

Hockey...
for the fun of it!

WEST END HOCKEY LEAGUE GAME SHEET INSTRUCTIONS



WHAT TO BRING:

- 2 or 3 blue or black ink pens. NO OTHER COLOURS OR PENCILS PLEASE.
- scrap paper or notepad.
- Appendix "A" Penalty and Misconduct Codes.

PRE GAME

1. Obtain game sheet.
2. Ensure that the Game No. (IMPORTANT!), Location of Game (name of arena), League (District B), Division (i.e. Atom A) and Date fields located in the upper left corner of the game sheet are properly filled out.

	1247 Kilborn Place - Suite D-300 Ottawa ON K1H 6K9	
Game number from Bytown website		
NB-049	Dulude Arena	District B
Game No.	Location of Game	League
		Novice B
		Division Junior A B C (Novice to Juvenile / Minor to Major)
		Oct. 16, 2009
		Date

3. Check off the Game Type (i.e. Exhibition, League, Playoff or Tournament).
4. Print your name and phone number in the "Official Scorer" block.

H.A. / O.D.M.H.A. - OFFICIAL GAME REPORT (PLEASE PRINT CLEARLY)			
GAME TYPE	OFFICIAL SCORER (please print)	Phone #	LENGTH OF GAME
EXHIBITION <input type="checkbox"/>	Joe Smith	613-830-1234	1ST. 10 min. STOP
LEAGUE <input checked="" type="checkbox"/>	Curfew Time	V. INT. H. INT.	2ND. 10 min. STOP
PLAYOFF <input type="checkbox"/>			3RD. 12 min. STOP
TOURNAMENT <input type="checkbox"/>			OT 10 SV
		Flood Between	
		<input type="checkbox"/> 1st & 2nd	
		<input type="checkbox"/> 2nd & 3rd	
		<input type="checkbox"/> none	

5. Ensure that both teams' rosters are filled out properly. If labels are used, ensure that all 4 copies of the game sheet have a label. Microsoft Word game label templates may be found on the WEHL website (www.wehl.on.ca) under Team Official Info, Team Managers.
6. Verify that there is a certified trainer listed for each team. The trainer must be listed and their trainer certification number (TD#) must be beside their name.
7. If there are any players absent, they must be crossed off the roster. **If labels are used, ensure absent players have been crossed off each copy of the game sheet.**

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8. If there are any Affiliated Players playing, they must be listed with (AP) beside their name.
9. If there is an Emergency Goaltender playing, they must be listed with (EG) beside their name.

HOME	
No.	PRINT NAME
	AP - AFFILIATED PLAYER C - CAPTAIN A - ALTERNATE
G	
G	
<div style="border: 1px solid black; padding: 5px;"> <p>West End Wolverines - NB2</p> <p>1 - Wayne Gretzky - AP</p> <p>2- Wade Redden - C</p> <p>3 - Bobby Orr</p> <p style="text-align: center;">:</p> <p style="text-align: center;">:</p> <p style="text-align: center;">:</p> <p style="text-align: center;">:</p> <p style="text-align: center;">:</p> <p style="text-align: center;">:</p> <p style="text-align: center;">:</p> <p style="text-align: center;">:</p> <p>16 - Tie Domi _____</p> <p>17 - Don Cherry-G</p> <p>_____</p> <p>Coach - Brian Murray</p> <p>Asst Coach - Brian Kilrea</p> <p>Asst Coach - Jacques Martin</p> <p>Trainer - Bob Cole #1234</p> </div>	
LIST SUSPENDED PLAYERS	OFFICIAL NO. OF GAMES
Tie Domi	1 OF 2
	OF
	OF
VERIFIED BY _____	

10. Ensure that there are no more than five (5) team officials listed and that all officials on the bench have signed.
11. Verify that both teams have signed in the "Verified by" block under their roster.
12. Present the game sheet to the referees so they may verify the information as well.

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NOTE: When players are suspended (listed at the bottom of the roster in the "Suspension List" block), the referee must initial beside the suspension to indicate that he/she is aware of the suspension. Please notify the referee if he/she does not notice the suspension.

HOME PENALTIES							HOME SCORING				
PER.	NO.	MIN.	CODE INFRACTION	OFF	START	ON	PER.	TIME	G	A	A
2	15	2	TR	9:45	9:45	7:45	1	5:34	4	16	5
Explanation: Penalty occurred in the 2nd period by player # 15. 2 minutes for tripping starting at 9:45 and ending at 7:45 NOTE: Infraction codes are on back of gamesheet							Explanation: Goal scored in the 1st period at 5:34 by player #4, assisted by #16 and #5				

ENTERING GOALS AND ASSISTS

1. Record all scoring in the appropriate sections of the game sheet (Home Scoring or Visitor Scoring).
2. The scoring sections are located to the right of the penalties section. It is divided into 5 columns.
3. PER. is the period in which the goal was scored.
4. TIME is the time shown on the clock when the goal was scored.
5. G is the number of the player who scored the goal.
6. A is the number of player(s) assisting the goal.

Example: A goal is scored by the Home Team during the 1st period at 5:15. The referee comes to the timekeeper box and says "5 from 12 and 9".

