

IIBHL SCOREKEEPER DUTIES

A. BEFORE THE GAME:

The scorekeeper is expected to be there at least 15 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. Scorekeeping can be done on paper or digitally. Paper 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 filling out 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 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 as well as their numbers. Ask coaches for their number if missing.

B. DURING THE GAME:

You will need to pay attention **at all times** to the game and not be distracted by anyone talking to you while the game is being played as you are counting shots on net.

When a goal is scored, the referee will blow his whistle, the timer will stop the stopwatch and you will enter 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. One referee will change the score on the scoreboard every time a goal is scored. This must match score indicated in B6 column.

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

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

C2. The player's number.

C3. His team (3 letters max: AAL, MUM, EEM, 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.



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When there is overtime, give the scoresheet to the coaches, starting with the visiting team. If scorekeeping digitally, coaches will need to come to you.

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. Tier 1 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. If scorekeeping digitally, coaches will need to come to you.

E. The coaches will number their players 1-8 (Tier 1) and 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 indicated 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

F1. Every time there is a shot on one team's net, put an X in the SHOTS ON NET box of the appropriate period of that team. Remember: shots on net are shots AGAINST a team, not shots BY a team. 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.

Time-outs

G. Each team is allowed one time-out per game. Add a check mark in the TIME-OUTS box when a team has used their time-out.

C. AFTER THE GAME:

Final score

H. Write the final score for each team under FINAL SCORE.

Three stars

Fill this in with the names chosen by the refs.



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IIBHL OFFICIAL SCORESHEET

[A1] WEEK #: GAME #: TIER:

TEAM ROSTERS

VISITOR TEAM: [A3]					HOME TEAM: [A3]				
#	PLAYERS	OT	SO	#	PLAYERS	OT	SO		
	[G]	[D1]	[E]		[G]	[D1]	[E]		

SCORING PLAYS

PENALTIES

PER #	TEAM NAME	GOAL #	ASSISTS		TIME OF GOAL	SCORE		PER #	TEAM NAME	PLYR #	PEN	MIN	TIME
			#	#		V	H						
[B4]	[B5]	[B2]	[B3]	[B3]	[B1]	[B6]		[C5]	[C6]	[C2]	[C3]	[C4]	[C1]

SHOTS ON NET												
FACED BY VISITOR TEAM: [A4] [F1]												
1												
2												
OT												
FACED BY HOME TEAM: [A4] [F1]												
1												
2												
OT												

OVERTIME [D2]

TEAM	TIME	GOAL	ASSISTS

ADMINISTRATIVE [A2]	TIME-OUTS [G]	FINAL SCORE [H]	THREE STARS
DATE:	Visitor:	Visitor:	1 ST :
REFEREES:			2 ND :
SCOREKEEPER:	Home:	Home:	3 RD :
TIMER:			

