

ANNOUNCERS SCRIPT AND DUTIES FOR MV CHA GAMES

1. As the teams enter the ice after the Zamboni doors close, start warm-up music and the three-minute warm-up time on the scoreboard.
2. At the conclusion of the three minutes, give the teams ten seconds or so to collect their pucks and assemble around their bench. Please make this announcement:

“The MVCHA and its member teams have a zero-tolerance policy for inappropriate behavior, obscene language, or gestures, and throwing objects onto the ice. When a player scores a hat trick, fans are encouraged to celebrate by throwing their hats onto the ice. Please note that only hats will be tolerated. Violators will be immediately ejected from the rink. Collected hats will be returned at the announcing booth. MVCHA-designated team representatives are on-site to assist fans as needed.”

3. Using the roster form submitted by the teams, announce the starting lineups in the following format. The starting lineups are identified on each roster with Position, Name, and Year in School identified.

“Welcome to today’s MVCHA game between the home (school and nickname) and the visiting (school and nickname). The starting line-ups for tonight’s from the visiting (school and nickname), starting on the right wing, (number XX and player’s name), on left wing (number XX and player’s name), on defense (number XX and player’s name), on the other defense (number XX and player’s name), at center (number XX and player’s name), and finally in goal (number XX and player’s name).”

“For the home (school and nickname), starting on the right wing, (number XX and player’s name), on left wing (number XX and player’s name), on defense (number XX and player’s name), on the other defense (number XX and player’s name), at center (number XX and player’s name), and finally in goal (number XX and player’s name).”

4. After starting lineups, announce, “Will everyone please rise and remove their hats for the playing of the national anthem.” Play the National Anthem
5. At the conclusion of the anthem, play music until the start of play
6. At each whistle stop play music. **DO NOT PLAY MUSIC IF AN INJURED PLAYER IS ON THE ICE OR IF THE COACH HAS CALLED A TIMEOUT.**
7. Announce goals and assists as follows. You can make this announcement at any time as soon as possible after the goal is scored.

“(School and nickname) goal scored by number XX, John Doe, assists to number XX, Joe Smith, and number XX, Tom Jones. Time of the goal, XX:XX. (time comes right Off of the score clock/scoresheet).”

8. Penalties are announced as follows:

“(School and nickname) penalty to number XX, John Doe, XX (Penalty Time) Minutes for (Interference, Hooking, Etc.). Time of the penalty XX:XX. (time comes right Off of the score clock/scoresheet).

9. When the period gets down to a minute left in play, announce

“One minute remaining in the period.”

10. Announce the winner of the 50/50 raffle drawing during the third period. Just have the winner come around to the scorer’s area to claim their money.