HOME SCORING				
PER.	TIME	G	A	A
1	5:15	5	12	9



WEST END HOCKEY LEAGUE GAME SHEET INSTRUCTIONS



ENTERING PENALTIES

1. The penalties sections are located right next to the roster sections. It is divided into 7 columns.
2. PER. is the period that the penalty occurred.
3. NO. is the number of the player *receiving* the penalty.
4. MIN. is the length of the penalty (in minutes).
5. SERV. BY is the number of the player serving the penalty.
6. CODE INFRACTION is the penalty the player received. Use the appropriate code from Appendix A or the back of the game sheet.
7. OFF is the time the player came off.
8. START is the time the penalty starts (usually the same as OFF time with a few exceptions).
9. ON is the time the player returns to the ice.
10. Each penalty gets written on a separate line in order of occurrence.

Example: A 2 minute minor penalty for Slashing is awarded to player number 15 on the Visitor Team at 4:12 of the 2nd period. The penalty will be served by number 15.

VISITOR PENALTIES							
PER.	NO.	MIN.	SERV. BY	CODE INFRACTION	OFF	START	ON
2	15	2	15	SL	4:12	4:12	2:12

11. Major Penalties are always served first however are listed in order of occurrence. For double minor penalties, they are to be listed on two (2) lines, as two 2 minute penalties (see example below).



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Example: A double minor penalty for spearing to player number 15 on the Visitor Team at 6:12 of the 1st period. The penalty will be served by number 15.

VISITOR PENALTIES							
PER.	NO.	MIN.	SERV. BY	CODE INFRACTION	OFF	START	ON
1	15	2	15	SP	6:12	6:12	2:12
1	15	2	15	SP	6:12	4:12	2:12

Example: Here is player number 15 serving a minor and a 10 minute misconduct for checking to the head at 6:13 of the 1st period (the periods are 10 minutes long). The minor penalty will be served by number 7. Number 7 returns to the ice at 4:13 of the first period and number 15 returns at 4:13 of the **second** period after serving **both** penalties (12 minutes in total).

VISITOR PENALTIES							
PER.	NO.	MIN.	SERV. BY	CODE INFRACTION	OFF	START	ON
1	15	2	7	GTH	6:13	6:13	4:13
1	15	10	15	M	6:12	4:13	4:13

Note that the M is misconduct and must be noted in the other(s) section of the game sheet. In cases with misconducts or when a player other than the one assessed the penalty is serving a penalty, you should note on a scrap piece of paper who is serving the initial 2 minute penalty to avoid confusion.

EXCEPTIONS TO START TIME

The start time will differ from the off time when a player receives:

- multiple penalties
- a double minor (the second start time will differ, see above examples)
- when the number of players serving time penalties exceeds the number of available spaces on the penalty time clock.

The penalties are served in the order they were awarded by the referee (another reason to write down the penalties on a scrap piece of paper before filling in the game sheet). The penalties will commence when space becomes available.



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TYPES OF PENALTIES

Minor Penalty Any player, other than a goaltender, shall be ruled off the ice for two minutes during which time no substitute shall be permitted. If the shorthanded team is scored upon before the two minutes elapse, the player in the penalty box is automatically released.

Major Penalty Any player, except the goaltender, shall be ruled off the ice for four or five minutes during which time no substitute shall be permitted. The player who is serving the major penalty must stay in the penalty box for the full five, regardless if a goal is scored upon their "shorthanded" team.

Goaltender's Penalties A goaltender shall not be sent to the penalty box for an infraction, but instead the minor penalty shall be served by another member of his team, who was on the ice when the infraction was committed.

Penalty shot No time served. Awarded for a player being fouled from behind and denied a breakaway scoring opportunity. Also called for deliberately displacing the goal post during a breakaway, or can be called when a defending player other than the goalie intentionally falls on the puck, usually around the defensive net area.

Coincidental minor and/or major penalties result when players of two opposing teams are simultaneously assessed penalties of equal duration. In this case, the players may be substituted for, but all penalized players must serve their full time in the penalty box and wait for a stoppage of play to come out of the box. Generally, the timekeeper will not post these penalties on the scoreboard and the **players will be required to stay in the box for the amount of time assessed and until "the next whistle"**.

Misconduct Penalty Any player, other than the goaltender, shall be ruled off the ice for a period of ten minutes. A substitute player is permitted to immediately replace a player serving a misconduct penalty. A player whose misconduct penalty has expired shall remain in the penalty box until the next stoppage of play. These penalties are often called in tandem with a minor penalty and you may hear it referred to as a "Two and ten". What this means is that the player has committed a foul such as Checking from Behind and his/her team must play shorthanded for 2 minutes but the offending player must then also stay off the ice for an additional 10 minutes. Generally, a team will put two players in the penalty box with one coming out after two minutes.

Match Penalty A match penalty involves the suspension of a player for the balance of the game and the offender shall be ordered to the dressing room immediately. A substitute player is permitted to replace the penalized player after five minutes of playing time has elapsed.

