



# RED DEER POND HOCKEY GAME SCORESHEET

DATE: **FILL This Area** TIME: **FILL This Area** ARENA: **FILL This Area** DIVISION: **FILL This Area**

HOME TEAM: Write the TEAM Name HERE				VISITOR TEAM: Write the TEAM Name HERE			
#	Player Name	Scoring		Penalties		#	Player Name
		No.	Period	Player #	Per.		
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							

Annotations on form:

- Green boxes: "Please PRINT Legibly FIRST/ LAST Name" (multiple)
- Red box: "Period # (1/2/3) of the Penalty"
- Blue box: "Time OFF the ice for the penalty"
- Yellow box: "Player Jersey Number"
- White box: "Penalty Type ie: Trip/Hook/Slash Officials will tell"
- Green box: "All of these lines MUST be filled out: PLEASE Print legibly and the SIGN also" (pointing to Official #1, 2, 3, and ScoreKeeper)
- Red boxes: "HOME Team Coach SIGN HERE - Ask them BEFORE the Game" and "AWAY Team Coach SIGN HERE - Ask them BEFORE the Game"

### 3. GOALS: Fill in the PURPLE area WHEN A GOAL IS SCORED.

- This area is used ONLY when a goal is scored and does not match or use the player roster area - they are 2 separate areas. See the example above.
- Fill in the Jersey # of the player that scored the goal (in the **Player #** column), then also fill in the # for the period that the goal was scored (1, 2 or 3) (in the **Period** column) (**PURPLE Box area in diagram above**)
  - DO NOT use ticks, check marks or any other marks to indicate a goal.
  - EACH goal MUST** be written onto a separate line in the **PURPLE area**.
  - Once a player scores 3 goals, they are NOT ALLOWED to score anymore. Please let the Ref know that a player has scored his/her maximum.
  - Any goals scored over that 3, the player is assessed a penalty.
  - Fill in ALL GOALS scored.** This area of the game sheet should reflect the "actual" score. (**PURPLE Box area in diagram above**)
  - The time clock score should NEVER reflect anymore than a 3 goal spread.
  - Reminder of 3-Goal Rule:** – Scorekeepers are asked to show a maximum 3-goal difference in on the scoreboard. Any additional goals that are scored by the leading team, who already has a 3-goal lead (i.e. 5-2) are NOT to be displayed on the scoreboard. Goals for the leading team are not to be “banked” and then put up on the scoreboard after the trailing team scores – a goal should only be added to the score of the leading team if they score an additional goal.

### 4. PENALTIES: When a Penalty is assessed, fill in the PENALTIES area.

- Fill in the Per. (Period # 1/2/3), Player # of the player, then also fill in the Time (time on the clock the penalty was given) and also the Offense (Trip/Hook etc).
- EACH Penalty is 3 mins of run time.** Player exits the penalty box AFTER the FULL 3 minutes or if a goal is scored by the opposition.
- IF a longer penalty is assessed, the Official will explain and tell you how long the penalty is.
- After the game, the Opposition MAY want a photo of the Game Sheet. They will ask for that, if they want it for their records.
- UPLOADING GAME Sheets to RAMP:** The **HOME team Manager** or a volunteer inputs the game info into the RAMP, from the game sheet. Refer to the instruction sheet for this information on the RDPH website, under Managers Duties.
- Gamesheets MUST be UPLOADED into RAMP by 6pm on the TUESDAY following the HOME Game.** IF this is NOT completed, the team may not be allowed to play the next weekend. This information will be verified by RDPH EACH WEEK.

### 1. PLEASE make sure ALL names are legible!

- If you are "signing" your name - make sure you print it also, so RDPH knows who it was.

### 2. Game sheets are completed and then entered into RAMP by the HOME Teams Manager.

### How to Fill out a Game Sheet:

- Fill in all the particulars for the game: the date, time, arena and div# in the top area of the sheet. Also **WRITE the Team Name** in the box provided.
- Fill out the **Roster Names & Jersey #s for EACH team.** (**GREEN Box area in diagram above**)
  - You can use pre-printed labels from RAMP or hand write the Roster Info (Jersey #s and Names) on the Game Sheet.
    - Visiting team must provide their player info** to the score keeper prior to the game starting (Names and Jersey# of players, coaches names).
    - Scratch out any players NOT playing but listed on any pre-printed roster labels.
  - Fill in the **Score Keeper** info, in the **GREEN area** near the bottom of the sheet.
    - Officials** will review the sheet prior to the game and will then need to **SIGN AFTER the game** in the in the **GREEN area** near the bottom of the sheet, to confirm information.
  - One COACH** from each team MUST sign the sheet, in the **RED area** above, the box is missing, but please have them sign BEFORE the game, so they aren't missed.