

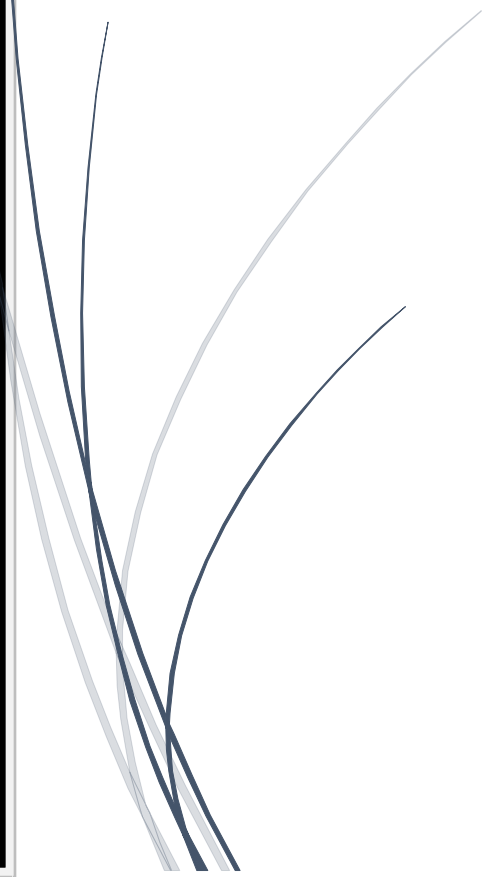
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INLINE HOCKEY

NEW ZEALAND



Score Bench Reference Manual

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Updated 28 Jan 2022

Penalties



Classes of Penalties

Minor Penalties – 2 minute time penalty – Player

Bench Minor Penalties – 2 minute time penalty – Player

Major Penalties – 5 minute penalty (+GM) Substitute

Misconduct Penalties – 10 minute (non time penalty)

Game Misconduct – Player is removed from the game

Match Penalties – 5 minute time penalty – Player removed

Penalty Shot – assessed to restore a scoring opportunity

Penalty Assessment Criteria



- D** Degree of Violence
- I** Intent of Action
- R** Result of Action

The class of penalty you will call is dependent on three assessment factors. The combination of these three factors determines the length and severity of the penalty.

Penalty Assessment Criteria

The Degree of Violence combined with the Intent of the Action will create a Result of Action that will determine the severity of penalty called.

Review the table below and then click on the table to see examples.

		Degree of Violence		
		LOW	MEDIUM	HIGH
Intent of Action	UNINTENTIONAL	NO INJURY - MINOR	NO INJURY - MINOR	INJURY- MAJOR+GM OR MATCH
	INTENTIONAL	NO INJURY-MINOR	NO INJURY - MINOR INJURY - MAJOR+GM	INJURY- MAJOR+GM or MATCH
	DELIBERATE	NO INJURY-MAJOR +GM	INJURY OR NO INJURY-	INJURY-

Examples		Degree of Violence		
		LOW	MEDIUM	HIGH
Intent of Action	UNINTENTIONAL	TRIP (Minor)	SLIDING TRIP (Minor)	TRIP WITH INJURY (Major+GM)
	INTENTIONAL	SLASH ON STICK TO STOP A GOAL (Minor)	SLASH ON ARM TO STOP A GOAL (Minor or Major+GM)	SLASH ON ARM THAT CAUSES INJURY (Major+GM)
	DELIBERATE	SWINGING A STICK AT AN OPPONENTS HEAD BUT MISSING (Major+GM or Match)	SWINGING A STICK AT OPPONENT AND CONNECTING (Match)	SWINGING A STICK AT OPPONENTS HEAD AND CONNECTING (Match)

Minor and Major Penalties

Minor Penalties:

- Penalized player is ruled off the surface for 2 minutes
- 2 minutes is recorded on the game sheet
- May be terminated when an opponent scores a goal
- If penalty is against the goalie a player from the floor serves it
- If player is injured another player can serve it but injured player can not return to the floor until after the penalty is completed.

