New Zealand Inline Hockey Association

Scorekeeping and Timekeeping Guideline Manual

Updated 2012

How to complete the NZIHA score sheet

Introduction

This manual is to provide a consistent guideline when completing a scoresheet and operating the scorebench for inline hockey in New Zealand.

It is hoped that by following this guideline manual a consistent application of the necessary skills will be applied at any sanctioned tournament or league game at any rink the country.

It is important to remember the scorekeeper is a member of the "officiating team" involved with any game in progress. The Referee leads the "officiating team" and controls the game. Their decision is final.

Entry of goals, who scored/assisted, penalties and time outs should ONLY be entered when called/signalled/indicated/notified by the Referee's. No presumption or assumption should be made.

If an error is made, make it known to the Referee/s as soon as possible so that it can be corrected.

Blank paper should always be kept on the score bench for emergency use
- In some cases you may be an extra set of eyes for the Referee; however this is generally only special circumstances. E.g should a situation arise on the rink and players leave the bench to "join in". In this case the scorer should, if necessary with the help of the time keeper etc. record the player numbers of the players who do so, and in what order they move on to the rink.
- Penalty Time keepers where numerous penalties are being assessed, and recording them will help eliminate error.

THE "HEADER"

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.

| 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 2012" 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.

| 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 else where on the sheet.

| 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

The players should be listed in shirt number order as a preference.
(Note: When team rosters are entered by their team officials this does not always occur.)

Team A Roster			C,A,or G	On rink
No	Intl	Name		
5	J	Bloggs	G	√

No: Enter the "shirt" number of the player

Intl: Enter the Initial of the players "first" name.

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 2)
- G = Goalies (max 2)

On Rink: Mark the column with a √, 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.

Any player/number discrepancies/issues should be addressed– before the game starts. Team lists should have been entered and an official for each of the two participating teams should have signed the sheets as being correct before the start of the game. Note: Player names should not be added to the roster listed on the scoresheet once the game has commenced. Seek advice from the Referee or event organiser in the event of this occurrence.

PENALTIES

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

Penalties				
No	Clock Time	Qtr	Description	Min
5	7.31	1	tripping	1.5
	97	5.20	3	Interference	1.5
2	<<< No of Penalties		Total No Penalty Minutes >>>>>>	3

No: Enter the "shirt" number of the player

Clock Time: Enter the time the "puck is dropped" to restart the game.

QTR: Enter the quarter in which the penalty occurred

Description: Enter what the referee advises (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. Options are:
- **Minor = 1.5** (1 minute 30 seconds) **minutes**
- **Major = 4 minutes**
- **Misconduct = 10 Minute penalty – The Referees will advise if one of these.**
- **Game Misconduct & Match penalties also require a 10 minute penalty to be recorded.**
- **A Match Penalty also requires a member of the offending player's team to serve a full 4 minutes of the 10 minutes in the penalty box.**

<Tot Pen = <Total Penalties: When the game is complete the "Total number of Penalties" for that team should be added and entered in the space provided.

Total Min > = Total Minutes>: When the game is complete the "Total number of Penalty Minutes" for that team should be added and entered in the space provided.

SCORING

Scoring		
G	**A1**	**A2**
25	**7**	
2		
2	**Total Goals** **<<<<**	

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" and second goal by player with shirt "2"

A1: Enter the shirt number of the player who passed (assist) to the goal scorer ("G" above). This will be advised by the referee, e.g. player with shirt "7" (No assist for second goal).

A2: Enter the shirt number of the player who passed (assist) to the player who passed to the player who scored the goal (A1 above). This will be advised by the referee,

Total Goals: At the end of the game add all the goals scored (column "G") and enter in the space provided.
If a goal is scored on a power play enter PP beside the goal, If while short handed enter SH.

NOTE: The G, A1 or A2 should only be entered as and when advised by the referee.

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

If you did not hear the referee call, then check with the referee at the next opportunity; leave a gap in the scoring sequence until the correct number can be entered.

