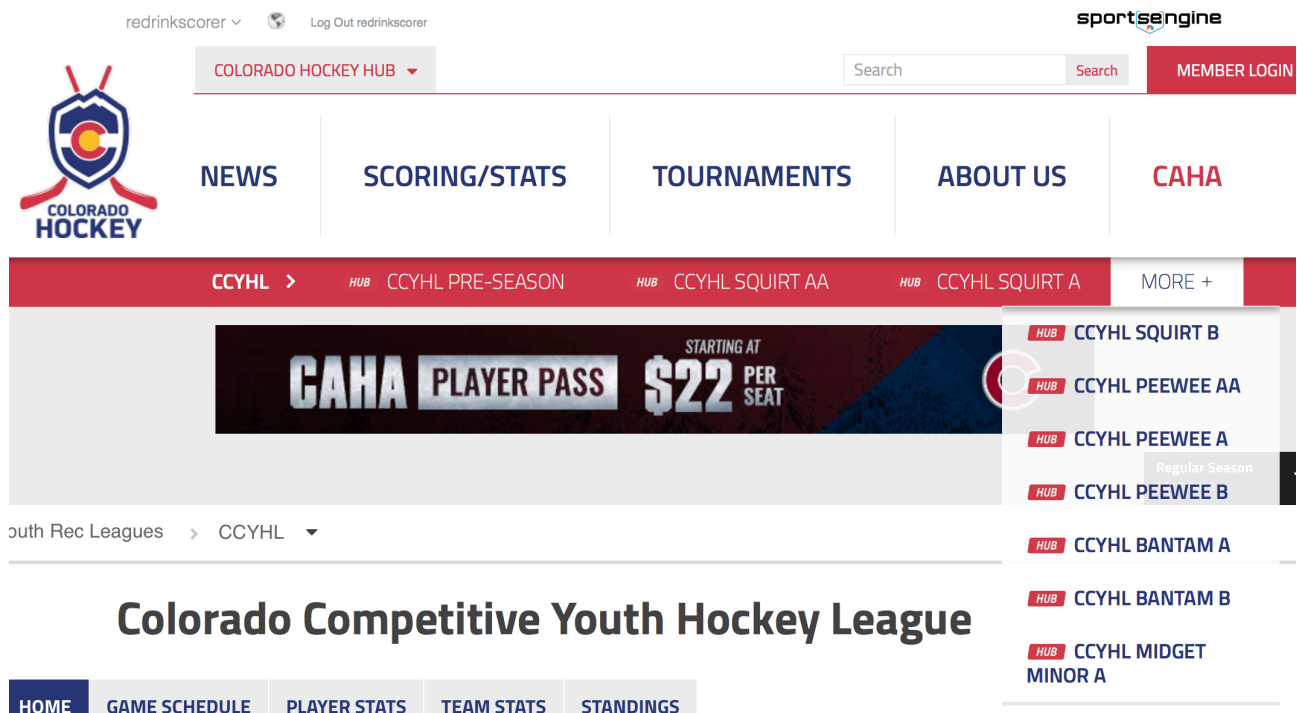
Red Rink – **redrinkscorer**

The password for all three is **gojags123**.

6. To find your game, use the **Scoring/Stats** menu to select the appropriate **league**.
- Choose Tier II for Bantam AA and Midget Minor AA
  - Choose Youth Rec Leagues >> CDCC for Major A or Midget Major A
  - Choose Youth Rec Leagues >> CRHL for the recreational teams
  - Choose Youth Rec Leagues >> CCYHL for all other travel divisions



7. Choose your **division** from the red bar menu. If you don't see your division listed in the red menu bar, click on **More +** and then choose.



8. Choose your **team** from the red bar menu. If you don't see your team listed in the red menu bar, click on More + and then choose. (If your division has been tiered, you will have to choose the appropriate tiering level before finding your team – i.e. Presidents or Governors.)

The screenshot shows the CCYHL website interface. At the top, a red navigation bar contains the text "HUB ARVADA PEEWEE A GOLD", "HUB BHC PEEWEE A GREEN", and a "MORE +" button. Below this, a banner features the text "PASS \$22 PER SEAT" and a large "C" logo. To the right, a dropdown menu is open, listing several teams: "HUB EVOLUTION PEEWEE A", "HUB FOOTHILLS PEEWEE A", "Regular Season" (with a dropdown arrow), "HUB HYLAND HILLS PEEWEE A", "HUB NCYH PEEWEE A", and "HUB LITTLETON PEEWEE A WHITE". Below the banner, the text "A > CCYHL PeeWee A Governors" is visible. On the left side, the word "Governors" is partially visible.

9. To change the season you are viewing, click on the black dropdown option on the right hand side of the page. For tiering games, choose CCYHL/CRHL Pre-Season Tiering.

The screenshot shows a dropdown menu for selecting the season. The menu is open, displaying the following options: "Regular Season 2017-2018" (with an upward arrow), "2017-2018" (with an 'x' icon), "Regular Season", "CCYHL/CRHL Pre-Season Tiering", and "Seasons" (with a downward arrow).



10. Once you have found your team, choose **Game Schedule**.

HOME	ROSTER	GAME SCHEDULE	PLAYER STATS	TEAM STATS	STANDINGS	PHOTOS	VIDEOS	POSTS
------	--------	---------------	--------------	------------	-----------	--------	--------	-------

11. From the game list, **click on the time listed in the Status column** for the game you want to score. (i.e. Click on the 3:45 PM MDT text to launch the Foothills game from the list.)