2

Major Penalties:

- A player is ruled off the surface and the team plays shorthanded for 5 minutes
- 5 minutes is recorded on the game sheet
- Penalty is fully served by another player on the team
- All major penalties automatically incur a game misconduct

5+GM

Game Misconduct Penalties

- The player or coach is removed from the game and sent to the dressing room or out of the rink
- There are no time penalties associated with a game misconduct penalty however 10 minutes is recorded on the game sheet against player
- Player or coach assessed a game misconduct is automatically suspended from next scheduled game

GM

Misconduct Penalties

- The Player is ruled off the surface for 10 minutes
- Immediate substitution shall be permitted
- The team does not play shorthanded
- The penalized player cannot be released from the penalty bench until the first stoppage of play *after* the 10-minute penalty expires.
- If misconduct is against the goalie a player from the floor will serve the penalty

10

Misconduct Penalties

- If during the *same game* a player is assessed a *second 10 minute misconduct* the player is also assessed a **Game Misconduct** and is removed from the game
- 10 minutes is recorded on the game sheet for the second misconduct and 10 minutes for the Game Misconduct (automatic game misconduct)
- An immediate substitution shall be permitted for any misconduct penalties that a player receives
- Misconduct penalties are never posted to the scoreboard penalty clocks

Match Penalties

- Penalized player receives a 5 minute penalty and is immediately removed from the game
- Another player substitutes for the penalized player and serves the 5-minute time penalty
- Penalized player suspended and an automatic disciplinary hearing will be convened within 24 hours of the game
- 5 minutes is recorded on the game sheet for the penalty

5+GM+

Three Penalty Situations: (Rule 6.1.7)

On the third penalty assessed to any player or goalkeeper in the same game, they will be assessed an additional ten minute Misconduct Penalty.

- A Substitute will serve the time penalty and the penalized player will serve the entire penalty (Minor+Misconduct)
- Any subsequent penalty incurred and the penalized player will receive a Game Ejection Penalty.

Any player incurring three stick penalties within a single game will also be assessed a penalty appropriate to the last infraction and be assessed a Game Ejection Penalty.

- Stick infractions are: slashing, high sticking, crosschecking, butt ending and spearing.

Double Minor Penalties

- The imposition of multiple penalties for a single infraction
- Usually associated with fighting and injury potential penalties.

Examples include;

- 6.4.19 Fighting (Rule 6.4.19)
- 6.4.31 Spearing and Butt-Ending (Rule 6.4.31)

2+2

Compound Penalties

Compound penalties are recorded as two separate penalties on the game sheet

When a Major and Minor Penalty are assessed:

- The Major is recorded and served first
- The Minor is recorded and served second
- The Minor does not start until the Major expires

5+2

When a Minor and a Misconduct are assessed,

- The Minor is recorded and served first
- A substitute serves the Minor penalty
- The player penalized serves the full penalty time (minor+misconduct)
- The Misconduct does not begin until the Minor penalty expires or a is terminated from a goal being scored

2+10

Multiple Penalties Same Team

When one team receives multiple penalties occurring within the same penalty time frame they are served and the players released in the order received.

Only 2 penalties can be "on the clock" at the same time so any player penalties after 2 do not start until the first of the serving penalties expires.

Important: In this situation players whose penalties have expired must stay in the penalty box until there is less than 2 penalties on the clock and are then released in the order they entered the penalty box.

Multiple Penalties Same Team: Example

Team Blue

Period 1: 12:00 15 Blue Hooking
Period 1: 11:45 26 Blue Tripping
Period 1 11:30 3 Blue Roughing

15 Blue's penalty starts at 12:00 and ends at 10:00 or on a goal (4 on 3)

26 Blue's penalty start at 11:45 and ends at 9:45 or on a second goal (4 on 2)

There are now 2 penalties on the clock

3 Blue's penalty can not start until 15 Blue's penalty ends which is either at 10:00 or on a goal

Assuming no goal when 15 Blue's penalty ends, 3 Blue's penalty start so Blue is still down 2 players (4 on 2) so 15 Blue has to wait until 26 Blue's penalty ends or you will have too many players on the rink for Blue.

