

SCORESHEET SCORING GUIDE

Pittsburgh Amateur Hockey League 2023-24



GENERAL SCORING INFORMATION

- The scoring information (scorer/assists/penalized player) must only come from a referee.
 - Any request to add to or change scoring information during a game must first be approved by a referee.
 - Information on the scoresheet may not be changed or modified in any way after a game unless first approved by the PAHL League Office, even if it contains a mistake or omission.
- The applicable player is recorded only by the jersey number for which the player is wearing in the game.
- All scoring information (goals/penalties) is recorded as the time remaining in the period – as shown directly on the game clock – and not as the time elapsed in the period.
 - In-game announcements of scoring plays should also use this time format.
- It is vital that the type of infraction and corresponding penalty time(s) be recorded for all penalties.
 - The type of infraction (“Tripping,” “Roughing,” “Hitting from Behind,” etc.) should be neatly written out.
 - It is possible for a single infraction to have two penalty times applied, such a 5-minute major + a Game Misconduct, which can be recorded on a single line of the scoresheet or on a line for each penalty.
- A player “serving a penalty” for another player’s infraction is not denoted in any way on the scoresheet since that player was not assessed a penalty (no scoring/statistics applied).
- Goaltender statistics must be tracked during the game and recorded in the Goaltender Records section.
- It is strongly recommended that scoring information first be recorded on a PAHL Scratch Scoresheet before being applied neatly and correctly to the official scoresheet.
- The PAHL Sample Scoresheet – from which all of the screenshots below are taken – provides a thorough example of scoring plays on a full and accurate scoresheet.

GOALS AND ASSISTS

- The period is marked only with an ‘X’ (or similar) in the corresponding column.
- Every goal should have the jersey number of the goal scorer in the “GOAL” column
 - If there are less than 2 assists on a goal, leave the appropriate “ASSIST” column entirely blank
- Every goal should include an ‘X’ in at least one of the right-side columns:
 - ES = even-strength goal (most common)
 - PP = power play goal
 - SH = shorthanded goal
 - EN = empty net goal (will also always be a PP/ES/SH goal, so each EN has two ‘X’)
 - PS = penalty shot (will also always be an ES goal, so each PS has an ‘X’ for ES and an ‘X’ for PS)
- Sample scoresheet information – Goals and Assists:

GOALS															
#	1	2	3	O	TIME	SB	BB	GOAL	ASSIST	ASSIST	ES	PP	SH	EN	PS
1	x				14:15		x	11	60		x				
2	x				13:16		x	2	9	12			x		
3	x				7:48		x	47			x				x
4	x				2:42	x		12	17	25	x				
5		x			12:11		x	16	23			x			

MINOR PENALTIES

- A minor penalty is marked as a 1- or 2-minute penalty by placing an 'X' in the "1" or "2" column.
 - The PAHL scoresheet will automatically show a 1 or a 2 based on the level of the game.
- A "bench minor" penalty should list number '0' under the PLAYER column to assign it to the team bench.
- Sample scoresheet information – Minor Penalties:

PENALTIES															
#	1	2	3	O	TIME	SB	BB	PLAYER	INFRACTION	2	5	10	GM	M	PS
3	x				5:46		x	15	roughing	x					
4	x				5:46	x		23	hooking	x					
5	x				14:30	x		23	roughing	x					
6		x			13:03		x	5	interference	x					
7		x			12:51		x	8	cross-checking	x					

MINOR + MISCONDUCT PENALTIES

- Several minor penalties in USA Hockey also result in a 10-minute misconduct penalty to the same player, such as Checking from Behind and Charging.
- The minor penalty is marked the same as a standalone minor penalty (see above).
- The 10-minute misconduct is marked by placing an 'X' in the "10" column, which can be done on the same line as the cojoined minor penalty, or optionally, on its own line immediately below the minor penalty.
- The infraction for each cojoined penalty is always the same, such as "Head Contact" or "Boarding."
- Sample scoresheet information – Major plus Game Misconduct, each on its own line:

PENALTIES															
#	1	2	3	O	TIME	SB	BB	PLAYER	INFRACTION	2	5	10	GM	M	PS
15			x		8:48		x	47	checking from behind	x					
16			x		8:48		x	46	checking from behind			x			

