

### Yellowknife Minor Hockey Association

# Official Scorer and Timekeeper Policy





#### 1.0 INTRODUCTION

There are generally two off-ice officials, the Scorer and the Timekeeper. The off-ice officials are officials of the game and are entitled to be treated with courtesy by the participants, spectators, and fellow officials. Off-ice officials should follow the Code of Conduct and conduct themselves in a professional manner.

The Scorer and Timekeeper are key components of the effective management of a game. Competent Scorer and Timekeeper make a significant contribution to the management of a game by ensuring Hockey North Game Sheets are recorded accurately and players serve their allotted penalty times.

Home Teams will be determined fairly when ice is assigned, and games are scheduled.

The Referee Association and YKMHA have agreed on the following standards:

- 1.0 The Home Team must provide a competent Scorer and Timekeeper for each game. Ideally there should be two adults in the timekeeping box.
- 2.0 If a non-adult registered player of the Association would like to run the clock, they must be under the direct supervision of an adult and be the only non-adult in the timekeeping box. In this instance, two adults are still allowed.
- 3.0 Scorer and Timekeeper are under the supervisor of the Referee, who oversees the game. The Referee shall have full authority and the final decision in all matters under dispute.
- 4.0 If there are no Scorer or Timekeeper for a game, the officials reserve the right to cancel the game.
- 5.0 Clock instructions for both rinks are available on the YKMHA web site.
- 6.0 All regular League games shall be "run time." There shall be no stop time regardless of the score.
- 7.0 Special "stop time" rules may be applied to the final games in a playoff or tournament. If so, these instructions will be issues in advance of the event.
- 8.0 The timeclock will start with a 5-minute warm up then with 3, 20-minute periods.
- 9.0 The Coach from each team may call one 1-minute time out during a game.
- 10.0 During run time, all minor penalties are to be 3:00 minutes in duration, and majors

are to be 7:00 minutes in duration.

- 11.0 Open the penalty door when a time penalty expires, to avoid players returning to the ice early. Ensure the door is closed properly after the player leaves. This is to be provided for both teams.
- 12.0 No talking to the players on the ice and limit interaction with players in the penalty box.
- 13.0 All run time penalties will start when the puck is dropped and the play resumes after the stoppage of play when the penalty was assessed. For example, if a minor penalty is called at 15:30 of a game, and the on-ice official drops the puck to resume play at 14:45, the penalized player can return to play at 14:45, unless a power play goal has been scored by the opposition.
- 14.0 In the case of a major penalty, the run time duration will be 7:00 minutes. If a player is ejected, the penalty will be marked on the game sheet, the penalized team will play shorthanded, and a substitute player will take the place of the ejected player in the penalty box.
- 15.0 Scorer and Timekeeper are required to sign the Game Sheet in the appropriate space provided.

#### 2.0 GENERAL DUTIES

 Scorer and Timekeeper will not walk across the ice, rather walk around the ice pad to the timekeeping box

#### Scorer:

- Ensure the Hockey North Game Sheet is properly filled out by the participating teams including:
  - Zone, Category, Date, Played at; Circle one Scheduled Game, Tournament Game or Exhibition Game; Visiting Team; Home Team; and Of the (YKMHA)
  - Names and Numbers for all participating players for Visiting or Home Team and the names of the team officials for the participating teams.
- Enter on the Game Sheet an accurate record of the goals scored including
  - Period; Time; Scored by player number; and Assisted by player(s) number(s)
- Keep an accurate record of all penalties assessed, including:
  - Period; No. (Player Number); Serv. (Player Number serving); Offence; Time; Start;
     and On
- May record goaltender's saves (the actual shots stopped)
- At the end of the game sign the Game Sheet and provide it to the Referee to verify.

#### Timekeeper:

- Be familiar with the operating of the arena score clock.
- Ensure the time of the game is accurately kept.
- Ensure that the clock starts each time play commences by the Referee and stops each time the referee or linesperson blow the whistle to stop the play
- Ensure penalized players serve their correct penalty time and return to play when entitled to do so after the expiration of their penalty. Report to the referee is a player leaves the penalty box before the player is entitled to do so.
- Ensure the score of the game and penalties are accurately displaced on the score clock
- At the end of the game sign the Game Sheet

#### Game Sheet Guidelines:

- Print clearly and firmly
- Use a separate piece of paper to assist in ensuring the Game Sheet is recorded properly
- Utilize the standard code for penalty types (listed at bottom of Game Sheet)
- Record player numbers only for goals, assists and penalties.

Scoring											
No.	Per.	Time	Sc.	Assist							
1	1	17:45	5	15,11							
2	2	2:12	7	- 9,18							
3	2	1:10	14								
4	3										

No. – Sequential number of goals

Per. – Period in which goal was scored 1, 2, or 3

Time – Score Clock time of goal

Sc.- Number of the player scoring the goal

Assist – Number(s) of player(s) awarded assist(s) on the goal

			Penalties	3	Per. – Period in which penalty was given		
Per.	No.	Serv.	Offence	Time	Start	On	No. – Number of the player serving penalty
							Serv. – Period in which goal was scored
						Offence – Penalty Infraction	
							Time – Score Clock time of penalty given
							Start – Time penalty commenced
						On – Time player returned to the ice	

#### PENALTIES - SUGGESTED ABBREVIATIONS:

Holding – HO Goals:

Automatic Minor – AM Handling Puck – HP Empty Net Goal - ENG
Boarding – BDG Hooking – HK Power Play Goal - PPG
Butt Ending – BE High Sticking – HS Short Handed Goal - SHG

Bench Minor – BM Hit From Behind – HFB
Broken Stick – BRS Interference – INT
Cross Checking – CC Kneeing – KN

Charging – CHG Leaving Penalty Bench – LPB

Delay of Game: DG Misconduct – MISC

Elbowing – ELB Match – MAT
Failure to go to Bench – FBG Roughing – RO
Face Off Interference – F/INT Slashing – SL
Fighting – FT Spearing – SP

Falling on Puck – FOP Too Many Men – TMM

Goalie Leaving Crease – GLC Tripping – TR
Game Misconduct – GM Throwing Stick - TS

Gross Misconduct – GrM Unsportsmanlike Conduct - USC



## HOCKEY NORTH GAME SHEET 3506 McDonald Drive - Yellowknife, NT X1A 2H1





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