HOME

ROSTER

GAME SCHEDULE

PLAYER STATS

TEAM STATS

STANDINGS

PHOTOS

VIDEOS

POSTS

SEPTEMBER

SAT 9 WIN

SAT 16 WIN

SAT 23 3:45p

SAT 30 3:45p

OCTOBER

SUN 1 10:30a

SAT 14 3:45p

SAT 21 3:45p

NOVEMBER

SAT 4 5:50p

SAT 18 3:45p

SUN 19 4:55p

DECEMBER

SUN 17 1:30p

JANUARY

SUN 7 10:30a

SAT 20 3:45p

SUN 21 4:00p

FEBRUARY

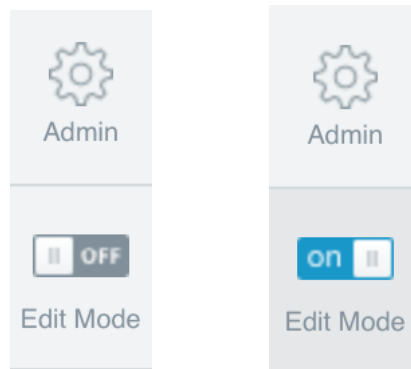
SAT 3 3:45p

COMPLETE

BOX SCORES

DATE	RESULT	OPPONENT	LOCATION	STATUS
Sat Sep 9	W 5-2	DU Bantam AA	ICAP Blue Rink	FINAL →
Sat Sep 16	W 4-3	Arvada Bantam AA Gold	Icap Blue	FINAL →
Sat Sep 23	-	Foothills Bantam AA (0-0-0)	ICAP Blue	3:45 PM MDT
Sat Sep 30	-	COS Tigers Bantam AA (1-0-0)	ICAP Blue	3:45 PM MDT
Sun Oct 1	-	@ Arapahoe Bantam AA (0-2-0)	FSC Hamilton Rink	10:30 AM MDT

12. Choose **Edit Mode** from the grey toggle button in the far top left hand corner of the website so that it shows as ON.



13. Although pre-game sheets should be printed before arriving to score a game, if you ever need to print a pre-game day sheet, please click on the **“cogwheel”** that is shown in yellow on the far right hand side of the page. Then choose, **Pre-Game Sheet**. The Pre-Game Sheet will launch a new browser window / tab for printing.

The screenshot shows the top navigation bar with links: HOME, ROSTER, GAME SCHEDULE, PLAYER STATS, TEAM STATS, STANDINGS, PHOTOS, VIDEOS, POSTS, and ADMIN (with a dropdown arrow). Below this is a 'MANAGE TEAM' button. The main content area is titled 'GAME STATUS' and features a 'SCHEDULED' button, 'IN PROGRESS', and 'FINAL' buttons. A message states: 'Game is scheduled. Result and statistics will remain hidden to public until game status is updated to "In Progress" or "Final"'. Below this is a large yellow box containing a 'SCORE LIVE' section. On the left of this box is an iPad displaying the 'SCOREKEEPER' app interface. On the right is the 'SCORE LIVE' text area with instructions: 'Use SportsEngine Live to enter plays as they happen. Team and player stats will be calculated automatically. See the [Getting Started Guide](#) for more info.' At the bottom of the yellow box are two red buttons: 'Quick Score »' and 'Edit Stats »'. A settings gear icon is in the top right corner of the yellow box, with a dropdown menu showing: 'Pre-Game Sheet', 'Email Report', 'Create Widget', 'Edit Game Details', and 'Delete'.

14. To begin scoring a game, click on **SCORE LIVE** within the yellow box. If you have trouble connecting, shut down, restart the computer and start back over from the beginning.

This screenshot is identical to the one above, showing the same SportsEngine Live interface with the 'GAME STATUS' section, 'SCORE LIVE' section, and the yellow box containing the iPad image and 'Quick Score' / 'Edit Stats' buttons. The settings gear icon and its dropdown menu are also present in the top right corner of the yellow box.

15. Once logged in to score live, the initial scoring set up page should look like this.

Score Game

Game Details Teams/Rosters

Save Game Details

SCORING

☒ THIS GAME IS BEING SCORED LIVE

☐ TRACK PLAY LOCATIONS

GAME TIME & LENGTH

DATE: 2017-12-25 TIME: 4:30 AM

GAME STATUS: Scheduled

PERIODS

12 x

12 x

12 x

+ Add Period

LOCATION & WEATHER

VENUE

MAP/LINK

ATTENDANCE

SELLOUT

NIGHT GAME

NEUTRAL FIELD

NATURAL SURFACE

WEATHER

TEMPERATURE

WIND

MPH NW

Save Game Details

16. Under Period times, **DO NOT ADD AN OVERTIME PERIOD IN THIS FIRST SCORE LIVE SCREEN!**

PERIODS

12 x

12 x

12 x

+ Add Period

17. **Add Referee Names** (one per line; you can click Add Referee for more entry lines). If you are unfamiliar with referee signs, this is the time to tell the referees that you will need verbal calls on penalties.

**IMPORTANT: BE SURE TO ADD ALL REFEREE'S NAMES.**

REFEREES

Official x

+ Add Referee

18. **Talk to the coaches on both benches** to find out who their starting goalie will be, if they have any scratch players who will not be playing and (only at the beginning of the season) ask if they have any player numbers that need to be updated for just this game. [Jersey number changes typically only happen at the beginning of the year when some players do not yet have their game jerseys and they are borrowing someone else's number.]

19. Click on the **Teams/Rosters** tab just below the Score Game button.

The screenshot shows the 'Score Game' interface with the 'Teams/Rosters' tab selected. The interface is divided into two main sections: 'Away Team RANGERS' and 'Home Team AVALANCHE'.

