

# How to Fill Out a Score Sheet

This document uses the District 3 Score Sheet for 2019-2020 ([2018 example on the D3 website](#)). The score sheet is a 3-layer carbon copy form. Be sure to work on a smooth surface; you may need to press down hard for scoring to reach all lower pages. Do not leave other score sheets underneath, and do not separate the sheets until Post-Game (see below).

Sit in the announcer's box with the Clock Manager as the Referee will provide Goal and Penalty details (player numbers, times, etc.) throughout the game.

## Pre-Game

- ✓ Enter the date, arena name, and game start time on both the score sheet and this worksheet.
- ✓ Check off the game type (League, Scrimmage, or Tournament), age class (e.g.: Squirt), and level (e.g.: B2)
- ✓ Apply stickers **to all three pages** for Home and Visitors teams (Visitors on the left, Home on the right). If opposing team does not have stickers, get a copy of the roster from the Team Manager and update the score sheet as time permits.

## During Each Period

- ✓ **GOALS:** Log all goals, noting period, team (H/V), scorer's jersey number, assist jersey number(s), score type ("PP", "Sh", "E", "EA", or "EV" or *leave blank* for "Even Strength")<sup>1</sup>, and time remaining in the period.
- ✓ **PENALTIES:** Log all penalties, noting period, team (H/V), offender's jersey number, infraction type, length, and time remaining in the period. Referees may instruct you to write additional comments.
- ✓ **SHOTS ON GOAL:** You can tally shots on goal<sup>1</sup> on this worksheet for both Home and Visitors – check with your opponent's coaches to see if this is desired. We do not track jersey numbers for players' shots on goal. The scoresheet also has rink maps to mark where shots were attempted; this is an advanced scorekeeper's skill!
- ✓ **GOAL SAVES:** You can tally goal saves<sup>1</sup> on this worksheet for both Home and Visitors – check with your opponent's coaches to see if this is desired. If the goalie changes, draw a separator in the team's period box and include the updated jersey number. (Example provided on next page.)
- ✓ **EMPTY NET:** If a team pulls their goalie ("empty net") to add an extra attacker<sup>1</sup>, note the team and time in the comments field.

## Between Periods

- ✓ Sum up shots on goal for both Home and Visitors.
- ✓ Sum up goal saves for both Home and Visitors.

## Post-Game

- ✓ Sum up scores for "Scoring by Period" section.
- ✓ Sum up penalties and penalty minutes for "Fair Play" section (used for district standings). If a team **did not exceed** the threshold (see Table A), write "Y" in the "Yes/No" field; write "N" if the team exceeded the fair play threshold.
- ✓ If you did the math right, Home SOG = Home GOALS + Visitor SAVES, and Visitor SOG = Visitor GOALS + Home SAVES
- ✓ Write up comments, including ejections. The head referee may want to write additional comments.
- ✓ Get signatures from Referee, Linesmen, Home head coach, and Visitors head coach. Sign yourself as "official scorer". If the Referee does not do it for you, cross through the remaining lines for scoring and penalties. *This is now an official document.*
- ✓ **You may now separate the sheets.** The sheets are labeled bottom-center. If there is significant game misconduct, the Referee may ask to keep the Top copy. Give the Home copy to the Home team manager, and the Visitor's copy to the Visitors team manager.
- ✓ Take a photo of the score sheet and send it to your team manager.
- ✓ Give this worksheet to your team manager.

## Game Information

Date	Start Time
_____	_____
Arena	Age Class / Level
_____	_____

Table A: Fair Play Thresholds

Level	Minutes	Level	Minutes
Squirt	10 min	Girls 10U	8 min
Peewee	12 min	Girls 12U	10 min
Bantam	14 min	Girls 15U	12 min
Youth 16U	16 min	Girls 16U	14 min
Junior Gold	16 min	Girls 19U	14 min

<sup>1</sup> See Definitions

# Tally Worksheet

## Shots on Goal (Any shot that goes in the net or would have gone in the net if not blocked by the goalie)

Home	Period	Visitors
 	1	 
	2	
	3	
	OT	

## Saves (When a goaltender blocks a shot, whether deflecting, covering, or catching the puck.)

Home Jersey Number ____	Period	Visitors Jersey Number ____
 	1	 
	2	
/ 99      	3	/ 99      
	OT	

## Definitions

### Extra Attacker

An extra attacker in ice hockey is a forward or, less commonly, a defenseman who has been substituted in place of the goaltender. In "do-or-die" situations, such as playoff elimination games, teams may pull the goalie for an extra attacker when they are down by one or two goals, typically in the last 60 to 90 seconds. (Goals scored by a team with an Extra Attacker should use "EA" in the Score Type.)

### Empty-Net Goal

Although hockey teams typically will play five skaters and a goalie, there is no requirement to use a goalie, and a team can use six skaters if it opts not to have a goalie. Typically, this is a strategy only used as last resort by a team that is losing with little time left in the game. This provides the other team with the opportunity to score an empty-net goal if it can gain control of the puck. (Denoted as "E" on Score Type.)

### Even Strength

Although the NHL uses the term "even strength" in scoring and statistics to indicate both teams at *full strength*, this term is generally used to describe instances when both teams are minus the same amount of players on the ice, usually due to penalties. (Denoted as blank or "EV" on Score Type.)

### Power-Play Goal

A power-play goal is one a team scores when the opposing team is short-handed because of a penalty. There are two types of power plays, a single-man advantage and a two-man advantage – scoring with either advantage is considered a power-play goal. (Denoted as "PP" on Score Type.)

### Save

When a goalie blocks a shot that would have scored a goal had the goalie been absent, whether by deflecting, covering, or catching the puck. Performing any of these actions against pucks that would not slide into the goal is not considered a Save.

### Short-Handed Goal

A short-handed goal is the opposite of a power-play goal – it is a goal scored by the team that is at a disadvantage because of a penalty. Short-handed goals are difficult to score because the penalized team has fewer players to work with, but a penalized team may have an opportunity for a quick rush when the opponent is changing lines or pressing the advantage in its opponent's zone. (Denoted as "Sh" on Score Type.)

### Shot On Goal (SOG)

Any shot that goes in the net or would have gone in the net if not blocked by the goalie. A rebound off a goal post that goes in the net is a goal (as well as a Shot on Goal), but a rebound off a goal post that does not go in the net does not count as a Shot on Goal.