

HOCKEY SCORE SHEET INSTRUCTIONS

1. Fill in top portion – Tier level, date, game no (of only the games you are playing not the entire day), division (squirt, peewee, bantam) Time: Start (time game actually started & ended), and arena is the location/rink you are in: SPAYHA.
2. PRINTED NAMES: You should enter your name as the official scorer.
3. Fill in home team name and circle HOME. Attach roster sticker with players and coaches listed (include coach CEP #s). Attach stickers to each copy of the scoresheet. Everything for the home team will be on the left side of the score sheet.
4. Fill in visitor team name and circle VISITOR. Attach roster stickers or have the visiting team manager fill out roster information. Everything for the visiting team will be on the right side of the score sheet.

Before the start of the game – give the scoresheet to the ref. He/she will present to each team's head coach to sign and then return to the scorekeeper.

5. **SHOTS ON GOAL** Have penalty box attendants or someone count shots on the goalie. On the HOME side, write down the number of shots ON 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 a SOG) 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 each goalie.

6. **SCORING** - 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 or reverse time (See Tips below), 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-shorthanded, EN-empty net, EA-extra attacker, PS-penalty shot). At the end of the game the ref will cross out unfilled lines so nothing can be added to the score sheet.

7. **PENALTIES** - All penalties will be reported by referees. For example, a ref will come to the score box and say "two minute penalty, #60 white, for slashing." Mark down the period, player's jersey number, the offense, the length of the penalty, the time they came off the ice, and the time they went back on the ice (that could be less than the length of the penalty if a goal is scored). At the end of the game, the ref will cross out unfilled lines so nothing can be added to the score sheet.

8. After the game, the referees will sign off on the score sheet and return it to you.

9. After each period, put the score in the **SCORING BY PERIODS** section. Then total at the end of game.

Additional TIPS - write clearly and press hard enough to go through to all four copies. When marking times (goals, penalties) - you can either use the time remaining on the clock, or the time lapsed by calculating that from the time remaining **but be consistent throughout the score sheet**. When player numbers are reported for goals, if the coaches see something different than the refs (ie, refs say #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 score sheet what the ref reports.