**Away Team RANGERS:**

- Buttons: '+ Add Player', '+ Add Player' (for Home Team)
- Legend: **= Active Player**, [Select All Active](#), [Select All](#), [Select None](#)
- STARTING GOALIE: Choose...
- Roster Table:
 

<input type="checkbox"/>	#	Pos	Player	Edit
<input type="checkbox"/>	10	F	Bender, Ankle	Edit
<input type="checkbox"/>	30	G	Goaloe, Mr	Edit
<input type="checkbox"/>	87	F	Crosby, Sidney	Edit

**Home Team AVALANCHE:**

- Buttons: '+ Add Player', '+ Add Player' (for Away Team)
- Legend: **= Active Player**, [Select All Active](#), [Select All](#), [Select None](#)
- STARTING GOALIE: Choose...
- Roster Table:
 

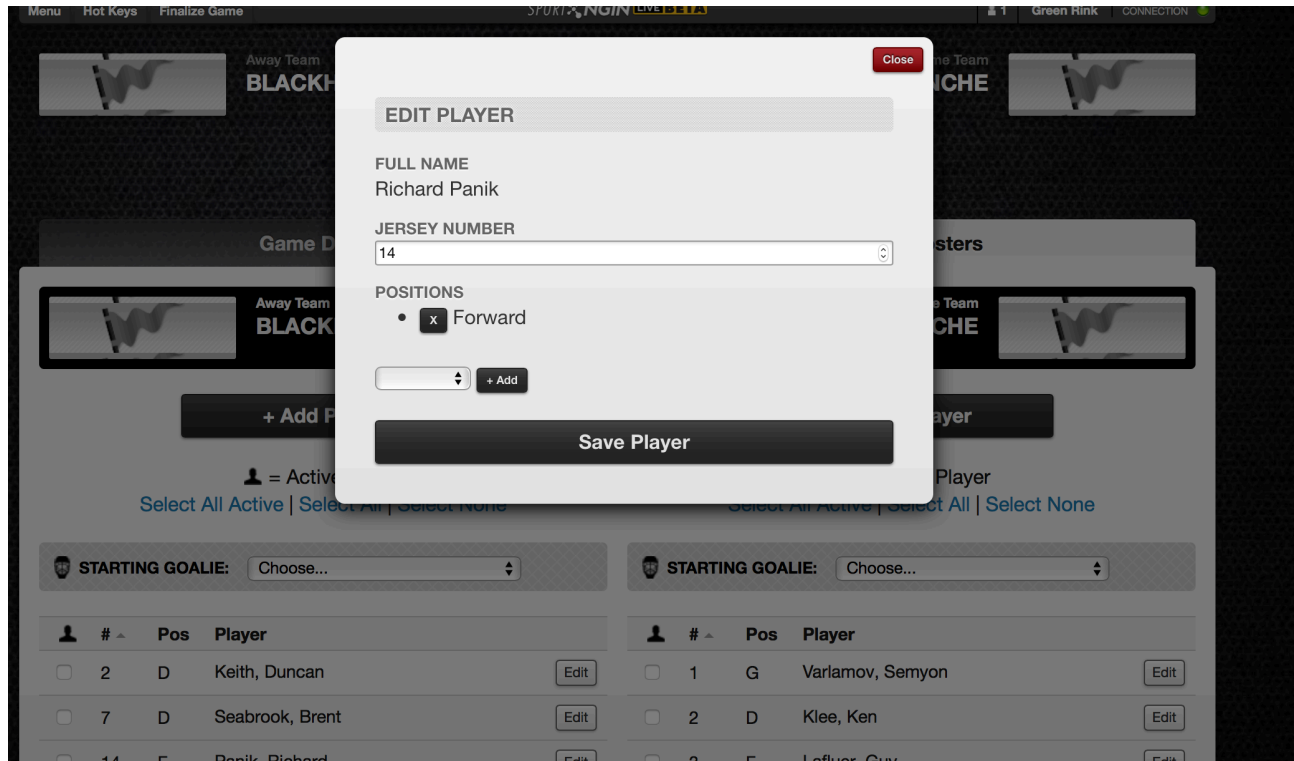
<input type="checkbox"/>	#	Pos	Player	Edit
<input type="checkbox"/>	1	G	Varlamov, Semyon	Edit
<input type="checkbox"/>	2	D	Klee, Ken	Edit
<input type="checkbox"/>	3	F	Lafluer, Guy	Edit
<input type="checkbox"/>	4	D	Blake, Rob	Edit
<input type="checkbox"/>	6		Johnson, Erik	Edit
<input type="checkbox"/>	9		Duchene, Matt	Edit
<input type="checkbox"/>	11	F	Smith, Joe	Edit
<input type="checkbox"/>	12		Iginla, Jarome	Edit

20. Choose **Select All Active** from both Roster lists. This will put a check mark in front of all active players' name.

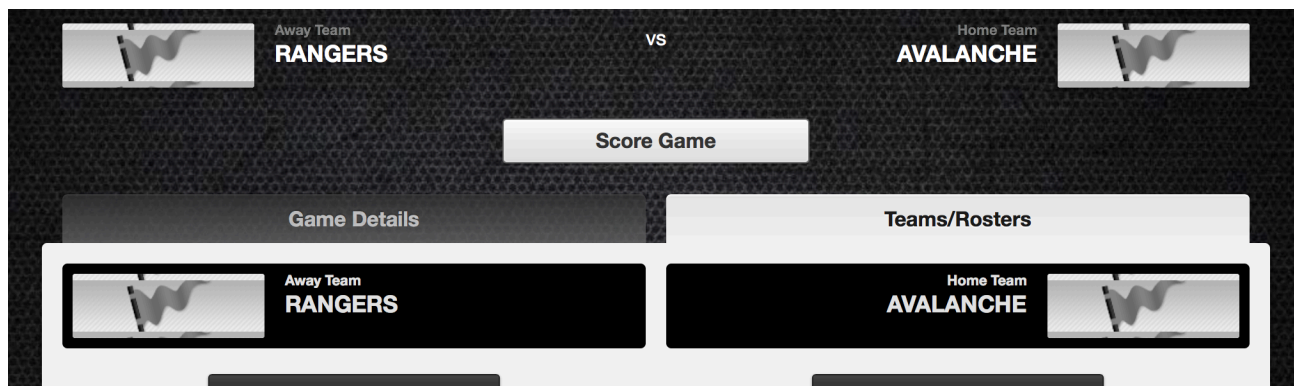
21. **Uncheck** any players who will not be playing in this game (scratched players).

22. Choose the **Starting Goalie** for both teams from the drop down list. [If the starting goalie is not appearing in the drop down list, see the following steps (starting at #23) for how to change the player's position to Goalie, which will then show that player listed in the goalie drop down list.]