MAJOR PENALTIES

- A major penalty is marked as a 5-minute penalty by placing an 'X' in the "5" column.
- Every major penalty automatically includes a game misconduct penalty, which is marked by placing an 'X' in the "GM" column.
- The major and GM penalties can be recorded on the scoresheet as both penalties on same line, or optionally, as each penalty on its own line.
- The infraction for each cojoined penalty is always the same, such as "Boarding" or "Checking from Behind."
- Sample scoresheet information – Major plus Game Misconduct, each on its own line:

PENALTIES															
#	1	2	3	O	TIME	SB	BB	PLAYER	INFRACTION	2	5	10	GM	M	PS
10		x			6:00		x	12	head contact		x				
11		x			6:00		x	12	head contact				x		

MISCONDUCT PENALTIES

- A misconduct Penalty is marked as a 10-minute penalty by placing an 'X' in the "10" column.
- A specific infraction should be listed on the scoresheet for a misconduct penalty, such as "Abuse of Officials" or "Unsportsmanlike"
 - The infraction is the same as any minor penalty that automatically results in the misconduct penalty, such as Boarding or Charging.
 - The infraction for a misconduct penalty is never just "Misconduct" (misconduct is a type of penalty, not the infraction); ask the referee at an intermission or after the game for the specific infraction if it is not provided at the time of the penalty.
- A standalone misconduct penalty is its own line of the scoresheet unless it accompanies a minor penalty as a progression, such as a minor for "Abuse of Officials" that escalates to an additional misconduct penalty for Abuse of Officials.
 - As always, cojoined penalties can be listed on the same line or as each penalty on its own line.
 - As an example, misconduct for Abuse of Officials to a player who complains about being called for a minor penalty are not cojoined penalties (the misconduct was not automatic, it was from a second infraction committed by the player. These must be listed on separate lines.
- Sample scoresheet information – Misconduct Penalty:

PENALTIES															
#	1	2	3	O	TIME	SB	BB	PLAYER	INFRACTION	2	5	10	GM	M	PS
14			x		12:53	x		5	abuse of officials			x			

GAME MISCONDUCT PENALTIES

- A game misconduct penalty is marked by placing an 'X' in the "GM" column.
- A game misconduct can be a standalone infraction, but most commonly it is assessed as an automatic part of another infraction, such as a major penalty.
- A game misconduct issued to a coach (head or assistant) should list number '0' in the PLAYER column to effectively assess it to the team bench.
- A game misconduct results in the offending individual being removed from the remainder of the game and will result in a suspension.
 - The League Office will handle the suspension; nothing further should be denoted on the scoresheet.
 - The League Office will also inform the team of the exact length of the suspension; that cannot be determined using a single scoresheet.
 - The referee who assessed the penalty will need a copy of the scoresheet after the game if a game misconduct was issued in the game.
- Sample scoresheet information – Game Misconduct Penalty:

PENALTIES															
#	1	2	3	O	TIME	SB	BB	PLAYER	INFRACTION	2	5	10	GM	M	PS
11		x			6:00		x	12	head contact				x		

MATCH PENALTIES

- A match penalty consists of only one line of scoring information and is marked only by placing an 'X' in the "M" column of the Penalties section.
 - The penalty is never a major + match as two penalties, just a match.
 - As such, there will only be an 'X' in the "M" column for a match penalty.
- Listing the specific infraction for a match penalty is vital, such as Kicking, Spearing, Facemask, etc.
 - The infraction is never "Match"; ask the referee at an intermission or after the game for the specific infraction if it is not provided at the time of the penalty.
- With a match penalty, 5 minutes of penalty time is put on the scoreboard if it is non-coincidental (other team was not issued a 5-minute penalty during that stoppage), as instructed by the referee.
 - This can be very confusing since the penalty counts as 10 minutes against the player and a major penalty is not a part of the assessed infraction.
- A game misconduct results in the offending individual being removed from the remainder of the game and will result in a suspension.
 - The League Office will handle the suspension; nothing further should be denoted on the scoresheet.
 - The referee who assesses a match penalty will need a copy of the scoresheet after the game.
 - Determining the suspension for many match penalties involves a hearing, so for that reason, it is significantly important that the penalty is recorded accurately and properly on the scoresheet.
- Sample scoresheet information – Match Penalty:

