

- 1) WELCOME TO THE 2023 CSHL SCORESHEET TRAINING. CSHL WILL BE USING THE USA HOCKEY VERSION OF THE SCORESHEET THIS SEASON.

THE IMPORTANCE OF OUR TRAINING SESSION IS TO COMPLETE THE SCORESHEET WITH CORRECT INFORMATION. THIS SCORESHEET WILL BE USED TO REFLECT WINS, LOSSES AND TIES THAT RESULTS IN THE DIVISION STANDINGS OF EACH TEAM.

ADDITIONALLY, PLAYER INFORMATION PERTAINING TO GOALS, ASSISTS, PENALTIES, SUSPENSIONS AND PLAYOFF ELIGIBILITY – FOR EACH PLAYER – ARE ALL AFFECTED BY THE INFORMATION ON THE SCORESHEET.

- 2) THE CSHL WEBSITE (WWW.CSHLHOCKEY.ORG) IS THE STARTING POINT FOR INFORMATION NEEDED ON THE SCORESHEET. THIS PAGE IS AN EXAMPLE OF PRESEASON STANDINGS FOR THE 12U “PEEWEE DIVISION”.

ONCE THE REGULAR SEASON BEGINS, EACH TEAM WILL BE PLACED IN THE APPROPRIATE AGE GROUP, EXAMPLE – 12U OR “PEEWEE” AND APPROPRIATE DIVISION WITHIN THAT AGE GROUP. THE INFORMATION ON THE SCORESHEET YOU PREPARE WILL SERVE TO FILL THE COLUMNS OF – **POINTS, GAMES PLAYED, WINS, LOSSES, TIES, GOALS FOR, GOALS AGAINST AND DIVISION STANDINGS**. BECOME FAMILIAR WITH THE WEBSITE TO FIND INFORMATION ABOUT YOUR TEAM SCHEDULE AND MORE.

- 3) EACH TEAM ...IN THIS CASE “323 KENT P2” AS SHOWN FROM THE 2022-2023 SEASON, WILL HAVE A TEAM PAGE. IT IS ON YOUR TEAM PAGE, THAT YOUR TEAM SCHEDULE SHOWING THE GAME ID NUMBER, DATE, OPPONENT, LOCATION/RINK AND STATUS/TIME OF THE GAME WILL BE FOUND.

THIS IS THE FIRST PLACE TO GO TO START FILLING IN THE SCORESHEET.

- 4) LET’S BEGIN FILLING IN THE SCORESHEET. **FIRST, WE WILL ENTER THE TEAM’S NAME AT THE TOP (RIGHT OR LEFT SIDE) OF THE SHEET**. IT DOES NOT MATTER IF HOME IS ON THE TOP LEFT OR TOP RIGHT, BUT ONCE THIS IS ENTERED INFORMATION FOR THAT TEAM WILL BE ON THE RIGHT HALF OR LEFT HALF OF THE SCORESHEET. THIS INFORMATION INCLUDES – GOALS SCORED, PENALTIES ASSESSED BY PLAYER AND TEAM, ROSTERS, SHOTS ON GOAL AND SAVES.

AS IN THIS EXAMPLE, START BY ENTERING THE HOME TEAM “323 KENT P2” ON THE TOP LEFT AND CIRCLE “HOME”. NOTE, BOTH HOME AND VISITOR ARE PRINTED ON BOTH SIDES OF THE SCORESHEET.

- 5) NEXT, ENTER THE VISITOR TEAM “322 BROOKLYN P2” ON THE TOP RIGHT SIDE AND CIRCLE “VISITOR”. THIS INFORMATION IS FOUND ON YOUR TEAM PAGE THAT WE DISCUSSED EARLIER.

- 6) ALSO ON YOUR TEAM PAGE IS THE GAME NUMBER, DATE AND YOUR TEAM DIVISION IS IN YOUR TEAM NAME – P2 IS 12U (FORMERLY “PEEWEE”). ENTER THIS INFORMATION ON THE TOP LINE IN THE CENTER OF THE SHEET.

