

## Duties of the Scorekeeper

*From the 2005-2008 Ringette Canada Official Rules*

- The scorekeeper is responsible to record on the Official Game Report:
  - goals scored, the scorers, and to whom assists have been credited.
  - penalties, the numbers of the penalized players, the times that penalties are assessed, started, ended and the times that penalized players return to the ice.
  - the use of team timeouts during the game.
- The scorekeeper shall inform penalized players:
  - upon request, the time remaining in a penalty.
  - when their penalty has expired, and release the player from the penalty bench at the correct time.
- If a player leaves the penalty bench before their penalty time has expired, the scorekeeper shall note the time and inform an on-ice official.
- At the end of the game, the scorekeeper shall ensure that the Official Game Report is signed by the timekeeper and the on-ice officials, sign it themselves, and forward it to the person responsible for said reports.

## Tips for Completing Game Sheets

**The most important rule: When a penalty has been called or a goal has been scored, mark down the time immediately**

### Goals

- When entering a goal, ensure you enter the correct jersey number (as well as for the assists). Have a look to make sure that the number actually exists on the game sheet. Nothing wrong with asking the referee if it is wrong.
- Remember to fill in the lines one a time. DO NOT SKIP A LINE or you may not have enough room. This is especially true for penalties!
- Do not put the goal in line with the corresponding player. That is why we have the heading "Goal". It identifies who scored the goal
- After the first period, remember to draw a line across separating period 1 from period 2.

### Penalties

When entering a penalty, ensure you complete all boxes:

- No: means who was assessed the penalty
- Served by: means who is going in the box. Sometimes if the penalty is given to the goalie, someone else serves it. Also if someone is hurt, someone else can serve the penalty.
- Min.: Means number of minutes
- Pntly Code# means what type of penalty. Remember that fully served penalties means their penalty does not end early when a goal is scored.
- Time off: Time that the penalty was given. Remember Rule #1
- Time start: Time that the penalty starts. Often it is the same time as time off, however if there are already 2 people in the box, then the third penalty doesn't start until the first penalty is over.
- Time finish: Time that penalty is supposed to end. So, this can be completed ahead of time. If it is a 2 minute penalty, then Time Start minus 2 minutes
- Time on: Time that the player went sent back on the ice. Often it is the same as Time end, but when a goal is scored, normally the player get out of the box. (Also see #4.)

A player that is serving a penalty can go on the ice early only if a goal has been scored AND only if the teams are NOT even strength (have the same number of players on the ice). For example, if Team A has a penalty and Team B has a penalty, and Team A scores, Team A penalty is not over as they are even strength. However, if Team B has 2 players in the box, team A has one player in the box, and Team A scores, then one of the Team B players leaves the box.

Once a penalty is over, a player can normally go on the ice. However, if there are more than 2 people in the box, a stoppage in play must occur before the player is sent out. It must be a whistle.

Remember to fill in the lines one a time. DO NOT SKIP A LINE or you may not have enough room. This is especially true for penalties! If you run out of room, use the blank sheet that is left on the box. Do not worry about completing the rest of the game sheet. Just remember to put the penalties on the right team.

Do not put the penalty in line with the corresponding player. That is why we have the heading "No". It identifies who received the penalty.

After the first period, remember to draw a line across separating period 1 from period 2.

Remember when in doubt of letting a playing go on the ice, when you have box full, ask the referees