23. If a player's number needs to be altered for this game due to a temporary change in jersey number, choose the edit button next to that player's name.
24. Also, if the starting and back up goalies are not identified as G for their position in the Position (Pos) column, you will have to edit their position by choosing the edit button next to that player's name. FYI – Forwards and Defensemen do not need to be designated, but Goalies do need to be.
25. Once all changes are made for that player, choose **Save Player**.



26. Choose **Score Game** – the top center button on the page.





## SCRATCH SHEET EXAMPLE

Below is an example of one way to take notes during the games. Notes must be taken throughout the game in case the computer freezes up during the game. You may take notes on the Pre-Game sheet or on a separate piece of scratch paper like this. Both options are shown on this page and the following page. Either one will work.

Team #1 Blackhawks	Team #2 Avalanche
<p>Shots 17</p> <p>10:43 Tripping (17)</p> <p>8:22 4/5/18</p> <p>Goal</p> <p>Penalty</p> <p>1<sup>st</sup> period</p>	<p>Shots 11</p> <p>5:62 8/4</p> <p>1:21 Hooking (12)</p> <p>Goal</p> <p>Penalty</p> <p>1<sup>st</sup> period</p>
<p>11:58 12/17</p> <p>9:22 18 unassisted</p> <p>4:18 Checking (5)</p> <p>2<sup>nd</sup> period</p>	<p>10:48 Slashing (2)</p> <p>2:25 35/18</p> <p>2<sup>nd</sup> period</p>
<p>10:15 Too Many Men</p> <p>9:05 Roughing (29)</p> <p>4:22 Slashing (4)</p> <p>0:38 Tripping (22)</p> <p>3<sup>rd</sup> period</p>	<p>5:42 43/12</p> <p>3:21 92/9</p> <p>0:15 29/4</p> <p>3<sup>rd</sup> period</p>



## RECORDING ON A GAME SHEET

HOME: AVALANCHE

#	NAME
1	Semyon Varlamov
2	Ken Klee
3	Guy Lafleur
4	Rob Blake
6	Erik Johnson
9	Matt Duchene
11	Joe Smith
12	Jarome Iginla
13	Peter Puck
33	Patrick Roy
35	Jack Johnson
56	Top Shelf
92	Gabriel Landeskog

45

- Circle the starting goalies.
- Cross out scratches.
- Mark any jersey number changes.

Stats

NAME	P on	Time on	P off	Time off	SA	SV

Note Goalie changes here

Coach Signoff

H. COACH
X
A ST. COACH
X

Goalie

NAME	P on	Time on	P off	Time off	SA

Note Goalie changes here

Coach Signoff

H. COACH
X
A ST. COACH
X

AWAY: BLACKHAWKS

#	NAME
2	Duncan Keith
7	Brent Seabrook
14	Richard Panik
15	Artem Anisimov
19	Jonathan Toews
33	Scott Darling
50	Corey Crawford
57	Trevor van Riemsdyk
72	Arteni Panarin
81	Marian Hossa
88	Patrick Kane

Stats

NAME	P on	Time on	P off	Time off	SA

Note Goalie changes here

Coach Signoff

H. COACH
X
A ST. COACH
X

Game Info

\* Use tick marks to keep track of shots on net.

Avs: 1st 111 2nd 11 3rd 111 111

Date: 09/14/2016 Time: 7:15 PM MDT

Location: AVALANCHE BLACKHAWKS

Score by Period: 1 2 3 OT FINAL

Shots on net: AVALANCHE BLACKHAWKS

Recording Goals

AVALANCHE SCORING							BLACKHAWKS SCORING						
#	P	TIME	G	AST	AST2	GT	#	P	TIME	G	AST	AST2	GT
1							1						
2							2						
3							3						
4							4						
5							5						
6							6						
7							7						
8							8						
9							9						
10							10						
11							11						
12							12						
13							13						
14							14						

Which Period  
Time of Goal  
Who Scored  
Who Assisted  
2nd Assist  
Type of Goal - Short-handed, PP, etc.

- Same -

Recording Penalties

AVALANCHE PENALTIES					BLACKHAWKS PENALTIES				
P	#	OFFENSE	MIN	START	P	#	OFFENSE	MIN	START

Which Period  
Player #  
Penalty Type  
Length of Penalty  
Start Time of Penalty