Once 26 Blue's penalty ends 15 Blue enters the game since the only penalty on the clock is 3 Blue. (4 on 3) 26 Blue has to stay in the box until a whistle or the end of 3 Blues penalty or you will again have too many players on the rink. At the end of 3 Blue's penalty 26 Blue comes back on the rink.

3 Blue has to wait for a whistle after their penalty expires to get out of the box.

Coincidental Penalties

Coincidental penalties are an *equal number* of penalties of *equal duration* called at the *same stoppage of play on opposite teams*

- There is no change in on-surface strength
- Substitutes replace the penalized players on the surface
- Coincidental penalties are never posted to the penalty clock
- The penalized players serve their entire time and are released at the first stoppage of play after the expiration of their penalties

Example: On a delayed penalty against #6 white for a trip, #5 green interferes with the goalie, since both teams are getting penalties the referee will blow the whistle. #6 white and #5 green will both get 2 minute penalties, 1 each, at the same stoppage of play. Coincidental penalties and we play at full strength.

MOTO

MOTO is the acronym we use to manage Coincidental Penalties. The idea behind coincidental penalties is to allow the maximum number of players to play by substituting the penalised players bringing the number of players on rink to the maximum available. Penalise the players not the team or their teammates. MOTO is:

01

MANY

Cancel as **Many** penalties of the same value from each team as possible

MORE

02

ONE

then Cancel as many penalties as possible in a way to make teams only **One** player short

MORE

03

TAKING

then Cancel as many of the remaining penalties as possible in a way to avoid **Taking** an extra player off the surface

MORE

04

ORDER

then Cancel as many of the remaining penalties as possible using the **Order** of occurrence

MORE

MOTO

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CLOSE

MANY

Cancel as Many penalties of the same value from each team as possible

Example: At 7:16 of the second period 14 White and 18 Blue both receive minor penalties for slashing, you would cancel these penalties and play 4 on 4. 14 White and 18 Blue will sit in the penalty box for the full 2 minutes of their penalties plus any time until the first whistle after the 2 minutes.

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CLOSE

ONE

Cancel as many penalties as possible in a way to make teams only One player short

Example: 8 Green receives a double minor for spearing and 28 Red receives a minor for roughing at 13:14 of the first period. You cancel one of 8 Greens minors with 28 Reds minor. You now have One penalty remaining, you put a substitute player in the box for 8 Greens one penalty (3 Green), The on floor strength is now 4 on 3, making it only One player short. 3 Green sits for 2 minutes or less if a goal is scored, 8 Green serves a minimum of 2 minutes and up to 4 minutes (depending on if a goal is scored) plus time until a whistle and 28 Red serves the full 2 minutes plus time until a whistle.

MOTO

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CLOSE

TAKING

Cancel as many of the remaining penalties as possible in a way to avoid **Taking** an extra player off the surface

Example: 22 Yellow receives a minor penalty for slashing and a minor penalty for roughing and 13 Purple receives a minor penalty for roughing and 16 Purple receives a minor penalty for unsportsmanlike. You cancel one of 22 Yellows penalties with 13 Purple and then cancel 22 Yellows other penalty against 16 Purple avoiding **Taking** an extra player from the surface. You play 4 on 4, 22 Yellow sits the full 4 minutes plus time to a whistle while 13 and 16 Purple serve their full 2 minutes plus time to a whistle.

MOTO

MOTO is the acronym we use to manage Coincidental Penalties. The idea behind coincidental penalties is to allow the maximum number of players to play by substituting the penalised players bringing the number of players on rink to the maximum available. Penalise the players not the team or their

CLOSE

ORDER

Cancel as many of the remaining penalties as possible using the **Order** of occurrence (i.e. the order that the penalties were reported by the referee)

Note: This is an advance part of MOTO and usually applied when you are managing a large number of penalties. We will review some examples of these further in this module but for now keep in mind that you should try and call the penalties in the order that they occurred.