Game Misconduct A penalty that involves the suspension of a player for the balance of the game. A substitute is immediately permitted to take his place on the ice.

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WEST END HOCKEY LEAGUE APPENDIX "A" - PENALTY CODES



MINOR AND MAJOR PENALTIES

Aggressor	AG
Body Checking	BC
Boarding	BDC
Bench Minor	BM
Broken Stick	BRS
Butt Ending	BUTT
Cross Checking	CC
Checking from behind	CFB
Charging	CHG
Checking to the Head	CTH
Dangerous/Illegal Equipment	DE/IE
Delay of Game	DG
Elbowing	ELB
Fighting	FT
Face Masking	FMSK
Falling on Puck	FOP
Goalie Leaving Crease	GLC
Hooking	HK
Holding	HO
Handling Puck	HP
High Sticking	HS
Instigator	INS
Interference	INT
Interference/Protection of Goaltender	INTGT
Kneeing	KNE
Leaving Players Bench	LPB
Penalty Shot	PS
Roughing After the Whistle	RAW
Roughing	RO
Slashing	SL
Spearing	SP
Too Many Players	TMP
Tripping	TR
Throwing Stick	TS
Unsportsmanlike Conduct	USC
Game Ejection	GE

LENGTH OF PENALTIES:

STOP TIME:

Minor = 2 minutes

Major = 5 minutes

RUN TIME:

Minor = 3 minutes

Major = 7 minutes



WEST END HOCKEY LEAGUE APPENDIX "A" - PENALTY CODES



MISCONDUCTS AND MATCH PENALTIES

Note: If a code does not exist, you must use the Non Coded (M) and explain in the "Other" section of the game sheet.

MISCONDUCTS (10 minutes)	
Non Coded Misconduct	M
Harassment of Official	M20
Not Proceeding to Bench	M21
Inciting	M22
Referee's Crease	M23
Protective Equipment	M24
Failure to go to Players Bench	M25
Failure to go to Penalty Bench	M26

Misconducts for checking to the Head should be coded as M and explained in "Other section of the game sheet."

GAME MISCONDUCTS	
Non Coded Game Misconduct	GM
Major Penalty	GM30
Harassment of Official	GM31
Discrimination/Taunting	GM32
2 nd Misconduct of Game	GM33
3 rd Man into a fight (must have a FT)	GM34
Failure to go to Players Bench	GM35
2 nd Fight same stoppage	GM36
Leaving Players Bench (LPB)	GM37
Refusing to Start Play	GM38
End of Game	GM39
Checking from Behind	GM40
Checking to the Head	GM41
Fighting	GM42

GROSS MISCONDUCTS	
Non Coded Misconduct	GRM
Travesty of Game	GRM50
Removing of Helmet	GRM51
Taunts, Racial Comments	GRM52
Fighting with Team Official	GRM53
Team Official Headbutt, Butt end or Spear	GRM54

MATCH PENALTIES	
Non Coded Match	MP
Attempt to Injure	MP60
Butt Ending	MP61
Checking from Behind	MP62
Checking to the Head	MP63
Grabbing Hair, Face Mask, etc	MP64
Headbutting	MP65
Kicking	MP66
Touching Holding Pushing	MP67
Strikes, Trips, Body Checks	MP68
Threatens, Attempts to Strike	MP69
Spearing	MP70

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WEST END HOCKEY LEAGUE APPENDIX "B" - REFEREE SIGNALS



Boarding (BDG)

Checking (shoving) an opponent so that he is thrown violently against the boards.



Delayed Penalty

When a referee signals that he is about to penalize a player, but will not stop play until the team to be penalized touches the puck.



Charging (CHG)

Taking more than three skating strides prior to checking an opponent.



Elbowing (ELB)

Using an elbow in any way to foul an opponent.



Checking from Behind (CFB)

Checking or hitting an opponent whose back is facing you, often into the boards.



Hand Pass (HP)

Called when a player uses his hand to direct the puck to another player from the same team in the offensive or neutral zone. Hand passes are allowed in the defensive zone.



Cross-Checking (CC)

Hitting an opponent with both hands on the stick and no part of the stick on the ice.



High Sticking (HS)

Striking your opponent while carrying the stick above shoulder level.

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WEST END HOCKEY LEAGUE APPENDIX "B" - REFEREE SIGNALS



Holding (HO)

Holding an opponent from moving with hands or stick or any other way.



Penalty Shot (PS)

When an attacking player has been clearly pulled down preventing a breakaway shot on the goalie.



Hooking (HKG)

"Hooking" a stick around an opponent to try to block his progress.



Slashing (SL)

Hitting an opposing player with the stick or swinging the stick at an opposing player.



Icing

Intentionally shooting the puck from behind the center red line over your opponent's goal line. Not technically a penalty, icing results in a faceoff in the offending team's zone.



Spearing (SP)

Stabbing an opponent with the point of the stick blade while the stick is being carried in one or both hands.



Interference (INT)

Illegal body contact with an opponent who is not in possession of the puck, or knocking an opponent's fallen stick out of his reach.



Tripping (TR)

Using a stick, knee, foot, arm, hand, or elbow to cause an opponent to trip or fall.