- Same -

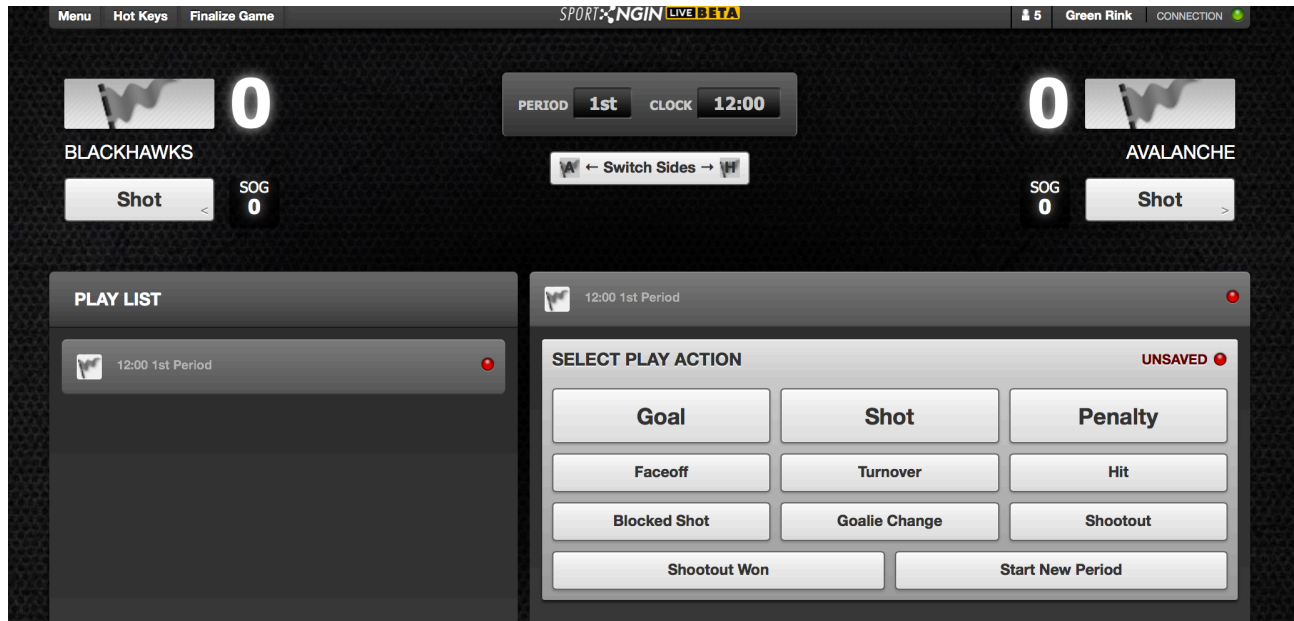
Referee

REF -	LINE1 -	LINE2 -
X	X	X

Write down the names of the refs.

## SHOTS ON GOAL

To enter **shots on goal** throughout the game, use the **Shot buttons** at the top of the website below the team names. **Do not use the Shot button located between the Goal and Penalty buttons.** This button requires you to track and enter which player made the shot on net, which does not need to be recorded.





## GOALS

1. As soon as a goal happens, **write down the time** the clock was stopped.
2. Then wait for the referee to come and tell you who scored the goal and who assisted (if any) and write it down. **The numbers the referee will give you will be in the order of..... goal scorer, 1<sup>st</sup> assist, 2<sup>nd</sup> assist.** [For example, “7 from 14 from 19” will be entered as player #7 being the goal scorer, 14 being the 1<sup>st</sup> assist and 19 being the 2<sup>nd</sup> assist.]
3. When entering in NGIN, click **Goal**, then click on which team scored the Goal, then choose the **SCORER** from the drop down menu. Choose **ASSIST 1** and **ASSIST 2** players from the drop down menus. If there were no assists or only 1 assist, leave those drop downs as defaulted to BENCH.
4. The **GOALIE** who was scored on will default to the goalie in net, so does not need to be changed unless the goalie was pulled and the goal was an EMPTY NET goal, then choose EMPTY NET from the drop down for GOALIE.
5. Under **CLOCK TIME**, check to be sure it shows the correct period. If not, correct the period.
6. Input the **TIME** you wrote down as the stop clock time for the goal. [No colons are needed in this entry. You can type all 3 or 4 numbers in a row and it will auto-correct.]
7. **SELECT PLAY ACTION** – Was it an even strength goal (i.e. 5v5)? Was it a Power Play Goal (i.e. 5v4 for scoring team)? Short Handed (i.e. 4v5 for scoring team)?
8. Choose **Next Play** at the end of the goal entry.

14

## PENALTIES

1. As soon as the whistle blows for the penalty, **write down the time the clock was stopped** for the penalty.
2. Once the penalty offender comes to the penalty box, **check their jersey number** and write it down next to the time.
3. Wait for the **referee to come and either tell you or signal to you what type of penalty it will be and how many minutes**. Referees will dictate Minor vs Major penalties, 2 vs 5 minutes and any 2 and 10 penalties, etc. Just follow what they tell you. If you have a question, raise your hand for the referee to see. If the referee does not see that you need help before starting the next play, have your clock person hit the buzzer to get the referee's attention.
4. When entering in NGIN, click **Penalty** and then **choose the team** who is taking the penalty. Next choose the **SKATER** who is in the penalty box from the drop down list. Leave SERVED BY alone defaulted to BENCH if the SKATER is serving his own penalty. Choose the type of penalty from the **INFRACTION TYPE** drop down. In some cases penalties may be called for "too many men on the ice" or a coach actively disagreeing with a referee. Those penalties will be Bench Minors and the SKATER will be listed as BENCH, while Served By will be the player serving the penalty.
5. Note: **2 and 10 penalties** will be entered as two separate penalties in NGIN. The 2 will have a SKATER serving for the player who received the 10.
6. Under **CLOCK TIME**, check to be sure it shows the correct period. If not, correct the period.
7. Input the **TIME** you wrote down as the stop clock time for the penalty. [No colons are needed in this entry. You can type all 3 or 4 numbers in a row and it will auto-correct.]
8. Under **SELECT PLAY ACTION**, choose the type and time of penalty the referee has told you. In most general cases, it will be a Minor (2:00) penalty unless the referee tells you otherwise.
9. Choose **Results in a Power Play** or **No Power Play**.
10. Choose **Next Play**.

## PENALTY SHOTS

1. **Penalty shots** are entered through the Penalty button.
2. Choose the **INFRACTION TYPE** from the drop down menu.
3. Then, choose **Penalty Shot** right under the Major (5:00) button.
4. Next, select the team who will be shooting the penalty shot.
5. The GOALIE in net should default to the goalie on the ice. The **SHOOTER** needs to be selected from the drop down.
6. Next, you choose **Succeeded** or **Failed** buttons for the outcome of the penalty shot.

7. Last, choose **Next Play**.

5:45 1st Period  
**Penalty (2:00)** - #6 · Erik Johnson ·

PENALTY

SAVED

Goal

Shot

Penalty

Faceoff

Turnover

Hit

Blocked Shot

Goalie Change

Shootout

Shootout Won

Start New Period

Blackhawks

Avalanche

SKATER

6 - Johnson, Erik

SERVED BY

Bench

INFRACTION TYPE

Hooking

CLOCK TIME

1st period

5:45

MINOR PENALTY

SAVED

Minor (2:00)

Major (5:00)

Double Minor (4:00)

Misconduct (10:00)

Penalty Shot

Game Misconduct (10:00)

Game Ejection (10:00)

Game Penalty (10:00)

Match Penalty (10:00)

Awarded Goal

Zero Minute Penalty (0:00)

Game Misconduct (0:00)

Ten Minute Misconduct (0:00)

Match Penalty (0:00)

Gross Misconduct (0:00)

POWER PLAY

SAVED

Results in Power Play

No Power Play

SELECT PLAY ACTION

Delete

Next Play

1

## GOALIE CHANGE

If a team changes goalies during the game, you will choose the **GOALIE CHANGE** button, choose the **team** changing their goalie, choose the **NEW GOALIE**, select the **period** and **time** of the change and then select **Next Play**.