Delayed Penalties 6.2.2

g) When a Delayed Penalty is in the process of being assessed to a team that is already shorthanded because of a previous Minor or a Bench Minor Penalty, and the non-offending team scores a goal, the original penalty is terminated which caused the offending team to be short a player and the new penalty is assessed to the offending team, which plays again shorthanded.

SHORT VS SHORT-HANDED

When determining if a player is allowed out of the penalty box after a goal is scored you must determine between a team being short and a team being short-handed.

SHORT

A team is short if they have less players on the rink then they had at the start of the game. So any number less than 4 players and a goalie or 5 players and no goalie would mean that a team is short.

The minimum number of players a team will have on the rink due to penalties is 2 skaters and a goalie or 3 skaters and no goalie.

SHORT- HANDED

A team is short-handed if they have less players on the rink then the opposition.

Not including goalies this only happens at 4 on 3 or 3 on 2.

If both teams have an equal number of players on the rink, 3 on 3 or 2 on 2 then they both are short but NO ONE is short-handed.

A player is only released from the penalty box if their team was SHORT-HANDED when the goal was scored. If both teams are short but have the same number of players on the rink at the time of the goal NO ONE is released from the penalty box.

Penalty Shot Reminder

- Once the whistle is blown immediately call a referee's time out and stop the clock
 - Remember to let the play finish and wait for the penalized team to gain control and possession of the puck
- The player penalized is identified to the scorebench as the penalty counts towards their three penalty infractions
- The penalized player does not serve any penalty time unless the penalty includes a Major or Match penalty. (i.e. a trip on a breakaway that causes an injury)
- The player fouled is the player that will take the penalty shot
 - If the penalty shot is awarded for a reason not specific to a particular player the coach can designate any player on the floor at the time the foul was committed.
 - If the player fouled is injured then a substitute from the floor takes the shot



Penalty Shot Procedure Reminder

When an infraction requiring the awarding of a Penalty Shot occurs, the referee shall stop play as outlined within the rules and point to centre ice to indicate that a penalty shot has been awarded.

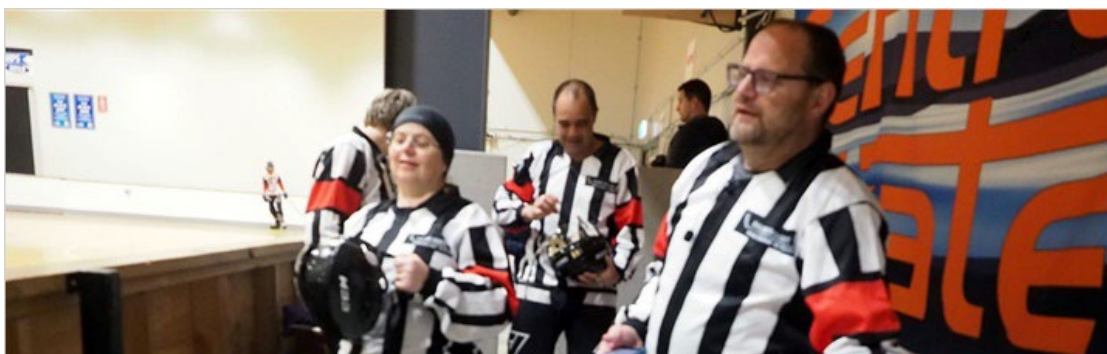
- Identify the player to take the penalty shot
- Place the puck on the centre ice spot.
- Instruct the player taking the Penalty Shot on the correct proceedings to follow [Rule 6.1.8]
- The player is allowed one shot at the goal and once the puck is shot, the play is considered completed. Similarly, the player is allowed one play on the goaltender and cannot score on a rebound.
- Instruct the player to wait until you are positioned on the goal line and until you blow the whistle, thus signaling the player to execute the Penalty Shot.
- Instruct the goaltender on the correct procedures to follow [Rule 6.1.8]:
- Direct all other players to withdraw to their benches.

