

## **SCOREKEEPER INSTRUCTIONS**

Thank you for volunteering to maintain the scoresheet for today's game. To help make you more comfortable with your responsibilities, please use the following as a guide.

#### BEFORE THE GAME....

- Obtain the Scorebook from your manager.
- Check the scoresheets to be sure that Roster labels are applied to all 4 pages.
- Check to be sure team names are at top of labels or written in space provided at top of form, as well as location, level of game, and date.
- Give scoresheet to referee. They will review the sheet and verify roster totals for both teams. In addition, they may get both coaches to sign prior to the start of the game.

....Now you are ready to start the game!!

### AFTER THE GAME

• Saves: Transfer the Saves per period to the Games Saves Table at the bottom of the sheet. Total up the Saves and record in the Total column.

Saves	1st Per.	2nd Per.	3rd Per.	O.T	Total 14	
Home	4	6	4			
Visitor	1	a	I.			

• Scoring: Transfer the Goals per period to the Game Scoring Table at the bottom of the sheet. Total up the Goals and record in the Total column.

Scoring	1st Per.	2nd Per.	3rd Per.	O.T.	Total
Home	2	0	1		2
Visitor	1	0	0		1

- Write your name in the space provided as SCORER.
- Give the scoresheet to the referee for his final review and signature. If there were any major infractions, the Head Referee will take the pink copy.
- Give the Yellow copy of completed scoresheet to visiting team manager or coach.
- Keep all other copies in the scorebook.

THANK YOU FOR HELPING MAKE YOUTH HOCKEY POSSIBLE!!

# **DURING THE GAME....**

- During the play of the game there are three items to record: Shots, Scores and Penalties.
- SHOTS ON GOAL (SOG) Recorded on the mini-rink for each period (see image below)



- Definition of a SOG: A SOG is any shot that goes in the net or would have gone in the net if not blocked by the goalie. Anything that is too high or wide is not considered a SOG, even if the goalie catches it.
- Note the team in goal on each side of the image.
- o For each shot, indicate with a dot or X in the approximate location where the shot was taken. Make your best guess if you are unsure.
- o If a SOG scores, make your shot mark and then circle or X to indicate goal.
- At the end of each period, record the total Goals and Saves on SOG Rink image.
- GOALS Recorded in the SCORING section of the sheet

	SCORING						
	Per.	Time	Team	Goal	Assist(s)	PP/SH	
Elapsed Time:	1	93:50	H	2	10	SH	
Period Length less Time on clock	1	11:10	H	4	13	PP	
	3	2,00	- / /				

- Record the <u>Period</u>, <u>Time</u> (elapsed), <u>Team</u>, <u>Jersey Number</u> of scorer and assists, and notation of Power Play (PP) or Short-handed (SH) goal.
- The referee will give you the information for scorer and assists. DO NOT write this down until he has told you this information.
- Elapsed Time (not clock time) is Total Period Time minus Clock Time. It helps to write the clock time on a scratch piece of paper to figure this out.
- PENALTIES Recorded in the PENALTIES section of the sheet

	PENALTIES						Home	Away		
Per.	Team	No.	Offense	Min.	Time In	Time Out	F. Play Min.	F. Play Min.		
1	H	5	Bench Minor	2:00	3:00	5:00				
2	V		interference	2:00	8:00	10:00			_	Misconduct penalty
8	H		Elbow	2:00	8:00	10:00				•
3	V		Check from Behind	2:00	1315	3:15				starts after minor is
3	Y		Misconduct	10:00	3:15	13:15				complete

- Record Period, Team, Jersey Number of penalized player, Offense, Length of Penalty (Min.), and Time In (elapsed time).
- The referee will give you the information for the penalized player, offense and type of penalty (Minor/Major). DO NOT write this down until he has told you.
- Length of minor penalties will vary based on level.
- Record the Time Out (elapsed time) when the player is released from the box. DO NOT record this ahead of time as a player will be released from the box early if the Power Play team scores.

# Example Completed Scoresheet