TEAM OFFICIALS

Team Officials			
Manager		Check team names. Ensure Jersey no's & C, A's & G's are listed	Team Manager initial here BEFORE Game
Coach			
Official			
Official			

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

SHOTS ON GOAL

Qtr	G#	Shots on Team A Goalkeeper	Shots	Goals
1	**5**	IIIII+IIII	**10**	**1**
2	**5**	II++II	**6**	**2**
3	**5**	I+IIIIII (34) III	**11**	**1**
4	**34**	II	**2**	**0**
OT				
		Totals>	**29**	**4**

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.

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 the puck hits the post and does not "enter the goal".
- If it is stopped by any player
- **Just because a goalkeeper makes a glove save.** The puck has to be within the goal posts and under the bar.
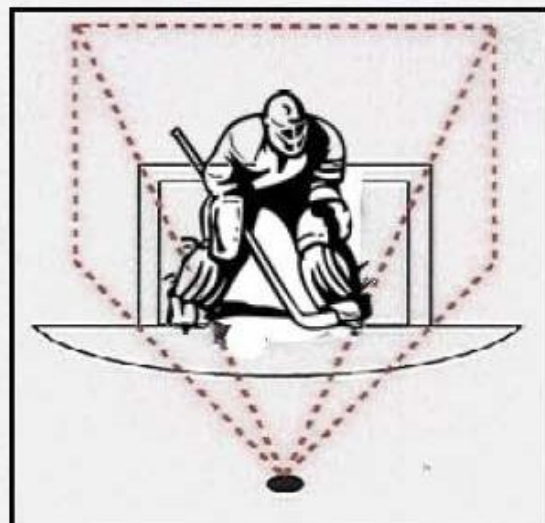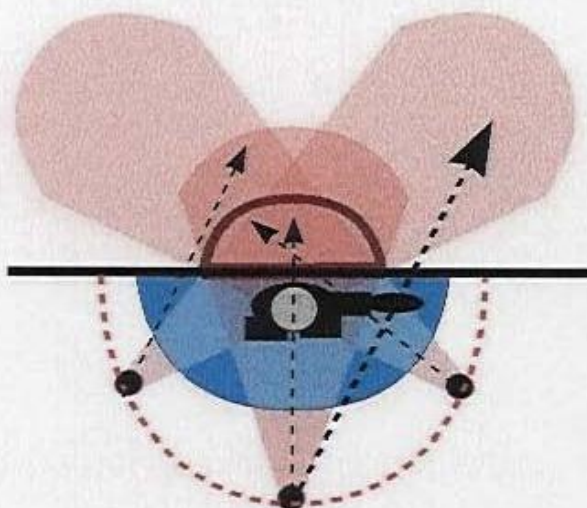
Familiarise yourself
with the following diagram

WHAT IS A SHOT ON GOAL

A Shot on goal is : Any shot from a player that has the potential of scoring a goal, but saved or deflected by the Goalie . By that it is meant if a Goalie did not touch or deflect the puck it would have been a goal.

Inside the red angles is a shot on goal.
Outside the red angles is no shot on goal.

If the Goalie saves the puck and it is outside the shown angles it is not a shot on goal.

It is not a shot on Goal if the puck;

a) Goes high over the goal
b) Goes wide either side of the goal.
c) Travels across the goal mouth without crossing the goal line.
d) If the puck hits the goal posts without going in.
e) If the puck hits the goal post.

How to score a shot on goal

Also don't forget to mark down the goalies No # and write down the No # of a goalie replacement

Team A		Shots on Goal	
Per	No of shots on goal	Shots	Goals
1	32 IIII+IIII+II 12 IIII+I	18	3
2	32 III+II+IIIII	12	2
3			
OT			
	Total	30	5

1: I = A shot on goal   2: + = A goal

NZIHA

TIME OUTS

Team A Timeout	
1	
2	
3	
4	

- 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 game, which is why it is essential to ensure it is correctly recorded.

GAME OFFICIALS

Game Officials		
Official	**Name**	**Signature**
Scorer		
Referee		
Referee		
Game T/K		
Pen. T/K		
Pen. T/K		

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

OFFICIALS COMMENTS

Official's Comments	PLEASE PRINT ALL INFORMATION CLEARLY

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

GAME TIME & RESULTS

Period Time (Time...7.20pm)		
Start	**Quarter**	**Finish**
	1	
	2	
	3	
	4	
	OT	
Results (A)	**Vs**	(B)

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.

Final Game Results

At the end of the game enter the **TOTAL GOALS** for each team.