Additional Penalty Shot Rules

- If a defensive player puts their hand over puck, picks up puck or pulls the puck into their body in crease
- If a player or goalie deliberately displaces the goal post to prevent a breakaway scoring opportunity by the opposing team or deliberately displaces the goal post during an ideal scoring opportunity by the opposing team
- When any player of the defending side, including the goalkeeper, deliberately throws the player's stick or any part thereof or any other object, at the puck in the player's defending zone
- In last 2 minutes of game or OT, deliberate illegal substitution by the defending team, which provided them more men on the floor
- In last 2 minutes of game or OT, deliberate displacement of the goal

Score Sheet

[illegible]



4.2 Referees

KEY THINGS TO KNOW

Two referees are appointed for all games.

The first referee listed on the score sheet is the lead referee, usually it is the senior referee.

The lead referee has full authority for the game and final decision on all matters of dispute.

NEW ZEALAND INLINE HOCKEY ASSOCIATION - OFFICIAL SCORING SHEET

4.3 OFFICIAL SCORER

Hand holding a yellow pencil pointing to the score sheet.

EVENT		GRADE		Last Name		Age	Sex	Time	PO
TEAM OFFICIALS									
Coach									
Manager									
Official									
Official									
Goals	A Timeout	PO	GB	Shots on Team B Goalkeeper					
1	1	1							
2	2	2							
OT									
Signature									

KEY RESPONSIBILITIES

- Prior to the start of the game have each team complete their section of the score sheet with captains, assistant and goalies identified
- Identify any concerns with the player rosters to the lead referee
- Enter onto the game sheet goals & assists, penalties and shots on goal
- Advise the lead referee if any player has received 3 penalties or 2 misconducts
- At the completion of the game sign the official score sheet and have the referees and other game officials complete and sign as well

4.4 OFFICIAL TIMEKEEPER



KEY RESPONSIBILITIES

- Record the start and finishing time of each game
- Signal the referee for the commencement of the start of the game and each period
- Signal the referee the end of the periods by means of a buzzer or other device in the event the score clock fails
- Record the time of goals and penalties on the game clock
- Record and measure the time outs for each team

4.4 PENALTY TIMEKEEPER




KEY RESPONSIBILITIES

- Keep the time served by each penalized player and notify them of their back on the rink time
- Notify the referee immediately if a player leaves the penalty bench early
- Understand the rules relating to:
 - Coincidental penalties
 - Order of penalties
 - Short versus short-handed and release of players after a goal

[illegible]

one Sheet Generation developed by Scott Sanderson

THE HEADER

 NEW ZEALAND INLINE HOCKEY ASSOCIATION - OFFICIAL SCORING SHEET									
DATE _____		EVENT _____		GAME # _____					
VENUE _____		GRADE _____		TIME _____					
TEAM A _____		HOME _____		TEAM B _____					
				ARRAY _____					

These details can be entered before the event if the information is known. It can save considerable time and confusion on the day. Where two books are being used to allow the next team details to be entered while the previous game is still in progress, remember to enter every second game in one book and every “other” game in the second book.

THE HEADER

NEW ZEALAND INLINE HOCKEY ASSOCIATION - OFFICIAL SCORING SHEET					
DATE	EVENT	GAME #			
VENUE	GRADE	TIME			
TEAM A	HOME	TEAM B	AWAY		

Date 01/07/2012

Venue The Stadium

Date: Enter the date of the game - DD/MM/YYYY

Venue: Enter the name of the venue where the game is being held. If the venue doesn't have a name, the suburb or host club/team name. Something that clearly identifies where the event is "taking" place.

Event Regional League

Grade Premier Men

Event: Enter the name of the event. E.g. Regional League. Another example might be "NZ Nationals 2016" for some events the scoresheets and rosters are pre-printed, the scorekeeper needs to check the details.

