

HOW TO KEEP A LEAGUE SCORESHEET

SCORESHEETS ARE LEGAL DOCUMENTS AND USED TO DETERMINE MANY PLAYER/GOALTENDER LEAGUE AWARDS. PLEASE MAKE SURE YOUR LEAGUE GAME MINOR OFFICIALS ARE COMPETENT AND EXPERIENCED.

COACHES SHOULD REVIEW THE SCORESHEET IMMEDIATELY AND REQUEST ANY CORRECTIONS ON RECORD KEEPING BEFORE OFFICIALS/OTHER TEAMS LEAVE THE ARENA.

1. USING “ADHESIVE” TEAM LISTINGS: Please use a size that does **NOT** cover other information on the scoresheet. Allow room for the coaches to sign, include their CEP number and year attained. ALL PLAYERS/COACHES NOT ON THE BENCH FOR THAT GAME MUST BE CROSSED OFF. Positions of players must be indicated (G, F or RW/LW, D) and jersey #.
2. Date of game - if rescheduled from another date, also write “rescheduled from 1/10/04”
3. League Game - This is a SDAHA **League** game (Exhibition is any “other” game (Invitational tournament, squirts, etc.).
4. Game Time – Fill in scheduled/actual start time of game
5. Age level - such as Boys Varsity, Boys Jr. Var., Girls Varsity, Ban B, PW C, etc. (Jr. Gold, Girls U-19, Squirt, etc. for exhibition games.)
6. Arena – City and rink where the teams are playing.
7. Visiting and Home - teams by name such as Aberdeen B, Brookings, Huron All Stars, SF East , etc.
8. Starters – If not a typed label, you or the coach must list the starting players by position noted. **LIST JERSEY NUMBER, NAME CLEARLY OR INDICATE NEXT TO TYPED NAME.** Remainder of roster –All the players must be listed by number/name. All players on bench must be listed to participate in game. **HEAD COACHES MUST SIGN THE SCORESHEET** verifying the game roster even if their names are typed (See #1). Include alternate goalie.
9. Scoring - List goals by period, time (use clock), jersey number of player that scored (G), and the jersey number (s) of player (s) assisting in the score (Assts).
10. Scoring by Period - Total of goals for each team at the end of each period, overtime and grand total at the end of game.
11. Goalkeeping Record - **DO NOT LEAVE THIS SECTION INCOMPLETE.** List jersey # of goaltender, shots that goaltender received during the period, and saves the goaltender made (goals scored on the goaltender, and saves that goaltender made should equal shots at the end of the game). **MAKE SURE TO NOTE WHEN A GOALTENDER IS CHANGED** by adding their number using a slash if change occurs in the middle of a period (1/31 – shots 10/7 – saves 9/6)
12. **Serving Game Suspension – moved to just above team penalties: Any players or coaches that are serving a game suspension must be noted by the official or coach for that game.**
13. Penalties - List penalties by period, jersey number of player, offense (type of penalty -description: slashing, misconduct, hooking, game misconduct, etc.), length of penalty (2min, 5min, etc.), time the penalty started, and the end time (when the player returned to the ice). Use game clock for all times. If there are multiple penalties, record them as referee informs you.
14. **OFFICIALS MUST BE NOTIFIED IMMEDIATELY IF A PLAYER HAS THREE PENALTIES** OR A TEAM HAS 15 PENALTIES** **This is an item of discussion at the Fall Meeting and the rule may change.
15. Review the sheet at the end of the game for errors. Ask the officials for clarification, if necessary. Print and sign your name legibly.
16. Have the game officials (referee, linesmen) review the score sheet. If they feel it is correct, they must sign, circle R or L, and insert their ID #'s.
17. Distribution – See bottom left side of score sheet