

SCOREKEEPING FOR HPHL REGULAR SEASON GAMES

USAH High School Rules are used for all HPHL games.

All games must be scored on an ipad. We no longer allow games to be scored on paper and entered at a later time.

GAME TIMES:

- **Varsity.** Three 17 minute periods with ice make between 2nd and 3rd period.
- **JV and Girls.** Three 15 minute periods, no ice make during game.
- **Over Time.** If game is tied at end of regulation and time is permitting a 5 minute sudden death 3 v 3 stop time OT should be played. If still tied at end of the 5 minutes, game ends in a tie. No second OT and no shoot out during regular season.
- **Warm Up.** 5 minutes at start of game. No additional warm up for varsity at start of 3rd period.
- **Curfew.** When clock time remaining is equal to remaining scheduled time the clock should go to run time. Both benches and officials need to be notified.
- **Mercy Rule.** If 6 or greater goal differential during the third period, the clock goes to run time. If goal differential drops below 6 the clock reverts to stop time. If 6 goal differential at end of 2nd period and both coaches agree, the varsity ice make between the 2nd and 3rd period can be cancelled.

SCOREKEEPING KEY POINTS:

- Everyone defaults to playing. Players and coaches not on the bench/not playing must be marked as "sitting out", "injured" or "suspended".
- If marking a suspension you will also need to add if the suspension being served is 1st game out of 1 game, 2nd game out of 3 games, etc.
- There should NEVER be more than 20 active players including goalies.
- Add players pulled up from lower teams or borrowed goalies as an "affiliated player" and select "for one game only". They must be added in this manner each time they are pulled up/borrowed. Do NOT save them to the roster.
- The head coach from each team MUST sign the ipad prior to the game indicating he/she has reviewed the roster and it is accurate.
- The official must sign off on the ipad at the end of the game indicating they have reviewed the game data and it is accurate.
- As long as shots and goalie changes are entered as they occur, the shots/goals will automatically credit to the correct goalie or reflect as an EN goal.
- As long as goals and penalties are entered as they happen they will accurately reflect PP or SH.
- Game notes are available to document any additional information.
- Count and verify penalty information with the official prior to the end of game sign off.
- Look for and enter any additional game misconducts as needed. See penalty information below.
- Allow coaches to look over data at end of game.

PENALTY RULES TO BE AWARE OF:

- 4 penalties to the same player results in a game misconduct for the player.
- 12 penalties to the team results in a game misconduct to the head coach.
- Double minor = 2 penalties; 2 and 10 = 2 penalties, 5 and game = 2 penalties.
- All game misconducts are now associated with a 5 minute major.
- Two 5 minute majors in a game to the same player results in a game misconduct in addition to the second 5 minute major. (It is a two game suspension)
- A second ten minute misconduct for any infraction in a game to the same player is assessed as a game misconduct in place of the second ten minute misconduct.
- Three or more major penalties to the team in the same game results in a game misconduct to the head coach.