

SCORE SHEET CHECKLIST

1. Plan to be at the rink one half hour before game time.
2. Obtain a blank score sheet.
3. Place your stickers on all 4 pages of the score sheet
4. Fill out the score sheet **Heading**:
 - **Circle** Home if you are the home team / Away if you are the Visiting team
 - **Tier II** Place a check in the box
 - **Date** The date the game is played
 - **Game #** The game number found on the Tournament schedule
 - **Division** Mite, Squirt.....Midget 18U
 - **Time** The time the game is scheduled to be played, end and curfew
 - **Arena** The Mic
 - **Surface** Ice
5. Give the score sheet to visiting team coach/manager and ask them to fill out the player roster for their team with **name** and **jersey number**.
6. **Signatures are required from each coach PRIOR to game.**
7. The remainder of the score sheet can be filled out as the game progresses. I find it helpful to have a scrap of paper to keep shots and penalties on and then transfer over to the score sheet in between periods
8. When a goal is scored, fill in the **Scoring** section for Home and Visiting teams:
 - **Per** The period the goal was scored
 - **Clock Time** Time the goal was scored
 - **Goal** The number of the player who scored the goal
 - **Assist** The number(s) of the player(s) assisting on the goal (2 players max)
 - **Type** Indicate **EV** for Even strength goal, **SH** for Shorthanded goal, **PP** for Power Play goal **EN** for Empty Net EA for Extra Attacker **PS** for Penalty Shot
9. When a penalty occurs, fill in the **Penalties** section for home and/or visiting teams:
 1. **Per** The period the penalty occurred
 2. **No** The number of the player with the penalty
 3. **Offense** Description of penalty – interference, hold, high stick, rough, trip
 4. **Min** Length of penalty in minutes
 5. **Off** Clock time when penalty was given
 6. **Start** Time the penalty started
 7. **On** Clock time when penalty is over
 8. When a player gets a 2 & 10 – this is listed on 2 lines – 1 line as 2 minutes and the 2 line as 10 minutes.
10. Other entries to be made during the course of the game:
 - **Scoring By Periods** Sum of goals scored per period
11. Goalkeeping
 - Shots - number of true shots on goal – see below
 - Saves – number of saves the goalie made per period
12. The **Score Keeper** must print his/her name in the designated spot
13. The Referee must print and sign their names on the score sheet

- 14. White copy - to the League
- 15. Yellow Copy - Home team
- 16. Pink Copy – Visiting team
- 17. Gold Copy - Referee

SCOREKEEPERS RECORD WHAT THE REFEREE CALLS ONLY
NO CHANGES CAN BE MADE TO THE SCORESHEET ONCE THE REFEREES HAVE SIGNED THE SHEET

Shots on Goal

The first requirement is an understanding of what constitutes a “shot on goal”. To begin, let’s assume for the moment that the goaltender is not protecting the goal. **A shot on goal is defined as only those shots that will enter the goal if the goaltender does not protect the goal. The point here is that a shot which is deflected, batted away or otherwise prevented from entering the goal would be considered a shot on goal only if that shot would have entered the goal had it not been for the goaltenders save. If the shot is deflected, batted away or otherwise handled by the goaltender, but would not have entered the goal had the goaltender not interfered with the shot, the shot is not considered a shot on goal.**

Shots which hit the cross bar, or are wide of or through the crease markings or over the net **are also not shots on goal**. In any given game, a particular goaltender will tend to handle **all** shots on or near the goal. It then becomes the problem of the “shot clock person” to decide, in each and every case, whether the shot was on goal or not. Was it or wasn’t it...

Conclusion: If it’s a close call, call it a shot on goal... In this way, the goaltenders stats are not degraded because of an erroneous call. This is admittedly not correct but maybe the best we can do under the circumstances.