

## SCOREKEEPER

For large tournaments it is important to have a recorder and a spotter available. This is the official record of the game and includes goals, personal fouls, exclusions, and penalty fouls against each player as well as timeouts.

Abbreviations:

G for Goal E for Ejection Incurred (aka Exclusion) P for Penalty Shot generated TO for Time Out. TO will not have a cap number, but will have a Team and Time. MAM for Minor Act of Misconduct M for Misconduct YC for Yellow Card RC for Red Card HC for Head Coach

Once the game starts, follow everything that happens in chronological order. In viewing the scoresheet, it is best to think of the top portion as a summary of what happens during the game and the bottom portion as the actual progress of the game. Always record the progress of the game prior to the summary of the game. If the two do not agree, the bottom portion is the one you must abide by, so make sure it is accurate.

GAME NUMBER AND TEAMS PLAYING: Record this at the top of the scoresheet. It can be found on the schedule.

PLAYERS NAMES: Prior to the start of the game, record players first initial and last name along with cap number under the dark or white team as appropriate. This should be verified with each coach. Circle the cap number of the starting goalie.

START TIME: Recorded at the top of the scoresheet

SPRINT: Record the cap number and color of the winner in each quarter.

GOALS: Record all goals in two places on the scoresheet in this order:

• First: In the lower portion of the scoresheet under "Progress of Game," record time of goal, cap #, team (W or D), and "G" for goal, on the left side of the "Remarks" column and the running score (i.e., 1-0) in the W-D column with white score first, then dark. Example:

5:37 3 W G

• Second: In the upper portion of the scoresheet, record the goals in the appropriate period's box. Use a vertical line for goals (and attempts if you are recording those).

PENALTIES: Record all personal fouls (exclusion fouls and penalty fouls) in two places on the scoresheet in this order:

• First: In the lower portion of the scoresheet under "Progress of Game," record time, cap number, team (W or D) and, on the right side of the "Remarks" column, the symbol E for an exclusion foul and P for a penalty foul. Do not fill in the running score column when completing foul information since no goal was scored. Column entries should be as follows for the typical exclusion foul:



• Second: In the upper portion of the scoresheet, record every personal foul in the "Personal Fouls" column. Record the symbol and period (for example, E/2 in the first box for the first exclusion foul committed by a player, the foul occurring in the 2nd period). Use a P followed by the period for a penalty foul (for example, P/4 for a penalty foul committed in the 4th period) and MAM/2 for a minor act of misconduct in the 2nd period. If the player is excluded for the remainder of the game (for example, for misconduct in the 4th period), write M/4 in the correct box and draw a horizontal line through the remaining boxes and note column to show that the player is out for the remainder of the game

CARDS: Record the time, team and individual, if applicable, when a yellow or red card is issued in the center part of the "Progress of Game" section on the scoresheet. Example:

5:10 D HC-YC

In addition, make a notation of the card (color, time issued, to whom issued) in the box next to the 30-second "TO" box on the upper portion of the scoresheet if, for example, the yellow card was issued to the head coach: .

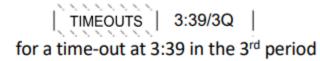
Cards: YC HC 5:10/4Q

TIMEOUTS:Record all official time-outs on the scoresheet. Each team is allowed four time-outs during the first four periods of a game and only one during overtime. Inform the referee when a team calls its last time-out.

• When a regular time-out is called, record the time and team in the correct columns, and then "TO" in the middle of "Remarks" on the scoresheet under "Progress of Game." Example:



• Then record the time and period in the appropriate box in the middle of the scoresheet with time first and then period. Example::



• In a tournament that has a 30-second time-out as an option, record this time-out under "Progress of Game" as time, team, and "30 sec. TO" in middle of "Remarks," and then record the same information (time and period) in the appropriate box between the upper and lower part of the scoresheet. Rules of the tournament will dictate timeouts.

AT THE END OF EACH PERIOD: Draw a line below the last event of that period (do not leave a row blank). At the end of the first period, count the number of goals scored by each team in the upper part of the scoresheet and record them in the correct space in the lower right portion of the scoresheet. Then look at the running score to see if the two agree. At the end of each subsequent period, count the number of goals scored during that period and record that number in the correct box in the lower right portion of the scoresheet.

AT THE END OF THE GAME: Total the goals scored each period in the lower right-hand corner of the scoresheet. Check that this agrees with the last running score entry. Record the time of completion of the game and have the referees sign below their printed names. Note: If the game is continued on a second sheet, label the sheets Page 1 and Page 2 and clip together.

## SAMPLE SCORESHEET