YOU CAN ALSO CHECK THE BOX (ON THE TOP CENTER) THAT SAYS “HOUSE/REC” FOR ALL CSHL GAMES 14U AND UNDER.

- 7) CONTINUING ON, **ENTER THE SCHEDULED START TIME, ARENA NAME AND ICE SURFACE (ONLY IF THAT RINK HAS MORE THAN ONE SURFACE) THIS INFORMATION, AS BEFORE, IS FOUND ON YOUR TEAM PAGE. RINKS WITH MULTIPLE SURFACES ARE BAM (FORMERLY OBM), SERPENTINI (WINTERHURST), MENTOR, GILMOUR AND CLEVELAND HEIGHTS.**
- 8) **PRINT YOUR NAME ON THE LINE “OFFICIAL SCORER”.**
- 9) NOW, WE **BEGIN ADDING TEAM ROSTER INFORMATION.** THIS CAN BE ON A TEAM ROSTER LABEL/STICKER OR HAND-WRITTEN ON THE SCORESHEET. WE NEED PLAYER NUMBER AND NAME (FOR THAT GAME), POS (POSITION) IS OPTIONAL, BUT ADDING A “G” FOR THE GOALIE(S) IS RECOMMENDED. MAKE SURE THE LABEL IS ON THE CORRECT SIDE OF THE SCORESHEET – HOME OR VISITOR – AS MARKED AT THE TOP EARLIER. THE LABELS CAN OVERLAP THE BLACK BARS (POS/NO/PLAYERS AND OR TEAM OFFICIALS) IF TOO LONG.

NOTE: IF YOU ARE USING TEAM LABELS/STICKERS, **PLEASE ADD YOUR USA/MIDAM TEAM NUMBER TO YOUR ROSTER/STICKER OR HAND WRITE ON THE HOME/VISITOR LINE.** THIS IS FOUND ON YOUR CERTIFIED USA HOCKEY ROSTER.

- 10) IT IS THE HEAD COACH’S RESPONSIBILITY TO VERIFY THE ROSTER. ANY **PLAYER THAT IS NOT ATTENDING/NOT DRESSED FOR THE GAME, INJURED AND/OR UNABLE TO PLAY OR SUSPENDED DUE TO PENALTY MUST BE LINED OUT ON THE ROSTER ON THE SCORESHEET.** THIS AFFECTS PLAYER ELIGIBILITY FOR THE CSHL PLAYOFFS.

IF THE PLAYER IS SERVING SUSPENSION FOR A PENALTY, THAT PLAYER TEAM (H OR V) AND PLAYER JERSEY NUMBER AND SERVING SUSPENSION SHOULD BE NOTED AT THE BOTTOM OF THE SCORESHEET. THIS IS IN ADDITION TO “LINE-OUT ON THE TEAM ROSTER ON THE SCORESHEET.

FAILURE TO NOTE SUSPENSION SERVED MAY MAKE THE PLAYER INELIGIBLE FOR FUTURE GAMES OR AFFECT TEAM ELIGIBILITY FOR THAT GAME DUE TO PLAYING AND INELIGIBLE PLAYER.

IF A PLAYER IS ADDED TO THE TEAM FOR THAT GAME, PUT AN ASTERISK (*) NEXT TO THE PLAYER NUMBER AND NAME TO HIGHLIGHT THAT INFORMATION.

- 11) LASTLY ON TEAM INFORMATION, THE **HEAD COACH ONLY, MUST SIGN THE SCORESHEET AFTER VERIFYING THE TEAM INFORMATION IS CORRECT.** IF THE **HEAD COACH IS NOT ATTENDING THE GAME, THE “ACTING HEAD COACH” MUST SIGN.** EVEN IF THE COACH’S NAME IS PRINTED ON THE ROSTER LABEL/STICKER, THE COACH MUST SIGN THE SCORESHEET. **HEAD COACH SHOULD SIGN THE SCORESHEET BEFORE THE GAME BEGINS.**

YOUR PRE-GAME SETUP IS NOW COMPLETE AND SCORING THE GAME CAN BEGIN.

