

Gamesheet Tutorial

What you Need

- 2 or 3 blue/black pens, no pencils
- Scrap paper or a notebook

Gamesheets

- Make sure that both teams have completed their rosters and all the trainers, coaches and players have signed. If a team is using stickers for their roster, make sure there is a sticker on each copy. Make sure that the trainer number is recorded on the gamesheet.
- **NOTE:** There **must** be a certified trainer on at least one of the teams in order for the game to be played. If only one team has a trainer, ask if the other team would share their trainer in case of emergency
- Ensure that the top header of the gamesheet is filled out, including the Location of the Game, League Division, Home/Visitor Team, Type of Game, Length of Game and Date of Game. If the periods are stopped time, circle the 'STOP' option; if it is running time, do not circle 'Stop'
- Before the game starts, present the gamesheet to the referees so they can go over the information

During the Game

- During the game you will be responsible for running the clock, putting the information on the scoreclock and documenting all the game details on the game sheet
- Watch for the three (3) stick infraction rule and notify the referee immediately if player receives 3 of the following five (5) stick infractions:
 - Slashing, Spearing, Butt-ending, High sticking, Cross-checking

Recording Goals

- When recording goals, the first thing to note is that the Home Team information is recorded on the left while the Visiting Team information is recorded on the right. The goal section will be located right beside the team roster
- When you look at the goal section, you will see the following:

Per.	Time	Sc.	As.	As.
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'Per' stands for Period; 'Time' is what time the goal was scored at; 'Sc' is who scored the goal; 'As' is for who assisted the goal

- In 'Per.' you will write what period the goal was scored
- In 'Time' you will write what time the goal was scored
- For 'Sc', you will write who scored the goal—the referee will tell you this
- For 'Ac', you will write who assisted the goal—the referee will tell you this. You can write up to two (2) entries. If there is only one (1) entry or no entries, leave the space blank or draw a line through the space
- Example: Home team goal scored in the 2nd period at 4:48 by #13, assisted by #7

Per.	Time	Sc.	As.	As.
2	4:48	13	7	-----

Recording Penalties

- When recording penalties, the first thing to note is that the Home Team information is recorded on the left while the Visiting Team information is recorded on the right
- When you look at the goal section, you will see the following:

Per	No	Min.	Offence	Off	Start	On
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- 'Per.' is the period in which the penalty occurred
- 'No.' is the player who received the penalty
- 'Min.' is type of penalty a player received (i.e. 2, 5, or 10); the referee will tell you this

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- Minor penalties are 2; major and match penalties are 5; misconduct and game misconduct penalty are 10
- ‘Offence’ is what penalty infraction the player received; the referee will tell you this
- ‘Off’ is what time the player came off the ice, i.e. what time the penalty was assessed
- ‘Start’ is what time the penalty actually started, i.e. when the player actually starts serving the penalty
- ‘On’ is what time the penalized player returns to the ice
- **Example:** Minor penalty assessed to the home team #14 for head contact at 5:23 in the 1st period. The penalty starts and ends with no other incidents

Per	No	Min.	Offence	Off	Start	On
1	14	2	HC	5:23	5:23	1:23

- Double minors are listed on two lines—remember, you can only use 2, 5, and 10 to record penalties. Here is an example of a double minor: Double minor assessed to the home team #14 for head contact at 5:23 in the 1st period. The penalty starts and ends with no other incidents

Per	No	Min.	Offence	Off	Start	On
1	14	2	HC	5:23	5:23	-----
1	14	2	HC	5:23	3:23	1:23

- Game misconducts are recorded as such on the gamesheet: **Example**, minor penalty checking from behind assessed to #15 on the home team at 8:24 in the first period, automatic game misconduct

Per	No	Min.	Offence	Off	Start	On
1	15	2	CFB	8:24	8:24	6:24
1	15	10	GM40	8:24	8:24	-----

- For coincidental penalties, you will write them down as regular penalties, but the ‘On’ time will differ. Players who receive co-incidental penalties are only allowed back on the ice at the first whistle after their penalties have expired

End of Game

- Make sure you have filled in all the fields on the gamesheet for both penalties and goals
- Turn off the clock and bring the gamesheet to the referee room. After double-checking your work, present the gamesheet to the referee, who will then establish everything is documented correctly and sign in the appropriate fields
- After the gamesheet has been signed by the referees, you will need to distribute the copies to both teams. Distribution goes as follows:
 - The white and yellow copy goes to the home team.
 - **NOTE:** In the case of a game misconduct, the referee will take the white copy and only the yellow copy will go to the home team
 - The pink copy goes to the visiting team