Grade: Enter the grade participating in the game. E.g U10, U12, Senior A etc.

THE HEADER

NEW ZEALAND INLINE HOCKEY ASSOCIATION - OFFICIAL SCORING SHEET					
DATE	EVENT	GAME #			
VENUE	GRADE	TIME			
TEAM A	HOME	TEAM B	AWAY		

Game # 123

Time 13:50

Game #: Enter the game number assigned to the game in the draw for the event.

Time: Enter the scheduled time of the game as per the event draw - NOT when the game actually starts. The actual starting time is recorded elsewhere on the

TEAM A HOME

Enter the name of the team assigned as the "Home" team in the draw.

TEAM B AWAY

Enter the name of the team assigned as the "Away" team in the draw.

THE TEAM ROSTER

[illegible]

Name: Enter the Players Last (Surname)

C, A or G: Enter the appropriate character to indicate the players that are:

- C = Captain
- A = Assistant Captains (max 3)
- G = Goalies (max 2)

On Rink: Mark the column with a \checkmark , otherwise leave blank.

This is to indicate the players who are part of the team participating for that game. It should include any player **dressed** and **ready** on the bench, whether or not they take the floor. An ideal time to identify who is participating is during the warm up.

Watch out for: Any player/number discrepancies/issues should be addressed before the game starts.

Player names can not be added to the roster listed on the scoresheet once the game has commenced.

Maximum roster size is 14 players and 2 goalies.

TEAM OFFICIALS

TEAM OFFICIALS		Date	
Coch			
Manager			
Official			
Official			

A Team official must enter the appropriate Manager/Coach/Official Names, and then initial to confirm that the Team Officials and Player Roster as entered are correct.

A team official is a person responsible in any way for the operation of a team, such as a Team Manager, Coach or Trainer.

Team officials not listed on the scoresheet can not be on the team bench.

The maximum number of team officials is 5.

PENALTIES

[illegible]

Penalties are called, signaled and notified by the referees. They will advise the team colour, player number, what the penalty is for e.g. Tripping, Interference etc. (which will also be hand signaled at the time) and the type of penalty e.g. Minor Major etc.

- Enter the “shirt” number of the player
- Time: Enter the time the “puck is dropped” after the penalty
- PD: Enter the period in which the penalty occurred
- Description: Enter what the referee called (should be same as hand signalled at the time of the initial call). E.g Tripping, Interference, etc.
- Min: Enter the number of minutes associated with the penalty. The referee will not advise this as it should be known by the scorer.
- # Penalties: At the end of the game add up the total number of penalties called for the game
- Total Penalty Minutes: At the end of the game add up the total minutes of penalties called.

IF THERE IS ANY DOUBT ABOUT THE TYPE OR LENGTH OF A PENALTY, STOP THE CLOCK AND ASK THE REFEREE TO CLARIFY.

SCORING

[illegible]

G: Enter the shirt number of the player who scored the goal. This will be advised by the referee, e.g. player with shirt "25"

A: Enter the shirt number of the player who passed (assisted) to the goal scorer ("G" above). This will be advised by the referee, e.g. player with shirt "7"

Time: Record the time that the goal was scored

If a goal is scored on a power play enter PP beside the goal, If while short handed enter SH.

Total Goals: At the end of the game add all the goals scored (column "G") and enter in the space provided.

If you make a mistake, rule a line through the box and re-enter underneath on the next line down.