The screenshot shows the Hockey Game Manager interface during a "Goalie Change" event. At the top, it displays "5:45 1st Period" and "Goalie Change #50 · Corey Crawford · G". Below this is a grid of 9 buttons: Goal (1), Shot (2), Penalty (3), Faceoff (4), Turnover (5), Hit (6), Blocked Shot (7), Goalie Change (8, highlighted), and Shootout (9). Below the grid are two buttons: "Shootout Won" and "Start New Period". The interface is split into two team sections: "Blackhawks" on the left and "Avalanche" on the right. Under the "Blackhawks" section, there is a "NEW GOALIE" label and a dropdown menu showing "50 - Crawford, Corey - G". Below this is a "CLOCK TIME" section with a dropdown for "1st period" and a time display of "5:45". At the bottom, there is a "SELECT PLAY ACTION" label, a large "Next Play" button, and a red "Delete" button.

5:45 1st Period  
Goalie Change #50 · Corey Crawford · G

Goal 1 Shot 2 Penalty 3  
Faceoff 4 Turnover 5 Hit 6  
Blocked Shot 7 Goalie Change 8 Shootout 9  
Shootout Won Start New Period

Blackhawks Avalanche

NEW GOALIE  
50 - Crawford, Corey - G

CLOCK TIME  
1st period 5:45

SELECT PLAY ACTION Delete  
Next Play

## EMPTY NET

If a goalie is pulled and leaves an empty net, you will again click the **GOALIE CHANGE** button, choose the **team** removing their goalie, select **EMPTY NET** from the drop down menu. If EMPTY NET is not shown, click on the X next to the current goalie's name in the drop down and that should give you the EMPTY NET option. Select the **period and time** of the empty net and then select **Next Play**.

The screenshot shows the 'Goalie Change' screen in the Hockey Game Manager software. At the top, it displays '5:45 1st Period' and 'Goalie Change Empty Net'. The main area contains a grid of buttons for various play actions: Goal (1), Shot (2), Penalty (3), Faceoff (4), Turnover (5), Hit (6), Blocked Shot (7), Goalie Change (8, highlighted), and Shootout (9). Below these are 'Shootout Won' and 'Start New Period' buttons. The team selection section shows 'Blackhawks' and 'Avalanche'. The 'NEW GOALIE' dropdown menu is set to 'Empty Net'. The 'CLOCK TIME' section shows '1st period' and '5:45'. At the bottom, the 'SELECT PLAY ACTION' section has a 'Delete' button and a large 'Next Play' button.

Goal 1	Shot 2	Penalty 3
Faceoff 4	Turnover 5	Hit 6
Blocked Shot 7	Goalie Change 8	Shootout 9

Shootout Won      Start New Period

Blackhawks      Avalanche

NEW GOALIE  
Empty Net

CLOCK TIME  
1st period      5:45

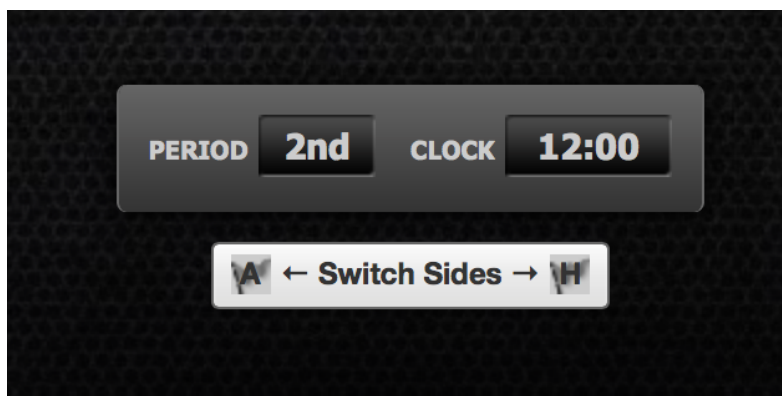
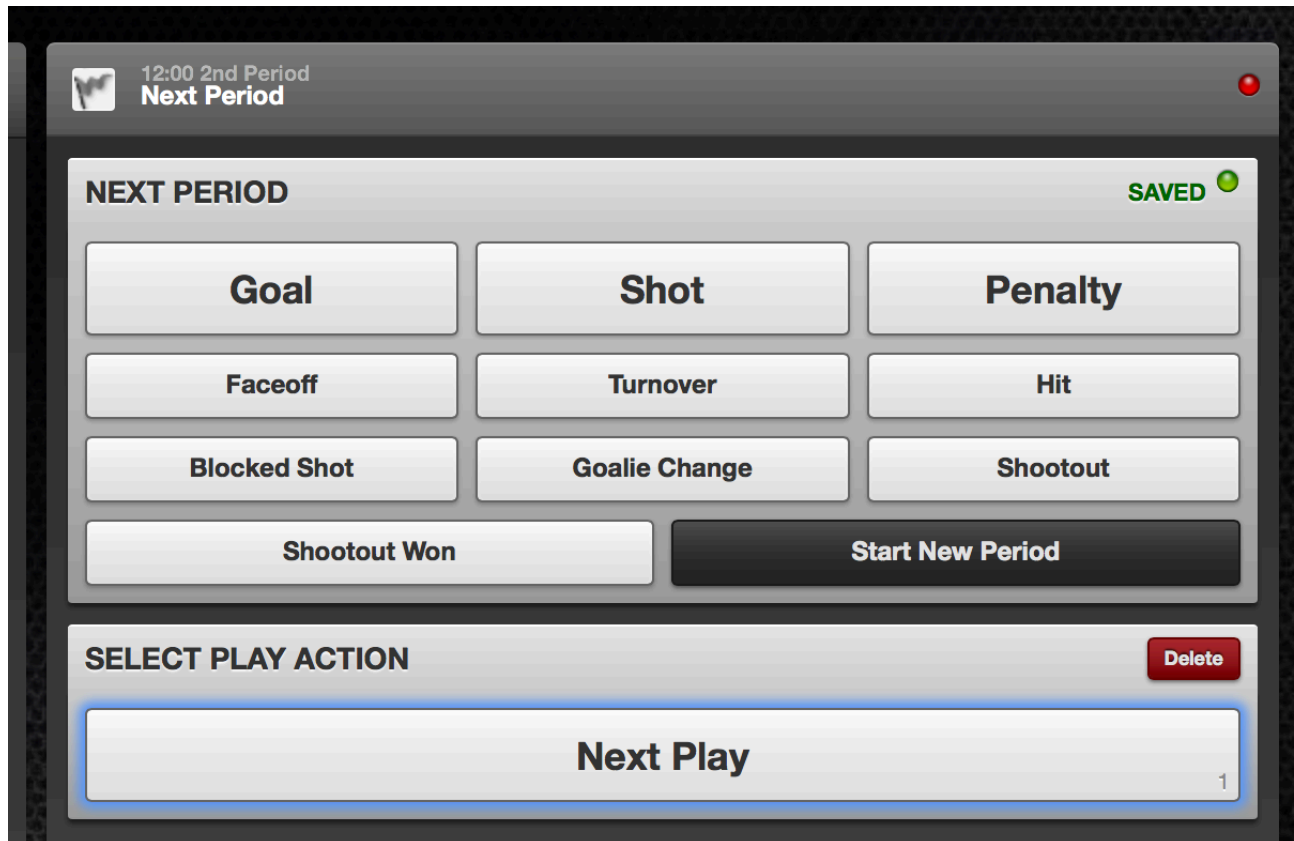
SELECT PLAY ACTION      Delete

