

Scoresheet

Make sure all home and guest information is on the sheet prior to start of game.

When a player scores a goal:

1. **Per** (Period #), **Time** (time on clock), **G** (Jersey # of scorer), **A** (Jersey # of assist). Referee will often say "31 from 14 and 3". **G**: 31. **A**: 14, **A**: 3

When a penalty is called:

1. **Per** (Period #), **Offense** (Referee will inform and signal, write it down), **P** (Player jersey #)
Minutes: 1:30 (Referee will inform if it is different), **Time off** (Time the player leaves the ice), **Start time** (Time the penalty begins. Usually same as time off unless it is consecutive penalty times), **Time on** (Time player returns after the penalty. Usually upon conclusion of the penalty, unless the opposing team scores, then the player returns at the time of goal.)

Record scoring summary at the end of each period for both home and guest.

Record final score at the end of the game.

You can record shots on goal per period for each goalkeeper if you choose.

End of the Game:

1. Sign your name as "**Official Scorer**".
2. Get signatures of **ALL** referees.
3. Get signatures of 1 coach from each team.
4. Give scoresheet to team manager.

SCOREKEEPERS: Please take note of the 7 goal differential rule. We must adhere to this policy. Rule number 25.

25. RULE 637(g): RUNNING CLOCK

A) If any time after the completion of the second period of play, a team attains a seven (7) goal lead over an opposing team, the game will proceed from that point as a **running time game**. During the running clock, the clock shall stop on goals, injuries, assessment of penalties and during uneven-strength play.

B) After the seven goal differential is reached, goals scored by the team with the lesser score shall be recorded on the scoreboard but, the seven goal differential shall be maintained on the scoreboard so long as it exists. (Note: **All goals shall be recorded on the official MAIHA - YD score sheet.**)

C) If the goal differential returns to less than seven (7) goals, the game shall return to stop time.

D) Any penalties incurred during the running time shall be served in the same time duration as in stop time.

Example: Team A leads Team B by a score of 7 to 0; Team A scores again making the score 8 to 0 on the score sheet, however; the scoreboard will still reflect a 7 to 0 score. If Team B then scores a goal, then the scoreboard will reflect an 8 to 1 score, thereby maintaining the seven goal differential. If the score carries into the third period, then running time will be instituted. However, if Team B scores another goal in the third period making the score 8 to 2 then the game will return to stop time because the score differential is less than 7.