## **HOCKEY SCORESHEET INSTRUCTION.**

- 1. Fill in date, game, division (eg: 12U, 14U Girls, 18U), time, and location.
- 2. Fill in home team name and circle HOME. When the game is being played at Hailey Ice or Sun Valley Ice, the home team is sitting to the right side of the score keepers table so you should always put the HOME team on the RIGHT side of the scoresheet. Attach roster sticker with players and coaches listed. Attach stickers to each copy of the scoresheet. Everything for the home team will be on this side of the scoresheet. If you make any changes to a roster sticker, make sure you make those changes on ALL apages of the scoresheet.
- 3. Fill in visitor team name and circle **VISITOR**. This should be on the **LEFT** side of the scoresheet for all games played at Hailey Ice or Sun Valley Ice. Attach roster sticker or have visiting team manager fill out roster information. Attach stickers to each copy of the scoresheet. Everything for the visiting team will be on this side of the scoresheet. If you make any changes to a roster sticker, make sure you make those changes on **ALL** 4 pages of the scoresheet.
- 4. **SHOTS ON GOAL:** Use scratch paper to keep track and then when you enter info on the scoresheet it is clean. On the **HOME** side, write down the number of shots <u>ON</u> the home goalie. A shot on goal (SOG) is any shot that would have gone in the goal if a goalie was not there. Shots where the goalie makes a save outside of the net/post that would not have gone in, and shots that hit the post and bounce away are NOT considered shots on goal. Mark shots for each period. The number of saves should be equal to the number of shots minus the number of goals for the opposing team. Do this for the **VISITOR** goalie as well..
- 5. **SCORING:** Use scratch paper to keep track and then when you enter info on the scoresheet it is clean. All scoring will be reported by referees. For example, a ref will come to the score box and say "goal, white (color refers to team's jersey color), #3, assisted by #12." Mark the period, the time on the clock, the number of the player who scored, the number(s) of the player(s) who assisted, and the type of goal. The types of goals are at the bottom of the scoresheet. EV-even strength, PP-power play, SH-short handed, EN-empty net, EA-extra attacker, PS-penalty shot. At the end of the game, let the official cross out unfilled lines so nothing can be added to the scoresheet.
- 6. **PENALTIES:** Use scratch paper to keep track and then when you enter info on the scoresheet it is clean. All penalties will be reported by referees. Make eye contact with the referee when he/she comes to report the offense. For example, a ref will come to the score box and say "minor penalty, #60, white (color refers to team's jersey color), for slashing." Mark down the period, player's jersey number, the offense, the length of the penalty, the time the player came off the ice, and the time the player goes back on the ice (that could be less than the length of the penalty if a goal is scored). If a player receives a misconduct penalty, that should be written on 2 lines of the scoresheet. For example, if the ref says to you "#5, white, minor and misconduct, checking from behind" you would write: #5, checking from behind, 2 minutes on one line and on the line right beneath that you would write #5, misconduct, 10 minutes. The 10 minute misconduct starts after the 2 minute penalty is served. At the end of the game, let the official cross out unfilled lines so nothing can be added to the scoresheet.
- 7. After the game, the referees will sign off on the scoresheet and return it to you. You should enter your name as the official scorer. Please print the last name of each official so it is legible.
- 8. After each period, put the score in this section, totaling it at the end.

9. TIPS: Write clearly and press hard enough to go through to all four copies of the scoresheet. When marking times (goals, penalties)- use the time on the clock. Consistency is key here so let's all agree to use the time as shown on the clock at the time of the goal or penalty. When player numbers are reported for goals, if the coaches see something different than the refs (ie: ref says #60 assisted, but the coach says it was #61), communicate that to the refs. Refs will typically go with what the coaches saw for that as they recognize the players better, but the ref is the official, so if there is a discrepancy, only put on the scoresheet what the ref reports.

