

INSTRUCTIONS FOR MARKING SPECIAL GOALS, PENALTIES, AND GOALIES – EMPHASISED POINTS

MULTIPLE PENALTIES TO THE SAME PLAYER SIMULTANEOUSLY

- When a 2+10 is assessed, still record two lines.
- **The key difference is that the “infraction” for line 2 should read the SAME AS THE MINOR PENALTY** (unless specified that the minor and misconduct were for different infractions, in which case record them separately). **This is the only change in the mechanics of the scorekeeping of hockey, so make an important note of this.**
- **The second-to-left column for the infracting player MUST BE THE PLAYER WHO COMMITTED THE PENALTY, not who is serving.** On the far right column, specify who is serving the minor penalty (or other penalty). This player will not be charged with penalty minutes.
- Specify the LENGTH OF THE PENALTY in the “MIN” column (2,5,10,GM – game misconduct, MP – match penalty, PS – penalty shot)
- The OFF time of the penalty should be when the player gets into the box, the START time should be when the penalty has begun to be served
- IMPORTANT: See examples below
 - o Example 1: #17 gets 2+10 for head contact at 11:00 in the 2nd, the minor is served by #30 and is killed off.
 - Result
 - LINE 1: PER = 2, # = 17, CODE = HC (head contact), MIN = 2, OFF = 11:00, START = 11:00, ON = 9:00, SB (served by) = 30
 - LINE 2: PER = 2, # = 17, CODE = HC, MIN = 10, OFF = 11:00, START = 09:00, ON = 16:00 -> (denoting that the time is of the following period, this is automatic), SB = 17
 - o Example: Same as Ex.1 above, with the difference being that a power play goal was scored at 10:30
 - Result
 - LINE 1: PER = 2, # = 17, CODE = HC, MIN = 2, OFF = 11:00, START = 11:00, ON = 10:30, SB (served by) = 30
 - LINE 2: PER = 2, # = 17, CODE = HC, MIN = 10, OFF = 11:00, START = 10:30, ON = 0:30, SB = 30
 - o Use this concept to record any type of penalty that is consecutive.

PENALTIES

- “OFF TIME” and “START TIME” will likely be the same, however will be DIFFERENT when a player has simultaneous penalties (like a 2+10)
- FILL IN “ON TIME” JUST AS YOU WOULD ON PAPER... leave this blank until the penalty is released, then fill it in.
 - o Example: Minor penalty at 5:00 (remaining) and is killed off.
 - Result: OFF = 5:00, START = 5:00, ON = 3:00
 - o Example: Minor penalty at 14:00, power play goal at 13:15.
 - Result: OFF = 14:00, START = 14:00, ON = 13:15

MARKING GOALS

- **There is no way to mark that a goal was on the power play or short handed.** Until GameSheet implements this feature, this will be calculated by the league within 48 hours of the game being uploaded. **As long as the penalty on/off times are accurate, these will be accurate!**

GOALIES, GOALIE CHANGES, EMPTY NET GOALS

- When changing goalies, press “Change goalie” next to the goalie number and fill in the new goalie shift. **Make sure the shots on goal for the period are updated before you switch, or the stats may not be accurate. If you forget, make a general note (found in the top left corner of the scoring screen), and specify how many shots each goalie faced for the period in question.**
- To mark an empty net, do a normal goalie change, and press “Empty net”
- The GOALIE column reflecting who allowed a goal is automatically populated based on the time of the goal, and the most recent goalie change event. If the goalie is displayed incorrectly, check the goalie shift times and adjust as needed.
 - o YOU MUST RECORD EMPTY NET TIME, BE VERY ATTENTIVE IN THE FINAL MINUTES OF A CLOSE GAME TO CHECK IF AND WHEN THE GOALIE IS BEING PULLED.
 - o After an empty net goal, remember to check if the goalie RETURNS TO THE NET!
- We count SHOTS ON GOAL, which is defined as “If the puck had gone in had the goalie not been present, it is a shot.” In other words, A shot on goal must ALWAYS result in a save or a goal. If the shot was off the post, no shot. If the goalie plays a puck outside of the net, no shot.

MISCELLANEOUS EVENTS

- Describe anything that you may have difficulty scoring on the iPad by using the general notes feature in the top left corner of the scoring screen, and record either by text or voice. **If you think you scored something correctly but just want to be sure, make a note anyway!**
- The league can make any changes needed to display correctly if needed after the game is uploaded on the iPad.