



# Maryland Student Hockey League



## SCORESHEET INSTRUCTIONS

The importance of the MSHL scoresheet cannot be understated. It is the only record of the game and is the basis for any discipline imposed on team players and / or coaches. To that end, it is imperative that each scoresheet be filled in as neatly and as accurately as possible. The following instructions will help you complete the scoresheet.

### GENERAL INSTRUCTIONS:

Scoresheets are 4 copy impression inked. The harder you press, the clearer the pink copy will be. Please use a ball point pen with black ink.

**DATE**  
**Gm. No**

The date the game is played.  
The game number. You get that from the schedule posted on [www.mshl.org](http://www.mshl.org).

**Game Type**

Check the appropriate boxes. Varsity or JV or Girls depending. Check the non conference box if the game does not count in the conference standings.

**Visiting Team**  
**Home Team**  
**HOME / VISITORS**

The name of the visiting team.  
The name of the home team.  
The game rosters for each team. You may use stickers provided it fits in the appropriate space. If you do use stickers, please make sure you put one on the white, yellow, and pink copies. Please see the MSHL Rules Interpretations for the penalties if you dress more than the legal limit.

**I certify....**

In this space each team manager or coach certifies that every player listed on the game roster is eligible (in every way) to play in the game. Failure to initial in this space will not absolve the team/coach from any penalties for playing an ineligible player.

### HOME / VISITOR SCORING

**Per**  
**Team**  
**Time**  
**G**  
**A**  
**E, PP, SH, EN, EA, PS,**  
**Oth(er)**

Where the goals are recorded  
The period when the goal was scored.  
The team that scored the goal.  
The time on the scoreboard clock when the goal was scored.  
The number of the player scoring the goal.  
The number(s) of the player awarded an assist on the goal.  
The type of goal scored. E = a goal scored when both teams have the same number of players on the ice. PP = a power play goal. SH = a shorthanded goal. EN = Empty Net goal. EA = Extra Attacker Goal. PS = Penalty Shot. Oth(er) = Some other type of goal, such as an awarded goal.





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## PENALTIES

**Per**

**Team**

**Pen #**

**Serv #**

**Penalty**

**Off**

**Start**

**End**

**Min**

**PP**

Where the penalties are recorded.

The period when the penalty occurred.

The team that committed the foul

The number of the player who received the penalty. Use **B** for Bench Minor penalties

The number of the player who is serving the penalty. This will be different if the penalized player cannot leave the box when the penalty expires.

What the penalty is. One penalty per line. A double minor is 2 lines. A 2 + 10 or 5 + game is two lines

The time on the scoreboard when the penalty(ies) was imposed.

The time on the scoreboard when the penalty started. This may be different than **Off** if the player received two penalties at the same time.

The time the penalty ended.

The length of the penalty. The only acceptable numbers are 0, 2, 5, and 10. Double minor penalties are two lines. Each penalty must have its own line

Did the penalty result in a power play.

## Shots on Goal

### Home Shots & Away Shots

Put a mark in each box when the team records a shot on net. A shot on net is defined as an attempt at net that if not stopped by the goaltender (not blocked by the forward or defenseman), would have gone in the net.

## Goaltenders Record

Record the time each goaltender spent in the net for each period and the shots on goal (SOG), goals against (GA), and saves. If the goaltender is pulled for an extra attacker, note when the goaltender left the net and put the cumulative time with the empty net on the "Empty Net" line.

## Sitting Game Misconducts

Record each player or coach who is suspended for the game by reason of previous game misconducts. If the player / coach is not listed, they will not receive credit for sitting out the game.

## Time Outs

Record when each team takes its time out.

## SCORE BY PERIOD

Record how many goals each team scored in each period.

## SHOTS ON GOAL

Record how many shots on goal each team had for each period.

**Referee** The PRINTED name of the referee. Ask (politely) the name of

**Ref/Line** each referee before the game and neatly print his/her name on the appropriate line. This will aid us in official evaluations and making sure the right refs got paid for the game.

**Scorer** The printed name of the official scorekeeper and his/her email address in case we have questions.



c/o The Gardens Ice House  
13800 Old Gunpowder Road  
Laurel, Maryland 20707





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**Time on Ice**

When the teams take the ice for warmups

**Time Game Starts**

Time when the puck is dropped

**3rd Period Starts**

When the 3<sup>rd</sup> period starts. If less than 30 minutes remain in the ice slot, the length of the 3<sup>rd</sup> period is one half of the remaining time left in the slot, rounded up to the next minute

**Game Ends**

Time the game ends

## WHEN THE GAME IS OVER

If a game misconduct was imposed:

- a. the referees will need the goldenrod copy of the scoresheet to fill out a game report. They do not have to write an explanation on the back of the white copy. The MSHL will get the game report soon enough.
- b. The league needs a copy of the scoresheet ASAP. The 2 business day rule does not apply.

It is imperative that each team get its copies as soon as possible after the game. The Visiting team gets the yellow copy as it is the best carbon copy, while the home team gets the pink copy.

The referees will sign the scoresheet next to their names and probably put lines through the blank spaces on the scoring and penalty lines. This is acceptable.

Once you have completed all sections of the scoresheet, either fax it to the league by 12 noon the next day or take a scan of the sheet with your cell phone and send a **PDF file** (not a jpg) to the email address listed on the scoresheet on the bottom right. It is easiest if you cell phone scan the scoresheet right after it is completed and email it to the league. That way we get it promptly and can enter it that day.

Also, fill out the box score on the web page. The league will sometimes fill out the on line box score for you.

If you must mail the scoresheet, put it in the mail by the next business day.

**NOTE:** If the referee gives you a number that is not on the scoresheet, beep him and tell him that number doesn't exist. He'll get you the correct number.



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