- 12) THE IMAGE ON THIS PAGE IS A **“SCOREKEEPERS WORKSHEET”, CREATED TO HELP SCOREKEEPERS GATHER INFORMATION BEFORE ENTERING THE INFORMATION TO THE SCORESHEET.** THE SCOREKEEPER’S WORKSHEET WILL BE POSTED ON THE CSHL WEBSITE FOR ALL TO USE.

THIS SHEET IS NOT REQUIRED TO BE USED BUT IS AN EFFECTIVE TOOL FOR THOSE JUST BEGINNING TO SCORE OR THOSE EXPERIENCED SCORERS THAT WANT A NOTE PAD HANDY.

ON THE TOP OF THIS SHEET ARE COLUMNS MARKED – PERIOD, TIME ON CLOCK, TEAM (H OR V), PLAYER NUMBER, PENALTY OR GOAL AND BACK ON ICE TIME. WE WILL SHOW HOW ALL OF THESE DETAILS ARE USED TO COMPLETE THE SCORESHEET.

- 13) IF YOU WANT TO KEEP SHOTS ON GOAL AND SAVES, **THE BOTTOM OF THE SCOREKEEPER'S WORKSHEET HAS A BOX BY PERIOD AND BY TEAM (H OR V).** NOTE, THE SHOTS ON THE WHITE GOALTENDER REFERS TO THE WHITE/LIGHT JERSEY COLOR OF THE HOME TEAM, AND SHOTS ON DARK GOALTENDER REFERS TO THE NON-WHITE OR COLOR JERSEY OF THE VISITOR TEAM.

SHOTS ON GOAL ARE SHOWN ON THE BOTTOM LEFT AND BOTTOM RIGHT SIDES OF THE SCORESHEET. THIS IS NOT REQUIRED BY THE LEAGUE BUT IS MEANINGFUL TO COACHES AND GOALIE FAMILY MEMBERS. ADD THIS INFORMATION TO THE SCORESHEET AT THE END OF EACH PERIOD AND TOTAL FOR THE GAME.

SHOTS ON GOAL LESS GOALS SCORED BY THE OPPOSING TEAM EQUALS SAVES BY PERIOD AND TOTAL FOR THE GAME.

- 14) **THIS PAGE IS AN EXAMPLE OF A COMPLETED SCOREKEEPERS WORKSHEET**

- 15) **TO ADD A GOAL SCORED TO THE SCORESHEET, YOU WILL ENTER THE INFORMATION ON THE SIDE OF THE SCORESHEET OF THE HOME TEAM OR VISITOR TEAM – THEY ARE SEPARATE AND UNIQUE TO EACH TEAM**

THE COLUMNS FOR SCORING INFORMATION ARE ON THE TOP MIDDLE LEFT AND TOP MIDDLE RIGHT OF THE SCORESHEET.

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COLUMNS ARE:

NO. = NUMBER OF THE GOAL SCORED – AND IS PREPRINTED ON THE SHEET.
PERIOD = WHAT PERIOD (1, 2, 3, OT OR SHOOTOUT/SO) IN WHICH THE GOAL WAS SCORED.

TIME = TIME ON THE SCOREBOARD CLOCK WHEN THE GOAL WAS REPORTED BY THE REFEREE.

“G” = GOAL SCORER (PLAYER) AS REPORTED BY THE REFEREE.

ASSIST = PLAYER OR PLAYERS – UP TO 2, THAT ASSISTED ON THAT GOAL AS REPORTED BY THE REFEREE. ASSISTS COULD BE 0, 1, OR 2.

