

IIBHL SCOREKEEPER DUTIES

A. BEFORE THE GAME:

The scorekeeper is expected to be there at least 20 minutes before game time to prepare the scoresheet and hand out the shift charts to the coaches and get them to start filling them out. Scoresheets and shift charts can be found in the binder in the box. Here are the steps for filling out the scoresheet:

A1. Fill in Week # and Game # at the top.

A2. Fill in Date, Referee names, Scorekeeper name, Timer name in ADMINISTRATIVE box at bottom.

10 minutes before game time, remind coaches that they must start writing their final order in each box on the shift chart.

5 minutes before game time, ask coaches for their shift chart. They must give it to you.

A3. Fill in the rosters on the scoresheet in the same order as in the most complete box on the shift charts. The visiting team is always on the left of the scoresheet.

A4. Fill in the name of the goalies for each team.

B. DURING THE GAME:

If a player arrives after you have filled out the scoresheet, add his name to the bottom of his team's roster.

When a goal is scored, the referee will blow his whistle, the timer will stop the stopwatch and you will write the following under SCORING PLAYS:

B1. The time of the goal under TIME OF GOAL before the referee comes over. Ask the timer.

B2. The goal scorer's number under GOAL #.

B3. The number(s) of the player(s) getting an assist under ASSIST #. If there is only one assist, put a big X in the other box.

B4. The period # (1 or 2) under PERIOD #.

B5. The team name under TEAM NAME.

B6. The current score of the game under SCORE. For example, if the Visitors score the first goal, put a 1 under V and a 0 under H because the score is 1-0. If the Home team scores the second goal, the second row should have a 1 under V and a 1 under H because the score is now 1-1, etc.

B7. Change the score on the flip chart scoreboard every time a goal is scored. This must match score indicated in B6 column.

B8. Scores on the flip chart scoreboard must always correspond to whichever side of the gym teams are playing on. This will entail switching the scores when teams change sides for the second period.

When there's a penalty, the referee will blow his whistle, the timer will stop the stopwatch and you will write the following under PENALTIES:

C1. The time of the penalty. Ask the timer.

C2. The player's number.

C3. His team (R for Red, SB for Sky Blue, etc.).

C4. The penalty name (HS for high sticking, TR for tripping, etc.).

C5. How long the penalty is (note that minor penalties are 1 minute).

C6. The period.



When there is overtime, give the scoresheet to the coaches, starting with the visiting team.

D1. In the OT column on the scoresheet, the coaches will number the players 1, 2 or 3 according to which of the three shifts they will play in overtime. Tier1 will number 2 players for each shift. Tier 2 will number 3 players for each shift. If players need to be repeated for lack of manpower, they are taken from the first shift.

D2. When a goal is scored: In the OVERTIME box at the bottom, fill in the information as given by the referee.

When there is a shootout, give the scoresheet to the coaches, starting with the visiting team.

E. The coaches will number their players 1-8 (Tier 1) or 1-9 (Tier 2) in the SO column on the scoresheet. When both teams have done this, call the first 3 players one by one, alternating teams, in the order written by their coaches and if they score, put a check mark, but if they don't score, put an X. If the teams are still tied after these 3 rounds, the other players will go in order, alternating teams, and the first team to score without the other team scoring in that round wins the game.

Shots on net

F. Every time there is a shot on one team's net, put a 1 in the blank space next to that team's roster. A shot on net is a shot that will go in the net if the goalie doesn't stop it. A shot that misses the net or hits the post or crossbar and stays out is not a shot on net. A shot stopped by the goalie that would not have entered the net is also not a shot on net.

C. AFTER THE GAME:

G. Write the final score under FINAL SCORE and give the clipboard to referees to pick the 3 stars of the game. The three stars will be announced by either you or the refs after each game.

If you are also scorekeeping the next game, prepare a new scoresheet as described above.