SHOTS ON GOAL

PD	G#	Shots on Team A Goalkeeper	Shots	Goals
1		5 IIIII+I++ 10 IIII+		14
2		10 II++ 5 IIIII		10
OT				
Totals>			24	6

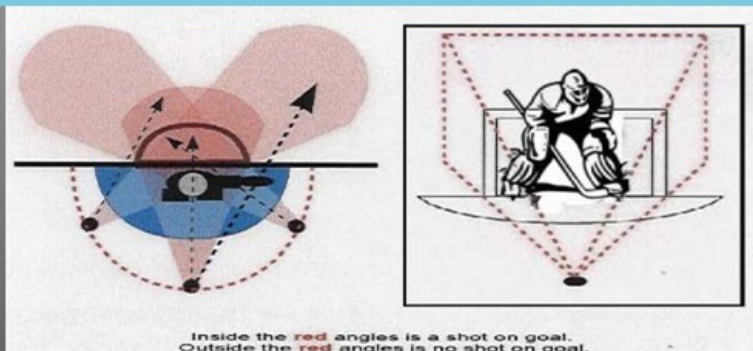
Enter the Goalie Shirt Number in the space provided.

- If a different goalie plays for a new period, enter the new Goalie shirt number in the space beside that period. E.g.
- If during a period the Goalie changes e.g. through injury etc. Enter the new goalies number in the "Shots on Goal field" immediately after the last "shot on goal". E.g.

Shots on goal should be recorded as "I". If the shot results in a goal "cross" the "I" so that it becomes a "+".

- At the end of the game total all the "Shots" and "Goals" in the "Totals" fields.
- Only enter the number of "goals" or "+" in the "Goals" columns.

SHOTS ON GOAL



A **"Shot on Goal"** is a shot that would have entered the goal had the goal keeper not been there to stop, deflect, or redirect the puck.

It is **NOT** a "shot on goal":

- If it would not have gone in the goal, even if the goalie had not stopped, redirected or deflected it.
- If it goes over or wide of the net
- If the puck hits the post and does not "enter the goal".
- If it is stopped by any player

PENALTY SHOT

When a Penalty shot has been assessed (referee's call as a result of a player's infringement) all players must leave the rink with the exception of the player taking the shot and the goalie who will be receiving the shot.

If the goalie stops it from being a goal, it is recorded as a save with a circle around it. If it is a goal it is recorded in the usual way but with a circle around it



= Shot on goal/ no goal scored



= shot on goal/ goal scored

TIME OUT

A Timeout	
1	
2	

- If and when a team calls a "Time out" and the referee signals it, the clock will be stopped.
- **Enter the Clock Time against the period in which the "Time out" has been called in the column corresponding to the team who made the request.**
- Each team is allowed one (1) time out per half, unless modified by the event notice, which is why it is essential to ensure it is correctly recorded.

FOOTER

Game Official Details				Game time (ie 7.20pm)	
Official	Name	Signature		Start	Finish
Scorer					
Referee					
Referee					
Game T/R					
Pen. T/R					
Pen. T/R					
				Results	

Game Official Details		
Official	Name	Signature
Scorer		
Referee		
Referee		
Game T/R		
Pen. T/R		
Pen. T/R		

Enter the Names of each Game Official, and at the end of the game have each official sign the score sheet as correct.

GAME TIMING (Actual)

Note: this task is not always necessary but can be helpful in case of a power failure or query on the game timing.
Enter the actual time the period started. E.g. from your wrist watch etc.

Enter the actual time the period finished - from the same source.

Enter the number of minutes the period lasted. Eg Finish time less start time.

Game time (ie 7.20pm)	
Start	Finish
1	
2	

FOOTER

Game Official Details				Game time (ie 7.20pm)	
Official	Name	Signature		Start	Finish
Scorer					
Referee					
Referee					
Game T/R					
Pen. T/R					
Pen. T/R					
				Results	

Official's Comments	PLEASE PRINT ALL INFORMATION CLEARLY

OFFICIALS COMMENTS

- Enter any appropriate information relevant to then game. Examples are:
- Referees time out - What period, Why etc.
- Injury to a player (Time on clock, players number, injury)
- Comments about rink condition - e.g. Ref T/O 2.32 Period 2 - Water on rink
- Player serving Suspension - Team & Player name (Manager signature against game being served)
- Other relevant comments related to game
- If game goes to a shoot-out, shoot out information

SHOOT OUT

Rule 1.3 covers tied games and the process for shoot outs, however many times event notices will have slightly different rules so make sure to review both.

