



HIGH SCHOOL SCORING INSTRUCTIONS

Before the game:

- If not already loaded, press **ADD GAME** Exhibition games are loaded from scratch. Any game that “counts”, press **LOAD FROM SCHEDULE**
- Enter your name and phone number in **GAME DETAILS** tab. This is required.
- Ensure start time is accurate
- Ensure period lengths and overtime/shootout settings in **GAME DETAILS** are accurate.
- Ensure iPad is connected to internet

During the game:

- Track shots on goal with the plus button in real time (don't use paper for this, just press the button and then you don't have to think about it again!)
 - A SOG always results in a goal or a save. If the goalie did not literally prevent a goal, it's not a save, therefore, it's not a shot. This concept applies to shots high and wide, the goalie playing the puck outside of the net, and even shots hitting the post (not deflected by goalie) are not shots!
- Enter times as times remaining on the clock, do not do the math to convert it to elapsed.
- Enter goals as reported by the referee
- Enter penalties as reported by the referees
 - 2+10's are recorded as two lines. For example, a head contact penalty is a 2+10 and is recorded as a HC-MIN (minor) and then a HC-MSC (misconduct). The # column is who committed the penalty and will be the same for both lines, but the “SB” on the right indicates who served the penalty, if it is different than the player infracting.
 - OFF time = time penalty was committed
 - START time = time penalty began to be served
 - ON time = time penalty expired or terminated
 - example of OFF/START/ON for a 2+10 that killed the minor with 13:30 to go: Line 1 - 13:30/13:30/11:30, Line 2 - 13:30/11:30/01:30
- Change the period at the end of the period by pressing the selector on top
- Record any goalie changes or empty nets by pressing the **CHANGE** next to goalie number, adding a “shift”, enter the time, and who went in, or if empty net. Make sure not to overwrite the starting goalie.
 - Failure to do this results in goalies getting charged an incorrect number of goals, making their stats wrong.
 - Remember to return the goalie after an empty net goal
 - So long as shots are correctly marked in real time and times are accurate, goals will automatically be charged accurately to goalies or as empty nets
- Record any timeouts, penalty shots (not shootout at the end of the game), and delayed penalty goals, or unusual circumstances by using “scorekeeper notes” on the top left of the scoring screen.
- Record a penalty shootout with the “SO” button in real time, recording shots as they happen.
- Notify the referee and coach when a player commits their 3rd penalty (includes misconducts), and their 4th penalty.
 - 4 penalties for a player = a game misconduct. They are out of the current game as well as the next game.
 - 2 misconducts (which is usually also 4 penalties) results in its own game misconduct too. So 2 minor+misconducts results in both a 4 penalty GM and a 2 misconduct GM.
- Notify the coach after 9 team penalties and each penalty after that.
 - If a team receives 12 total penalties, record a game misconduct on the coach at the end of the game for 12 penalties, the head coach is suspended for the next game

After the game:

- Press **END GAME** when data is accurate and complete. Fill in the **END GAME** time.
 - Do not press the back button on top left, press **END GAME** in top right. You still have the ability to edit and correct information at this point.
- Officials will sign off
 - If they do not lock & upload, make sure you do by pressing the button in the top right of the officials page.
- **Great scorekeepers will use the **ENABLE GAME CLOCK** button in the top middle of the scoring screen to keep the website updated with not only the score, but also the time remaining in each period. This is not mandatory but greatly appreciated.
- - Any corrections or questions should be directed to Sam at (312) 619-6943.