

GAME SHEET INSTRUCTIONS / DEFINITIONS

ALWAYS USE A FINE TIP PEN - BLACK OR BLUE - NO GEL PENS

GAME NO. _____

-If it's an All Peace league game: number provided to teams at the league scheduling meeting at the beginning of the year
 -If it's an Exhibition game: the Sanction number would obtain from the Registrar 2 weeks prior to the game.

DIVISION _____

: Hockey level, i.e.: Novice.... Bantam

TIER _____

Provided by All Peace League. Would be 1,2,3 or 4. (Initiation and Novice do not have tiers)

DATE _____

: Date the game is being played

<input type="checkbox"/> League Game
<input type="checkbox"/> Playoff Game

: check off one, if it's an exhibition game leave blank

"FAX ORIGINAL TO YOUR AP COMMISSIONER"	
HOME _____	VS _____
PLAYED AT: _____	VISITORS _____

Home is the home team (Grimshaw), Visitors is the away team. Played at is the arena you are playing the game in (Mile Zero Regional Multiplex)

ALL GAME OFFICIALS MUST SIGN BEFORE FORWARDING PLEASE PRINT NAMES AND NUMBERS			
REFEREE # _____	OFFICIAL SCOREKEEPER	SIGNATURE _____	SIGNATURE _____
SIGNATURE _____	LINESMAN # _____	SIGNATURE _____	SIGNATURE _____
LINESMAN SIGNATURE _____	OFFICIAL TIMESKEEPER	SIGNATURE _____	SIGNATURE _____

-Referee/Linesman **must** print their names and put their Referee number on the games sheets
 -Official Scorekeeper : the person who is writing in the book
 -Official Timeskeeper : the person running the time clock

TIME GAME STARTED _____	TIME GAME ENDED _____
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Exact time the game starts and ends (ie. 12:07pm)

NO.	HOME TEAM	
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
COACH		C
ASST		C
ASST		C
TRAINER		C
MANAGER		E
Verified By:		E

Stickers are acceptable to be used; however you must make 100% sure if something is changed on page 1's sticker it gets changed on Pages 2 & 3 as well

Games can be verified by any Bench Staff listed on the roster, it is good practice to have the Head Coach do this though as errors will ultimately be their responsibility.

Same rules apply to the Visitors section. It is the home teams responsibility to make sure changes made to top stickers on the visitors side is also

changed on Pages 2 & 3 as well.

No.	Period	Time	Scorer	Asst	Asst
1					
2					
3					
4					
5					
6					

Goals are added to the scoring teams section

Period: period from which the goal is scored, 1,2,or 3 or in some cases OT (overtime)

Time: time on the score clock when goal was scored (ie. 15:23)

Scorer: number of player jersey who put the puck in the net

Asst: number of player jersey whom passed the puck to the scorer

Referee/Linesman will always give you these jersey numbers, if there were no assists then put a line through the empty boxes

ALL PENALTIES BELOW MUST HAVE ALL TIMES							
Per.	No.	Serv.	OFFENCE	Min.	Off	Start	On

Recording a Penalty

Per: Period the offense occurred

NO: Number on the jersey who received the Penalty

Serv: Number on the jersey of the person serving the

penalty (if the goalie receives a penalty one of the players on the ice at the time of the penalty must serve it for them, Referee will always provide this information)

Offense: Type of penalty called by the Referee, Abbreviations for all penalties are listed above. Ie. Cross checking is "CC")

Min: Number of minutes to be served for the offense. Minor penalties are 2 minutes for stop time play and 3 minutes for straight time play. This is determined by the Referee in all circumstances.

Off: Time on the score clock when the penalty is called.

Start: Time on the score clock when the clock is restarted (will most likely be the same time as the "Off" time indicated) **Please note: only two penalties can be served at a time so if there are more than 2 players in the penalty box, the 3rd or subsequent penalty cannot start until the 1st one has ended or been cancelled due to a goal being scored. The 4th cannot start until the 2nd runs out, etc. This is the time that is recorded in the START box. (This is the importance of entering the correct player's number on the clock when entering the penalties. The clock will keep track of the order of the penalties.)**

On: the time on the score clock when the player serving the penalty returns to the game.

-This will be the time when the penalty runs out (i.e. a 2 minute tripping penalty started at 7:35 and the time has expired at 5:35 on the clock, you would write 5:35 on the sheet and the player serving the penalty returns to the game)

-or this could be the time on the clock if the opposing team scores a goal. (i.e. a 2 minute tripping penalty started at 7:35 and the opposing team scores a goal at 6:47, you would write 6:47 on the sheet and the player serving the penalty returns to the game)

In the case of coincidental penalties (both teams receiving a penalty at the same time), these penalties are not put on the clock and the players cannot return to the ice until the first whistle after the penalties expire. This is the time that the players return to the game is the time that is written on the sheet. Coincidental penalties do not end if a goal is scored by either team.

OVERTIME:

If the game is tied after the official 60 minutes of play is complete, you must play an additional 5 minutes of overtime. Game format will consist of 3 on 3, if a penalty occurs in this 5 minutes of play the team receiving the penalty remains at 3 players and the opposite

team puts a 4th player on the ice for the duration of the penalty. When the penalty runs out the game will return to 3 on 3 for the remainder of the overtime. If after the 5 minutes of play is complete the score is still tied. Then the game will end as a tie. The Period will be referred to on the score sheet as "4".

End of game instructions:

-This is when the Referee/Linesman will sign the book and put their Ref ID numbers on the sheet, it is their way of verifying what you have recorded is correct.

-it is the HOME team's responsibility is to submit the game sheet to the commissioner and input Scores and Stats on the All Peace Website within 24hrs. The Away team is to go on the All Peace Website and "Verify" the game information is correct.

The top sheet/page of the scorebook stays with the home team, second copy to the AWAY team and the third to the Referees if required by the home Association.

- All score sheets with 5 minute, match, gross, 10 minute, game misconduct's etc. must be faxed within 24 hours to the Commissioner. (Match and Gross misconducts MUST also be faxed within 24 hours to your Hockey Alberta Zone 1 Discipline/Sanction Coordinator or Hockey BC Rep.) If your team receives any major penalties as mentioned above THE COACH OF THE OFFENDING TEAM OR YOUR ASSOCIATION MUST get the refs write up and ensure it is emailed WITH the score sheet to the commissioner.