It is typically only applicable when a game result is necessary, mostly play off games.

The scorekeeper will need to "create" two columns within the comment section of the score sheet to list the player numbers and results of each shot to keep record of the results. Prior to start of the shootout the lead referee should identify the first 3 shooters for each team to you.

Official's Comments	PLEASE PRINT ALL INFORMATION CLEARLY	
	Team A	Team B
	2	6
	72	22
	89	15

ADDITIONAL OVERTIME NOTES

- Overtime typically consists of a 10 minute golden goal period, followed by a shoot out
 - Event notices can change the time of the overtime
- Any overtime period shall be considered to be a part of the game and all unexpired penalties shall remain in force.
- Goals scored during the shoot-out shall not count toward a player's statistics except the game winner shall count.
- Goals scored against a goalkeeper shall not count toward a goal- keeper's statistics.
- Goalkeepers shall receive either a win or a loss based on the result of the shoot-out.
- All rules applicable during the taking of a penalty shot shall also apply during the shoot-out.

How to score the Shoot Out

At the end of the shoot out, the winning team receives 1 goal in the "Results" section.

Example: If the score at the beginning of the "shoot out" is 5 all. And say team A wins via the shoot out, the "Results" section should be written as Team A 6, Team B 5.

The shots are NOT scored in the shots on goal, or entered in the "Scoring" column.

STOP TIME APPLICATION

If written in the event notice, Stop-Time is **played in the final two minutes of the last period** of the game **provided that** the goal scores are **equal or within 1 point** of each other and in overtime as written.

Once "Stop-time" has commenced the **game clock is stopped every time the whistle is blown**.



In regulation game time "stop-time" **once commenced must continue** regardless of what the scores become.

Example:

- At the two minute mark the score might be 2-0 therefore No Stop-Time
- With 1 minute & 10 sec to go on the clock the other team scores a goal it is now 2-1 therefore Stop-Time starts immediately at 1.10
- Stop-Time can begin during a stoppage in play provided that the game clock shows 2:00 (2 minutes) and the goal scores are equal or within one point of each other. The clock is then re-started at the drop of the puck.

OF THE 2ND PERIOD 17 White WAS ASSESSED A 2
 THEN 2 MIN FOR PUNCHING A PLAYER, ROUGHING, PLAYS A
 MANLICE BEHAVIOUR. HE THEN TOLD ME THAT HE "NEXT
 MADE IT WORSE" AND WAS FURTHER ASSESSED A
 TO LEAVE THE BENCH AND THEN THREW IT ON
 ONTO THE ICE WAS GIVEN A MATCH PENALTY
 ED WERE.

6:4:30.9
 6.4.34.a
 6.4.9d
 6.4.29
 MATCH 6.4.9.1

INCIDENT REPORTS

INCIDENT REPORT

Incident Report:

On the back of the scoresheet the referees record the following information:

- Team Name
- Player Number
- Player Name
- Penalty Called
- Specific Rule Number

Then they write a specific description of the following:

- Observations of what was happening in the game prior to the penalty
- Exactly what happened
- Anything that happened after the penalty call.

EXAMPLE INCIDENT REPORT

Sabres # 17 J. Smith. 5 min major slashing. Rule. 6.4.30 (b)
+ game misconduct

(PREF) This had been a tight score physical game with some roughing penalties called prior to this incident.

(INCIDENT) At 4:13 of the 2nd period #26 Green (Raiders) set up in front of the Sabres net to block the goalie. He was outside the crease. #17 White (Sabres) pushed #26 a couple times to try and move him. #17 then took a 2 handed swing at #26 hitting #26 across the arm. #26 was hurt on the play. #17 was issued a 5 min major for slashing and a game misconduct.

(AFTER) #26 did not return to the game.

#4 White and #8 Green were issued roughing penalties resulting from a small altercation after the slash.