It is **IMPORTANT** that the correct totals are entered against the appropriate teams.

The Totals are obtained from the "**Scoring**" section totals.

- Enter the total goals for Team A

- Enter the total goals for Team B

The 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
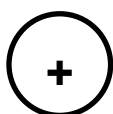
(⊕)   = shot on goal/ goal scored

The Penalty "Shoot out"

This may occur when competition rules permit. It is usually at semi finals and/or finals and is as a result of a drawn game, and usually after overtime has been played with no change in the result.

The scorekeeper will need to "create" two columns within the "comment" section of the scoresheet to list the player numbers and result of each shot to keep a record of the results. Teams do not need to advise the order of their selected players beforehand.

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

While the shot is being played no other players are allowed on the rink.

On rare occasions it may go to a second round, which is conducted as a "sudden death" shootout and the teams may use any player or the same player for any of the shots taken.

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

(from 2013) New Rule # 637b – Tied Games (Only where a result is required)

In Tournament and Play-Off games in which it is necessary to determine a winner for advancement, the following shall take place:

1) A two minute rest period shall follow.

2) The teams shall not change ends.

3) A five minute 'sudden victory' overtime period shall be played.

4) The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner.

5) If no team scores during the overtime period the Game Winning Shot Procedure shall take place as follows:

a. The home team shall have the choice of having the first or second player shooting.

b. The procedure will begin with **three (3) different shooters** from each team taking alternate shots. The players do not need to be named beforehand.

c. Eligible to participate in the Game Winning Shots will be all players from both teams listed on the official game sheet except any player with an unexpired penalty, or that is serving a game misconduct penalty.

d. The players of both teams will take the shots alternately until a decisive goal is scored. The remaining shots will not be taken.

e. If the result is still tied after three (3) shots by each team the procedure shall continue with a tie-break shoot-out by one (1) player of each team, with the same or new players with the other team starting to take the tie-break shots. The same player can also be used for each shot by a team in the tie-break shoot- out.

f. The game shall be finished as soon as a duel of two (2) players brings the decisive result.

g. The Official Scorekeeper will record all shots taken, indicating the players, goalkeepers and goals scored.

h. Only the decisive goal will count in the result of the game. It shall be credited to the player who scored.

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.

Any overtime period shall be considered to be a part of the game and all unexpired penalties shall remain in force.

A copy of **NZIHA Official Scoresheet** is included in this manual.

Know the Referee signals

New Zealand Inline Hockey Official Scoresheet

Date:
Venue:

Event:

Grade:

Time:

GAME NUMBER

TEAM A — HOME

TEAM B — AWAY

Team A Roster
No | Intl | LAST NAME | C | A or G | On Rink

Team A — Penalties
No | Clock Time | Qtr | Description | Min.

Team A — Scoring
G | A1 | A2

Team B Roster
No | Intl | LAST NAME | C | A or G | On Rink

Team B — Penalties
No | Clock Time | Qtr | Description | Min.

Team B — Scoring
G | A1 | A2

Number of Penalties <<<<

Total Number Penalty Minutes >>>>

Check team names, Ensure Jersey Numbers & "C", "A's", & "G's" are listed

Team Manager Initial Here BEFORE game

TEAM OFFICIALS

COACH
MANAGER
OFFICIAL
OFFICIAL

Shots on Team A Goalkeeper
Qtr | G# | Shots | Goals
1
2
3
4
OT
Totals>

Shots on Team B Goalkeeper
Qtr | G# | Shots | Goals
1
2
3
4
OT
Totals>

Total Goals <<<<

Team A Timeout
1
2
3
4

Team B Timeout
1
2
3
4

Game Officials
Official | Name | Signature
Scorer
Referee
Referee
Games T/K
Pen. T/K
Pen. T/K

Game Officials Comments

PLEASE PRINT ALL INFORMATION CLEARLY

Game Winning Shots
Team A | Team B

Game Time (time…7:20pm)
Quarter | Start | Finish
1
2
3
4
O/T

Results: [A] Vs [B]