Next Play

## STARTING A NEW PERIOD

At the end of every period, click the **Start New Period** button and then click **Next Play**.

Then, select **Switch Sides** at the top of the screen to change which sides you are marking shots for. This will help because it will keep the SHOT button coinciding with which side of the ice the goalie is physically on for that period.



## OVERTIME

To start an overtime period, select **Start New Period** and then **Next Play** after the 3<sup>rd</sup> period and it will automatically start an overtime period.

## SHOOTOUTS

Click the **Shootout** button, choose the **team** for the 1<sup>st</sup> shooter, select the **SCORER** from the drop down menu, if need be select the GOALIE in net, select PLAY ACTION for **GOAL** or **SAVE** and then choose **Next Play**.

Do this for each shooter throughout the shootout.

12:00 2nd Period  
Shootout

SHOOTOUT

SAVED

Goal1

Shot2

Penalty3

Faceoff4

Turnover5

Hit6

Blocked Shot7

Goalie Change8

Shootout9

Shootout Won

Start New Period

Blackhawks

Avalanche

SCORER

2 - Keith, Duncan - D

GOALIE

33 - Roy, Patrick - G

SELECT PLAY ACTION

Delete

Goal

Save

SELECT PLAY ACTION

Delete

Next Play1



## RECORDING THE WINNER OF THE SHOOTOUT

Select the **Shootout Won** button, choose the **team** who won the shootout, and then select **Next Play**.