TYPE = PLAYER STRENGTH ON THE ICE AT THE TIME OF THE GOAL. EVEN STRENGTH (EV), POWER PLAY (PP), SHORTHANDED (SH), PENALTY SHOT (PS) OR SHOOTOUT (SO). IN A SHOOTOUT, ONLY THE WINNING GOAL IS RECORDED.

IF THE GAME GOES TO “RUNNING CLOCK” – THE TIME OF A GOAL OR PENALTY IS WHEN THE REFEREE REPORTS THAT GOAL OR PENALTY TO THE SCOREKEEPER.

THE TIMEKEEPER CAN MOMENTARILY STOP THE CLOCK TO ENTER THE GOAL OR PENALTY ON THE CLOCK. THE CLOCK RESARTS AS SOON AS THE CLOCK IS SET.

- 16) AT THE END OF EACH PERIOD, MARK THE GOALS SCORED BY EACH TEAM, INCLUDING ZERO, IN THE “SCORING BY PERIOD” BOX IN THE CENTER OF THE SCORESHEET.

AT THE END OF THE GAME, MARK THE “TOTAL” GOALS SCORED BY EACH TEAM.

- 17) RECORDING PENALTIES IS DONE IN THE CENTER BOTTOM OF THE SCORESHEET AND IS UNIQUE TO EACH TEAM – HOME PENALTIES RECORDED ON THE HOME SIDE AND VISITOR PENALTIES ON THE VISITOR SIDE ONLY.

THE COLUMNS ON EACH TEAM’S SIDE ARE:

PER = PERIOD IN WHICH THE PENALTY WAS REPORTED BY THE REFEREE

NO. = NUMBER OF THE PLAYER RECEIVING THAT PENALTY AS REPORTED BY THE REFEREE

IF MORE THAN ONE PENALTY IS ASSESSED TO A PLAYER AT THE SAME STOPPAGE OF PLAY – EXAMPLE – FOR A MINOR AND MISCONDUCT (CHECKING FROM BEHIND) WRITE EACH PENALTY ON A SEPARATE LINE – ONLY ONE PENALTY PER LINE.

OFFENSE = PENALTY NAME AS REPORTED BY THE REFEREE

MIN = LENGTH OF EACH PENALTY – MINOR, MAJOR MISCONDUCT/GAME

MISCONDUCT. THE LENGTH VARIES BY AGE LEVEL/GROUP (10U, 12U, 14U).

10U & 12U = 1:00 MINUTE MINOR PENALTIES, 3:00 MINUTE MAJOR PENALTIES AND 6:00 MINUTE MISCONDUCT PENALTIES

14U = 1:30 MINUTE MINOR PENALTIES, 4:00 MINUTE MAJOR PENALTIES AND 8:00 MINUTE MISCONDUCT PENALTIES

OFF = TIME ON THE SCOREBOARD CLOCK WHEN THE PENALTY WAS REPORTED BY THE REFEREE AND THE PLAYER ENTERS THE PENALTY BOX.

NOTE- THE ACTUAL PENALTY MAY NOT START AT THAT TIME IF DELAYED/STACKED PENALTIES ARE IN PROGRESS ALREADY. ALSO, ANY MINOR PLUS MISCONDUCT OR MAJOR PLUS MISCONDUCT REQUIRES THE MINOR OR MAJOR TO BE SERVED FIRST BEFORE THE MISCONDUCT PENALTY BEGINS.

START = THE TIME ON THE SCOREBOARD CLOCK WHEN THE PENALTY ACTUALLY BEGINS.

ON = TIME THE PENALTY ENDS AND THE PLAYER IS RELEASED TO RETURN TO THE ICE FROM THE PENALTY BOX.