TIMEKEEPING A GAME

PRE-GAME DUTIES
1. Familiarise yourself with the score clock being used at the arena
2. Ensure you are ready at the scorebench a few minutes before your duty.
3. Turn clock on and test (if first game of the session).
4. Ensure game time frame is set correctly on the electronic timer.
5. Check with league officials regarding application of "Stop Time" (eg if being payed)
6. Test Public Address (PA) system (if appropriate)
7. Have paper and pen handy in case of power failure.
8. If available check back up system is functioning (or stopwatch etc)

RESPONSIBILITIES OF THE GAME TIMEKEEPER
- Stop the clock only on the officials' whistle and also automatically at the end of each period.
- In any dispute regarding time, refer the matter to the referee for a final decision.
- Possess a sound knowledge of the playing rules, especially those related to responsibilities of off-floor officials.
- Be familiar with type of clock used in the arena.
- Advise the referee of any problem related to the required duties.
- **NOTE**: Referees have been instructed to blow the whistle to stop play when a goal has been scored. Do not look for the red light signal.
- The time on the clock shall start when the puck is dropped by the official.

POST GAME DUTIES
1. After the game, ensure that the game sheet is signed
2. Reset the clock for the next game.
3. Assist scorekeeper and other Bench officials as required.

STOP TIME APPLICATION (when required)

STOP TIME – A PRACTICAL GUIDE FOR NZIHA TIMEKEEPERS

STOP-TIME WILL BE PLAYED IN ALL GAMES AND OVERTIME PERIODS IN ACCORDANCE WITH RULE 637.

Application:

Stop-Time is **played in the final two minutes of the fourth (4th) period** of the game **provided that** the goal scores are **equal or within 1 point** of each other and in the **final two minutes of any overtime period**.

In regulation game time Stop-Time **can begin at any point in time during the final 2 minutes of the fourth (4th) period** of the game.

   eg/. at the two minute mark the score might be 2-0 therefore No Stop-Time, however 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.

That 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.

Examples:

- The referee blows his whistle, the game is stopped, the game clock shows 2:10 (2 minutes 10 seconds remaining) the score is 1-1 (scores are equal) the clock runs down to 2:00 as the players are changing, the timekeeper is to **STOP THE CLOCK** at 2:00 and then restart the clock at the drop of the puck.
- The game is within the final 2 minutes, the score is 2-0, so therefore Stop-Time is not being played, the game clock shows 00:52 (52 seconds remaining in the game) and the referee indicates a goal to the team with 0 points, by pointing their hand at the goal and blowing the whistle. The scorer/timekeeper will know the goal scores are now within one point of each other. Stop-time **BEGINS IMMEDIATELY**. Do not wait for the referee to advise a goal was scored – that is already obvious by their actions on the rink. Should a referee choose to then disallow the goal, the stopped clock will be restarted at the ensuing face-off and the delay will be written onto the game sheet as a referee time-out. In this case stop-time is not considered to have begun.
- Do not use stop time other than for the final 2 minutes in the fourth (4th) period of a game or the final 2 minutes of any overtime period.

Other than for the application of Stop-time during the final two minutes of the fourth (4th) period of the game or any overtime period (if applicable) **DO NOT STOP THE CLOCK UNLESS ONE OF THE REFEREES ON THE RINK SIGNALS YOU TO STOP THE CLOCK**

> ie/. **do not react to the spectators yelling, nor the players, nor the team officials**.

REFEREE SIGNALS

BOARDING

Striking the closed fist of the hand into the open palm of the other hand.

BODY CHECKING

The palm of the non-whistle hand is brought across the chest and placed on the opposite shoulder.

BUTT-ENDING

Cross motion of the forearms, one moving under the other. Upper hand is open (whistle) lower hand is clenched (non-whistle).

CHARGING

Rotating clenched fists around one another in front of chest.

CHECKING FROM BEHIND

A forward motion from both arms with the palms open and facing away from the body, fully extended from the chest.

CROSS CHECKING

A forward motion of the arms with both fists clenched, extending from the chest.

DELAYED CALLING OF PENALTY

Extend the non-whistle hand above the head.

DELAYING THE GAME

The non-whistle hand, open palm, placed across the chest and extended from shoulder out from the body.

ELBOWING

Tapping the elbow with the opposite hand.

FIGHTING (ROUGHING)

One punching motion to the side with the arm extending from the shoulder.

GOAL SCORED

A single point with the non-whistle hand directly at the goal while blowing the whistle.

