

House League In-Game Resources

2018-2019



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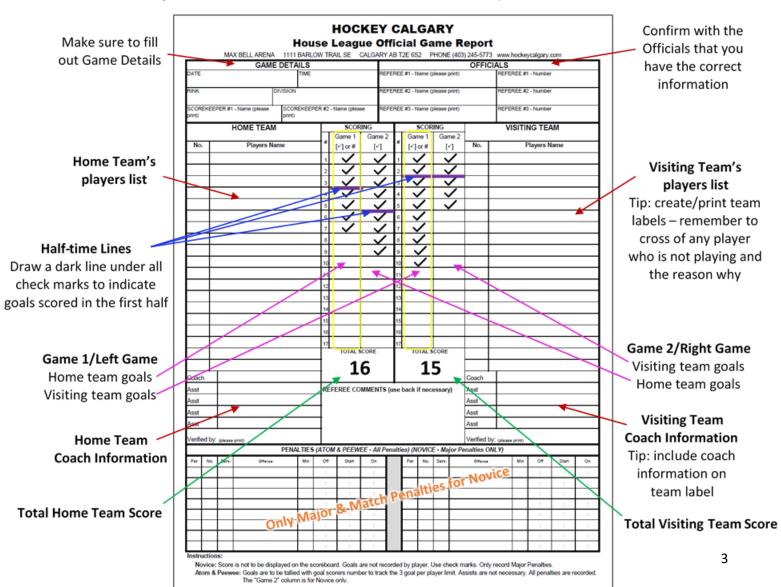
Novice Game Sheet Instructions

There should be 3 people in the Time-Keepers Box:

- 1. Time Keeper responsible for setting up the time clock and making sure the buzzer goes every 90 seconds (see Buzzer Shift cheat sheet)
- 2. Score Keeper Game 1 responsible for watching game on the left side
- 3. Score Keeper Game 2 responsible for watching game on the right side

NOTES:

- Each Score Keeper should only mark in the column with the corresponding game they are watching (you will have to cross the middle of the paper to mark when one of the teams scores)
- It is a good idea to highlight/circle both of the scoring columns for Game 1 (it easier to see which Score-Keeper should be marking in what column)
- Goals are marked NOT matter what player scores. Example: when a visiting player scores from game 1 put a check mark in the visiting teams' column for Game 1 not specific to any player
- After the first half:
 - Put a dark horizontal line in all score columns underneath the last check mark to indicate how many goals were scored in the first half
- Keep recording in the same columns you did for the first half
- After the game is over, count the check marks in the columns and put a total number at the bottom





Novice Time Keeper Instructions

- 1. Place 3 minutes on the clock for warm up
- 2. Place 24 minutes on the clock for each half. Press the buzzer every 90 seconds for shift change. See time grid below for guide of when to press the buzzer.

OR

3. If the arena game clock is capable of setting the clock to automatic run 90 second shifts, there will be 16 total shifts per half.

NOTES:

- The score is not to be displayed on the scoreboard
- Injury Time Outs:
 - The game clock is being utilized to run games at both ends of the arena, therefore when there is an injury timeout at 1 end the game clock will continue to run. Continue to use the buzzer for shift changes and the stopped game will resume when ready.

ICE SLOTS:

60 Minute Ice Slot

3 Mins. - Warm Up 24 Mins. - Period #1

5 Mins. – Rest/Change Ends

24 Mins. – Period #2

3 Mins. – Shake Hands/Move Bumpers

If there are 5 minutes left in your scheduled ice time but there is more than 5 minutes left on the time clock, drop the time clock to 2 minutes or allow one more 90 second shift. This makes sure you have 3 minutes to shake hands and remove bumpers before the Zamboni is on the ice.



NOVICE BUZZER GRID

60 Minute Ice Slot

1:30
(90 second Shifts)
24:00
22:30
21:00
19:30
18:00
16:30
15:00
13:30
12:00
10:30
9:00
7:30
6:00
4:30
3:00
1:30
0:00