Note - ON MISCONDUCTS, A STOPPAGE OF PLAY “WHISTLE” IS REQUIRED FOR THE PLAYER TO RETURN TO THE ICE. THE ACTUAL LENGTH OF THE MISCONDUCT PENALTY MAY BE LONGER THAN THE PENALTY TIME ASSESSED FOR THIS REASON.

- 18) NOTE: (YELLOW BOX) – ONLY MINOR AND MAJOR PENALTIES ARE SHOWN ON THE SCOREBOARD CLOCK. THE SCOREKEEPER MUST KEEP TRACK OF WHEN THE MISCONDUCTS AND/OR COINCIDENTAL PENALTIES START AND END, AND WHEN TO RELEASE THE PLAYER FROM THE PENALTY BOX.

EXAMPLE:

A PENALTY WAS REPORTED BY THE REFEREE AT 10:00 ON THE SCOREBOARD CLOCK. PLAYER RECEIVES A 6:00 MINUTE MISCONDUCT PENALTY. THE PLAYER WAS REPLACED BY ANOTHER PLAYER ON THE ICE BUT MUST SERVE THE 6:00 MINUTES IN THE PENALTY BOX. **BECAUSE THIS IS A MISCONDUCT, A STOPPAGE OF PLAY (WHISTLE) IS REQUIRED FOR THE PLAYER TO BE RELEASED FROM THE PENALTY BOX.**

COACH SAYS TO SCOREKEEPER – “WHEN IS THE PENALTY TO NUMBER 10 OVER” OR “WHEN IS HE/SHE OUT?”

SCOREKEEPER REPLIES: “PLAYER NUMBER 10 IS OUT AT 4:00 MINUTES (ON THE SCOREBOARD CLOCK) AND A WHISTLE”.

PLAYERS RECEIVING MISCONDUCTS ARE SUBSTITUTED BY ANOTHER PLAYER OF THAT TEAM – MISCONDUCT PENALTIES DO NOT CAUSE A TEAM TO BE SHORTHANDED ON THE ICE.

- 19) **REMEMBER TO ENTER THE GOALS AT THE END OF EACH PERIOD AND TOTAL FOR EACH TEAM FOR THE GAME** IN THE MIDDLE CENTER BOX.
- 20) AFTER THE GAME ENDS, **THE REFEREES WILL COME TO THE SCOREKEEPERS BOX TO REVIEW AND SIGN THE SCORESHEET** IN THE TOP CENTER BOX.
- 21) THIS IS AN EXAMPLE OF A COMPLETED SCORESHEET, SHOWING EACH OF THE DETAILS WE DISCUSSED DURING THIS TRAINING SESSION. – (REVIEW THE HIGHLIGHTED AREAS.)

THE HOME TEAM IS RESPONSIBLE FOR UPLOADING THE SCORESHEET ON THE CSHL WEBSITE WITHIN 24 HOURS OF THE GAME AND ENTER THE FINAL SCORE ON THE WEBSITE.

FOR SETUP INFORMATION TO UPLOAD THE SCORESHEET AND SCORING INFORMATION TO THE WEBSITE CONTACT MIKE GOETZ (UNDER CONTACTS ON THE WEBSITE). HE WILL GRANT PERMISSION TO “MANAGE” YOUR TEAM INFORMATION TO UPLOAD THIS INFORMATION.

- 22) **USA HOCKEY CREATED AN OFF-ICE OFFICIATING MANUAL (LATEST EDITION 2011). THIS MANUAL IS POSTED ON THE CSHL WEBSITE AND IS A GOOD REFERENCE FOR SCOREKEEPERS AND TIMEKEEPERS.**
- 23) **THIS PRESENTATION HAS BEEN RECORDED AND WILL BE POSTED ON THE CSHL WEBSITE.**

SHOULD YOU HAVE ANY QUESTIONS, MY CONTACT INFORMATION IS SHOWN ON THE FIRST AND LAST PAGES OF THIS PRESENTATION.

THANK YOU FOR YOUR TIME AND ATTENTION.