PENALTIES															
#	1	2	3	O	TIME	SB	BB	PLAYER	INFRACTION	2	5	10	GM	M	PS
12		X			2:27		X	14	kicking					X	

FOUR PENALTIES IN A GAME

- Any player who accumulates four (or more) penalties in a single game is automatically issued a game misconduct.
 - The Official Scorer needs to track this situation using the scoresheet, as the referees are not always aware of how many penalties each player has accumulated.
- If a player reaches 4 penalties on the scoresheet, a game misconduct is added at the time of the same stoppage as the fourth penalty.
 - If the fourth penalty is not recognized at the time, the game misconduct is still issued later in the game and should be recorded as being at the time of the fourth penalty.
 - If the error is not recognized until after the game, the penalty still applies. It is added to the sheet if the referees have not provided sign-off; it is reported to the League Office if the referees have already provided sign-off and are no longer available at the rink.
 - Since a fourth penalty automatically adds a fifth penalty (the game misconduct), it is not possible for a player to finish a game with exactly four penalties.
- Because of the game misconduct, the player is removed from the remainder of the game and will be suspended.
 - If the fourth penalty is not recognized until later in the game, the player is still removed from the game at the time the situation is identified.
- The game misconduct is recorded on the scoresheet as a standalone penalty (see above for game misconducts), with an infraction of "4 Penalties" or similar.

SECOND MISCONDUCT IN A GAME

- Any player who accumulates two (or more) misconduct penalties in a single game is automatically issued a game misconduct.
 - The Official Scorer needs to track this situation using the scoresheet, as the referees are not always aware of the player being a repeat offender in the game.
- If a player receives a second misconduct in the game, the penalty is not recorded as a misconduct. It is instead recorded on the scoresheet as a standalone game misconduct (see above for game misconducts), with an infraction of “Second Misconduct” or similar.
 - If the second misconduct penalty is not recognized at the time, the scoresheet should be adjusted to revise the second misconduct or to scratch out the second misconduct and add a new penalty line.
 - If the error is not recognized until after the game, the penalty still applies. It is added to the sheet if the referees have not provided sign-off; it is reported to the League Office if the referees have already provided sign-off and are no longer available at the rink.
- Because of the game misconduct, the player is removed from the remainder of the game and will be suspended.
 - If the second misconduct is not recognized until later in the game, the player is still removed from the game at the time the situation is identified.

TWELVE PENALTIES IN A GAME

- Any team that accumulates 12 (or more) penalties in a single game causes a 1-game suspension to the team’s head coach, to be served in the team’s next-scheduled game.
 - It is the responsibility of the offending team to enforce the suspension in the next game.
- There is not a penalty issued in the game for this nor is this marked on the scoresheet in any way.
 - The coach is not removed from the current game at the time of the 12th penalty either.

PENALTY SHOTS

- A penalty shot is simply a minor penalty that results in a penalty shot in order to restore the lost scoring opportunity (versus awarding a power play).
- The penalty is recorded on the scoresheet in a similar fashion as a minor penalty, just adding another ‘X’ in the “PS” column, resulting in two ‘X’ on the same line.
 - A penalty shot still counts as a 2-minute penalty to that player, even though the player does not serve the time in the penalty box.
- A penalty shot goal is recorded on the scoresheet in a similar fashion as an even-strength goal, just adding another ‘X’ to the “PS” column, resulting in two ‘X’ on the same line.
 - A penalty shot goal during a power play does not ever count as a power play goal, only ES.
- Sample scoresheet information – Penalty Shot Penalty:

PENALTIES															
#	1	2	3	O	TIME	SB	BB	PLAYER	INFRACTION	2	5	10	GM	M	PS
2	x				7:48	x		3	tripping	x					x

- Sample scoresheet information – Penalty Shot Goal:

GOALS															
#	1	2	3	O	TIME	SB	BB	GOAL	ASSIST	ASSIST	ES	PP	SH	EN	PS
3	x				7:48		x	47			x			x	