HAND PASS

The open palm of the non-whistle hand in a swinging motion.

HIGH STICKING

Holding both fists, one above the other, to the side of the head.

HOLDING

Clasping the wrist of the whistle hand in front of the chest.

HOLDING THE FACE MASK

Closed fist in front of the face, palm in, pulling down in one motion.

HOLDING THE STICK

Two stage signal involving the holding signal followed by a signal indicating you are holding onto a stick with two hands in a normal manner.

HOOKING

Tugging motion with both arms as if pulling something toward the stomach.

INTERFERENCE

Crossed arms stationary in front of the chest with clenched fists.

ILLEGAL CLEARING (ICING)

Folded arms stationary in front of chest held out from body. (back referee only)

KNEEING

A single tap with the non-whistle hand to one knee.

MATCH PENALTY

Pat the flat of non-whistle hand on top of helmet.

MISCONDUCT

Both hands on hips at the same time.

OFF-SIDE

Extending the non-whistle arm to the side (hand open) in the direction of the puck.

PENALTY SHOT

Arms crossed above the head with clenched fists.

SLASHING

One chop with the non-whistle hand across the opposite forearm.

SPEARING

Jabbing motion with both hands together thrust out from in front of the body.

TIMEOUT OR UNSPORTSMAN-LIKE CONDUCT

Using both hands to form a "T" in front of the chest.

TRIPPING

With non-whistle hand striking below the knee and following through once.