 12:00 2nd Period  
**Shootout Won**

SHOOTOUT WON

SAVED 

Goal1

Shot2

Penalty3

Faceoff4

Turnover5

Hit6


Blocked Shot7

Goalie Change8

Shootout9

Shootout Won

Start New Period

 Blackhawks

Avalanche

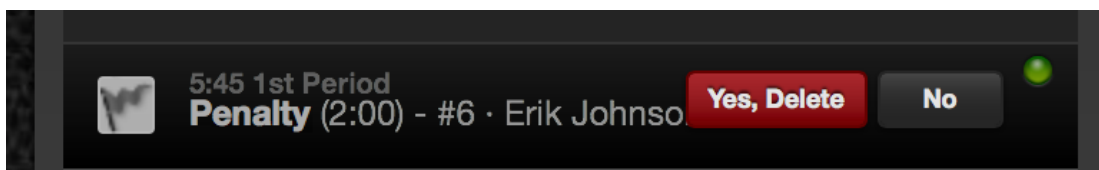
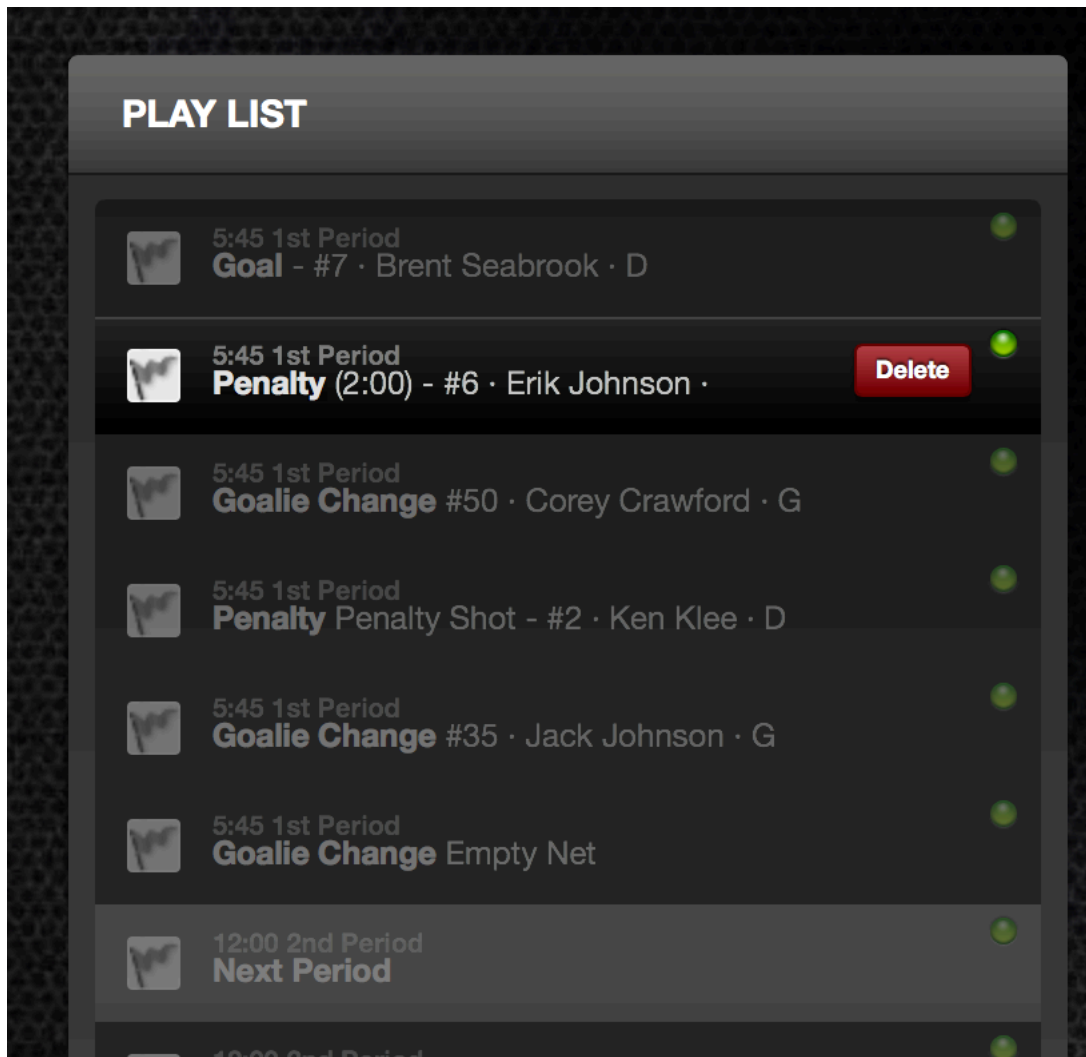
SELECT PLAY ACTION

Delete

Next Play

## DELETING A PLAY ACTION

Click on the play to be deleted from the **Play List** on the left, select **DELETE** and then verify by choosing **YES, DELETE** or choosing **NO** if you didn't mean to delete the play.



## EDITING A PLAY ACTION

Click on the play to be edited from the **Play List** on the left and then begin editing whatever you need to change on the right. **Edits should be saved automatically.** Click back into the most recent play at the bottom of the left Play List menu to continue with the game.

The screenshot displays the SportXNGIN interface, divided into two main sections: the **PLAY LIST** on the left and the **PLAY ACTION** editing area on the right.

**PLAY LIST (Left Panel):**

- 5:45 1st Period Goal - #7 · Brent Seabrook · D
- 5:45 1st Period **Goalie Change** #50 · Corey Crawford · G Delete
- 5:45 1st Period Penalty Penalty Shot - #2 · Ken Klee · D
- 5:45 1st Period Goalie Change #35 · Jack Johnson · G
- 5:45 1st Period Goalie Change Empty Net
- 5:45 1st Period Penalty (2:00) - #6 · Erik Johnson ·
- 12:00 2nd Period Next Period
- 12:00 2nd Period Shootout
- 12:00 2nd Period Incomplete ⚠

**PLAY ACTION (Right Panel):**

5:45 1st Period Goalie Change #50 · Corey Crawford · G

**Action Buttons:**

- Goal (1)
- Shot (2)
- Penalty (3)
- Faceoff (4)
- Turnover (5)
- Hit (6)
- Blocked Shot (7)
- Goalie Change (8)**
- Shootout (9)
- Shootout Won
- Start New Period

**Team Selection:**

- Blackhawks
- Avalanche

**NEW GOALIE:**

50 - Crawford, Corey - G

**CLOCK TIME:**

1st period 5:45

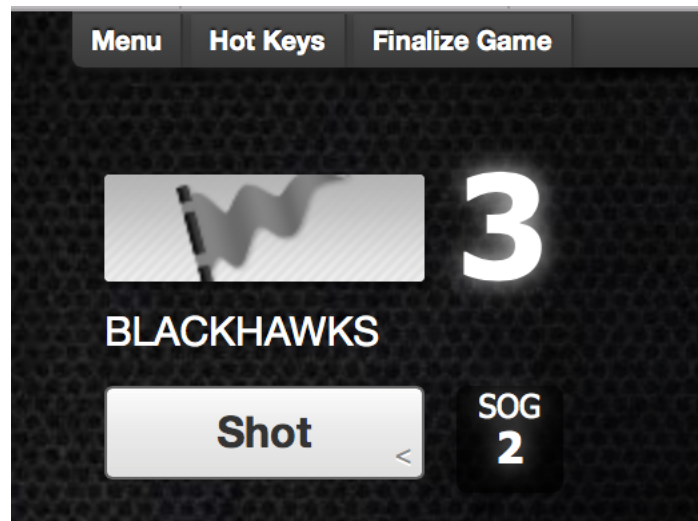
**NEXT PLAY:** SAVED

**Next Play**

## FINALIZING THE GAME


In the upper left hand corner of the page, select **Finalize Game**.

Wait for a referee to come and sign off on the game. He/she will enter their name or number into the REFEREE SIGN OFF field and then click Finalize Game. The referee may ask to view the detailed entries in NGIN or your notes from the game before finalizing.




Close

FINALIZE GAME

3

0



BLACKHAWKS

AVALANCHE

Please verify the score of the game is correct before finalizing.

By finalizing the game the score of this game will be marked as final and further calculations will trigger an update of statistical information pertaining to this game, teams, and season if applicable.

You can continue to make further edits to this game after finalizing.

REFEREE SIGN OFF

Finalize Game