

GAMESHEET SCORING GUIDE

Pittsburgh Amateur Hockey League 2025-26



OVERVIEW

- Points of emphasis:
 - The iPad (and Official Scorer) must be in the scorer's box by the end of the warm-up period.
 - Never change any of the scoring entries (goals/penalties) without approval from a referee.
 - When unsure about an entry, ask a referee at the next stoppage or next intermission.
 - Do not inflate/deflate shot totals: pahockey.com/shotsongol
- Important reminders:
 - At the start of each period, set the new period at the top of the scoring screen.
 - Be sure to enter the "Time On" for each penalized player at the conclusion of the penalty.
 - Always track shots on goal throughout the game (with help from the Clock Operator).
 - Be alert to teams "pulling the goalie" at the end of close games.
- Helpful scoring tips:
 - Always write down the scoring information first, exactly as reported by the referee,
 - Use the written information to enter the scoring into GameSheet shortly thereafter.
 - The PAHL Scratch Scoresheet is strongly recommended: pahockey.com/scoresheets
- Additional GameSheet information:
 - The "Enable Game Clock" option is not needed (and is difficult to manage).
 - Do not edit any of the scoring entries after referee sign-off (changes are flagged!).
 - Do not add "Scorekeeper Notes" for any reason.
 - If an internet connection is in place during a game, the "Live Scoring Status" indicator will flash green, and the scoring information will be uploaded to the PAHL website in real time.

BEGIN SCORING

- Tap on "Scoring" from the menu on the left.
- Tap on "Start Game" in the upper-right of the pop-up screen; the exact start time is not needed.
- Pointers:
 - Please wait until the game is about to begin to initiate scoring (near end of warm-up).
 - Do tap on "Enable Game Clock"; that option is difficult; tap on gear icon to disable the clock.

PERIODS

- The current/selected period will be highlighted at the top of the scoring menu, starting with 1st period.
- At the start of each successive period (2nd, 3rd) tap on the period number to set the new period.
- Pointers:
 - Failure to set the period correctly will result in incorrect scoring entries.
 - Entries with an incorrect period must be deleted and re-entered with the correct period set.

GOALS

- Tap on “Add Goal” on the side of the team that scored (home on left, away on right)
- Enter the time of the goal, exactly as shown on the scoreboard (ex. 7:42).
- Tap on the player who scored the goal from the line-up.
- Tap on the player who was awarded the first assist (or tap “No Assist” at top).
- Tap on the player who was awarded the second assist (or tap “No Assist” at top).
- Pointers:
 - Do not change the player credited with a goal or an assist without referee approval.
 - Do not add assists to goals without referee approval; choose “No Assist” to leave blank.
 - Inform the referee when a reported jersey number is not in the player lineup.

PENALTIES

- Tap on “Add Penalty” on the side of the team that scored (home on left, away on right)
- Enter the time of the penalty, exactly as shown on the scoreboard (ex. 9:04).
- Select the type/duration of the penalty (1, 2, 5, 10, GM, GE, GRM, MP, P/PG)
 - Minor Penalty: “1” or “2” (correct option will be shown for applicable age classification)
 - Major Penalty: “5”
 - Misconduct Penalty: “10”
 - Game Misconduct: “GM”
 - Match Penalty: “MP”
 - Never use: “GE”, “GRM”, or “P/PG”
- Select the infraction (ex. Tripping or Holding)
 - Use the search box at top of pop-up screen, if needed.
- Select the player/coach who was assessed the penalty from the team line-up.
 - A bench minor should be credited to the Head Coach of the team.
- Enter the scoreboard time of when the penalized player exits the penalty box.
 - Option 1: enter the expected return time (ex. after 2 minutes) and edit later, if different.
 - Option 2: tap outside of pop-up to leave entry blank and tap on penalty later to enter Time On.
- Pointers:
 - Enter penalty exactly as reported by a referee; do not change details without referee approval
 - Always enter an infraction; ask a referee if unsure.
 - Always enter a “Time On” for each penalty to ensure PPGs and SHGs are awarded correctly.
 - Inform the referee when a reported jersey number is not in the player lineup.
 - The player “serving a penalty”(when prompted) is never needed; tap outside of pop-up.
 - For minor penalties with an automatic Misconduct, two penalties will be entered separately.
 - All major penalties have an automatic Game Misconduct; two penalties will be entered.
 - A match penalty is only one penalty entry (not a major + match).
 - A penalty shot is a minor penalty (1 or 2) with the Time Off and Time On being the same; a goal score on the penalty shot will be recorded (with no assists) at the same scoreboard time.

SHOTS ON GOAL

- Tap on the + for the team that recorded the shot on goal (attacking team) at the bottom of the screen.
- Tap on the – to correct a shot total.
- Pointers:
 - Shots need to be tracked throughout the game (with help from the Clock Operator).
 - Be aware of the official definition of a shot on goal: pahockey.com/shotsongol
 - Be responsible for the integrity of the scoring; do not inflate/deflate shot totals.
 - Shot totals need to be correct at the time of any goaltender changes.

GOALTENDER CHANGES

- Tap on “Change” next to the goalie who is exiting the game.
- Tap on “Change Goalie” under the logged entries.
- Enter the scoreboard time of the change (ex. 5:29).
- Tap on the new goaltender entering the game at that time or select “Empty Net” for an extra attacker.
- Pointers:
 - All goaltender changes must be reported by the team to the scorer’s box.
 - If a team reports a change well afterwards, the change is entered as the current clock time.
 - Exception: pulling the goalie for an extra attacker at the end of a game must be monitored and recorded by the Official Scorer (with help from the Clock Operator).

DELETE SCORING ENTRY

- Swipe left on the line that is to be deleted.
- Tap on the red DELETE button that appears on the right.

POSTGAME COMPLETION

- Tap on “End Game” in upper-right of scoring screen.
- Provide the iPad to each referee.
- Assist referee with making any requested adjustments to goals/penalties.
- Tap on Lock Game in the upper-right if not done by referees after final sign-off.
- Return the scoring device to the Team Manager of the home team.
- Pointers:
 - The Lock Game button is not available if both referees have not provided sign-off.
 - Do not attempt to make any scoring changes/additions after referee sign-off.