TOO MANY MEN

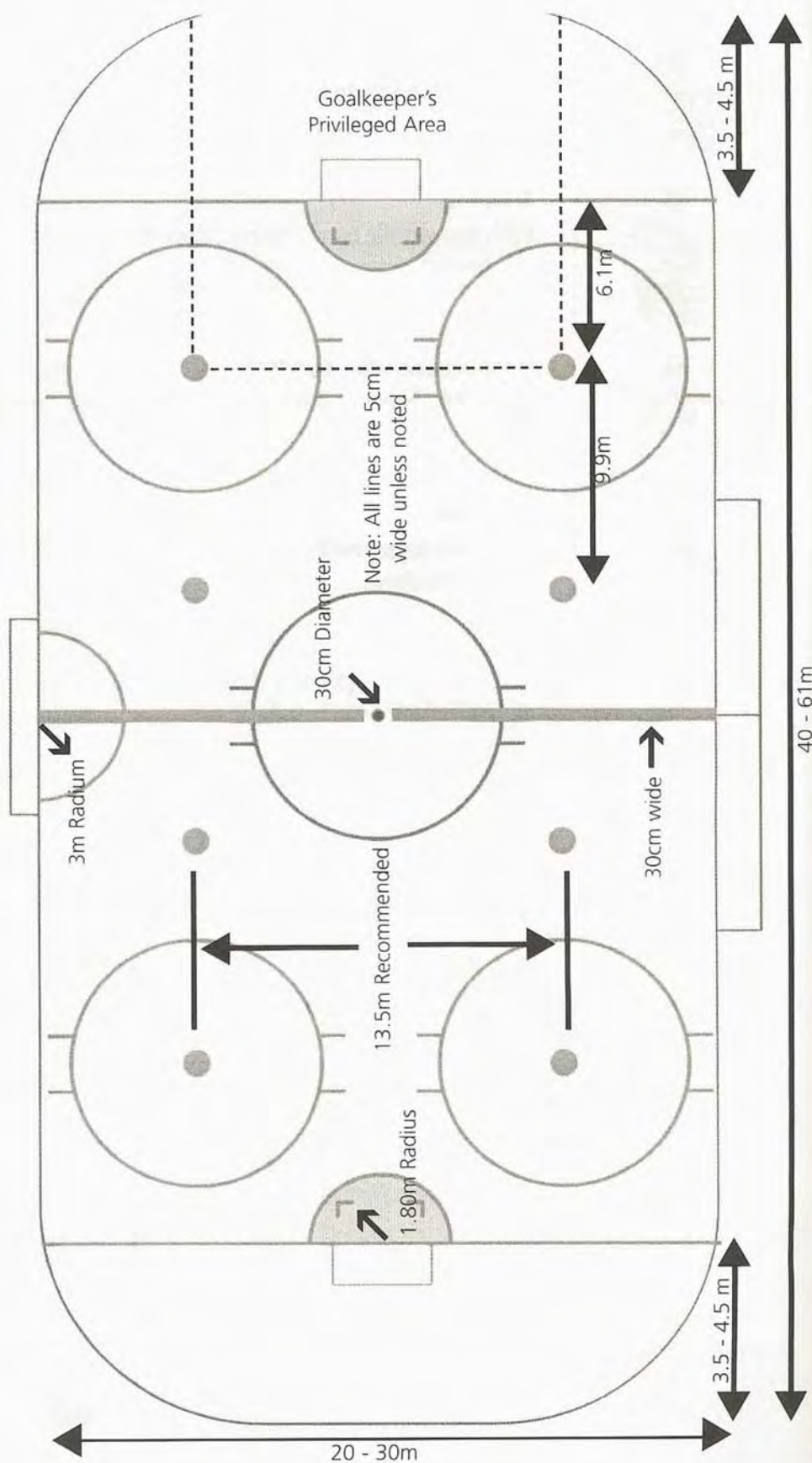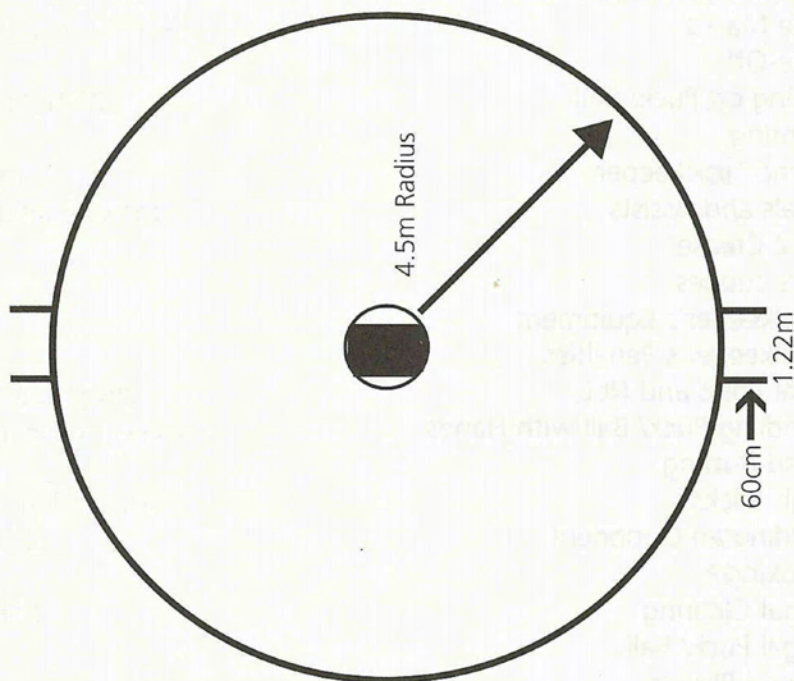Indicate with six fingers (one hand open) in front of chest.

WASHOUT

Both arms sweeping from chest straight out to the sides with palms down.
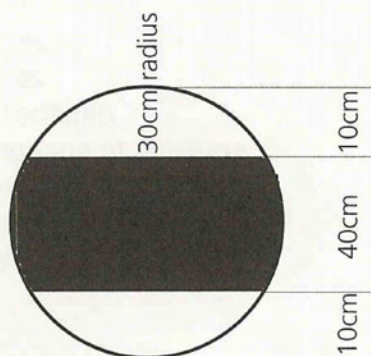
RINK DIAGRAM & FACE-OFF CIRCLES

INTERNATIONAL INLINE RINK DIAGRAM

Goalkeeper's Privileged Area

Note: All lines are 5cm wide unless noted

3.5 - 4.5 m

6.1m

9.9m

40 - 61m

30cm Diameter

3m Radium

30cm wide

13.5m Recommended

1.80m Radius

3.5 - 4.5 m

20 - 30m

END ZONE SPECIAL FACE-OFF SPOTS

30cm radius

10cm
40cm
10cm

CENTER FACE-OFF SPOT

30cm diameter
Blue

END ZONE FACE-OFF CIRCLES

4.5m Radius

1.22m

60cm