Novice Game Play Roster Grid



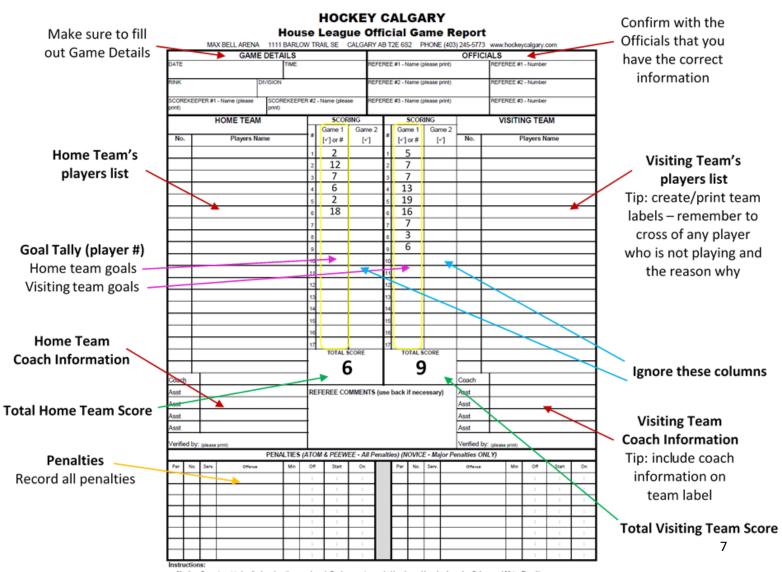
Atom/Peewee Game Sheet Instructions

There should be 2 people in the Time-Keepers Box:

- 1. Time Keeper responsible for setting up the time clock and displaying the score and penalties
- 2. Score Keeper responsible for watching game and filling out the game sheet

NOTES:

- Goals are marked by the player's number. Assists are not recorded. Example: when a visiting player scores
 from game 1 put a check mark in the visiting teams' column for Game 1 not specific to any player
- Please let the officials know when any one player has scored 3 times in a single game
- After the game is over, count the number of goals in the columns and put a total number at the bottom
- Penalties:
 - All penalties are to be recorded
 - o Fields to be filled out are:
 - Per which period the penalty occurred in
 - No. player number
 - **Serv.** player serving the penalty (most often the penalized player)
 - Min penalty length (ex. 2 min)
 - Off at what time on the game clock did the player enter the penalty box
 - Start at what time on the game clock did the penalty start counting down (most often same as Off)
 - On at what time on the game clock did the player exist the penalty box



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House League Official Game Report

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			GAME	DETA	ILS										OFFIC	ALS				
DATE					TIME				REF	EREE	#1 - N	lame (p	olease p	orint)			REE #1	- Number		
RINK			DI	VISION					REF	EREE	#2 - N	lame (p	olease p	orint)		REFE	REE #2	? - Number		
SCOR print)	EKEE	PER #1	- Name (please	SCOR print)	EKEEF	ER #2 -	Name (pleas	se	REF	EREE	#3 - N	lame (p	olease p	orint)		REFE	REE #3	3 - Number		
			HOME TEAM				SCOR	RING		T		SCOR				VI	SITI	NG TEA	M	
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No			Players Nan	ne			[′] or #	[*	1		[^]	or#	[٧	1	No.		P	Players N	ame	
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Instructions:

Novice: Score is not to be displayed on the scoreboard. Goals are not recorded by player. Use check marks. Only record Major Penalties.

Atom & Peewee: Goals are to be tallied with goal scorers number to track the 3 goal per player limit. Assists are not necessary. All penalties are recorded. The "Game 2" column is for Novice only.



NDL GOALTENDER ROTATION FORM

HOCKEY CALGARY

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NAME	ROTATION 6	ROTATION 7	ROTATION 8	ROTATION 9	ROTATION 10
	(Date/Parent signature)	(Date/Parent signature)	(Date/Parent signature) (Date/Parent signature) (Date/Parent signature) (Date/Parent signature) (Date/Parent signature)	(Date/Parent signature)	(Date/Parent signature)
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INSTRUCTIONS FOR USE:

- 1 As soon as you receive your team list from your Association, write the names of your players in the first column.
- 2 Enter the date each player is selected to play goal in column "Rotation 1". If any player does not want to play goal, their parent must sign in the box beside his/her name.
- 3 Once all boxes in "Rotation 1" either have a date or a parent signature you may proceed to "Rotation 2" and follow the same process as described above.
- You may not move to the next Rotation until all the boxes either have a date or a parent signature. The only exception is during Esso Minor Hockey Week (EMHW)- if a player plays goal out of rotation, enter the date(s) he/she plays goal in each "Rotation". Once EMHW is over, this player can not play goal again until all other players catch up in the Rotation. 4
 - 5 If a player does not want to play goal in one Rotation, he/she may still choose to play goal in later Rotation.
- 6 This form must be available for review by Hockey Calgary representatives at all times.