Moorhead Youth Hockey Association
Score Sheet Instructions
Draft – August 10, 2017

Pre-Game Procedures

Please note: Legibility is important since score sheets, or copies of them, may need to be reviewed later by MYHA staff, officials and referees.

1. CHECK ROSTER STICKERS: MYHA Official Score Sheets will be at the registration table at the beginning of each day of the home tournaments. All of the score sheets for Friday and Saturday should already have the team roster stickers attached to them, but Sunday's games may need the appropriate stickers placed (there should be a folder with extra stickers in the tournament tote). These score sheets are used for all games of the tournament.

2. PRE-GAME INFO: Enter the full date, tournament name, and home and visiting teams (if not already specified).

Game Procedures

Clock Time vs. Elapsed Time –For most MYHA tournaments, the clock counts down from 15:00. The score sheet should indicate elapsed time or time into the period. However, elapsed time is optional and the scorekeeper can use whichever they are most comfortable with, AS LONG AS IT IS CONSISTENT THROUGHOUT THE GAME. The USA Hockey Off-Ice Officiating Manual (Fifth Edition) describes elapsed time on pages 12 and 13 as follows:

When recording information, the general rule is to record the time based on the amount of time that has expired in the period. For example, if a goal was scored with 10:49 minutes remaining in a 15 minute period, the goal would be recorded as occurring at the 4:11 minute mark of the period.

The time when the penalty is assessed is recorded in the section with the "TIME" heading. This is the actual stoppage of play when the penalty is assessed and recorded. As with goals, the standard practice is to record the time expired (elapsed time) from the start of the period on the score sheet.

1. SCORING: When a goal is scored, enter the period number in the PER. column. In the TEAM column, indicate whether the goal was scored by the visiting team (V) or home team (H). In the GOAL column enter the jersey number of the player who scored the goal. In the ASST column(s) enter player's jersey number(s) for up to two players who assisted in the scoring of the goal. The on-ice referees will provide the goal and assist jersey numbers. Under the TYPE E/PP/SH column, enter whether the goal was scored at even strength (E), on the power play (PP), or shorthanded (SH). In the TIME column, enter the "elapsed time" when the goal was scored.

2. PENALTIES: When a penalty is assessed enter the period in the PER column and the team to which the penalty was assessed, either home (H) or visitor (V) in the TEAM column. Enter the jersey number of the player being assessed the penalty in the # column. Enter the type of penalty in the INFRACTION

column, i.e. TRIP, HOLD, ROUGH, HI STICK, CHECK, CROSS CHECK, CHECK BEHIND, HEAD CONTACT, BOARD, CHARGE, DELAY, KNEE, MISCONDUCT, etc. to name a few. In the LENGTH column enter the number of minutes being assessed, 2:00, 5:00 or 10:00 minutes.

Enter the "elapsed time" when the penalty was assessed in the TIME IN column. If the game is in running-time mode, meaning there are no clock stoppages for goals or penalties, it is standard procedure to temporarily stop the clock to enter the penalty time.

- *IMPORTANT: Should a player obtain a total of 5 penalties during the play of any game, the player will be ejected from that game and the team's next game. Exception at the Junior Gold level, a player with 3 penalties in the same game will be ejected from that game and the team's next game. You may inform the team's head coach when a player is approaching that threshold but you aren't required to do so. Also, when a player reaches the threshold, the referee will more than likely know, but you must immediately let him/her know that player is now ejected.*

3. GOALKEEPING: Track saves and goals in each period on the three rink-shaped graphics in the middle of the score sheet. Make sure to label each side with either H for home team or V for visitor, depending on which team is on that side of the rink in that period.

Saves should be marked with an X located from where the shot was taken. Likewise, goals should be marked with an O.

- *IMPORTANT: Not every shot directed towards the net is a shot on goal. If the shot is blocked by the defense, misses wide, or hits a post, it is not considered a shot on goal. Shots on goal result in either a goal or a save. In short, a save is counted on any shot that would result in a goal if the goalie did not stop it.*

At the end of the period, tally up the goals (G) and saves (S) for each goalie and mark in the appropriate column on the end of the rink, then transfer that number into the SCORING BY PERIOD and SAVES BY PERIOD columns.

If goalies are switched, enter the jersey number of the goalie who started the period, add a slash and then enter the jersey number of the goalie who replaced him/her to finish the period. Anytime a goalie is replaced during a game, you should record the score and shots (shots and saves) as of the time of the substitution.

4. CLOSING OUT: At the end of the game, cross check your entries and make any corrections necessary. Make sure the shots, goals, and saves totals all add up correctly.

Present the completed score sheet to the officials for their signatures. The entire score sheet should be brought to the registration table where it will be distributed to each teams' coaches by registration staff.