

Scorekeeping

Home team scorekeeper will keep score for both teams. Each coach should provide the lineup before the game (**please bring pencils!**) You should enter the players and their numbers in the scorebook. If the positions are not provided, don't worry about them.

The scorekeeper is responsible for 2 sections for each team. The main section tracks goals and assists by player:

POS.	PLAYER	NO.	PLAYING TIME	GOALS	ASSISTS	T.P.
1ST						
2ND						
3RD						
RAW						
LAW						
C						
RDW						
LW						
3M						
CP						
P						
G						

For each goal, put a tally mark for the player who scored the goal (the umpire should tell you who gets credit for the goal.) Also, put a tally mark for the player who assisted on the goal. An assist is a play made by a player to a teammate who then scores a goal without having to evade excessive defensive pressure other than the goalkeeper. Note: not every goal needs to be assisted.

The second section is the Running Score section:

TIME OF GOAL										TIME OF GOAL			
1	2	3	4	5	6	7	8	9	10	1	2	3	4
SCORING										SCORING			
9	10	11	12	13	14	15	16	17	18	9	10	11	12
19	20	21	22	23	24	25	26	27	28	19	20	21	22

Next to the goal number, write the time of the goal. The time should be the time remaining in the game. Below the time of the goal, record the number of the player scoring, and assist, if applicable, in that order with an "A" between the number of the scorer and number of the player who assisted.

See example:

- 1) SCORE SHEET - TO BE USED AT THE SCORER'S TABLE BY THE OFFICIAL SCORE KEEPER.
- TOTAL POINTS = GOALS PLUS ASSISTS.
- PLAYING TIME = TOTAL AMOUNT OF TIME EACH PLAYER HAS SPENT IN THE GAME.
- RUNNING SCORE = RECORD THE TIME OF THE GOAL, NUMBER OF PLAYER SCORING, AND ASSIST, IF APPLICABLE, IN THAT ORDER.

EXAMPLE:

TIME OF GOAL	1 23 - 10
SCORING	4, (A) 10

GOAL SCORED AT 23 MIN. 10 SEC. REMAINING IN THE GAME.
NUMBER SCORED FROM AN ASSIST BY NUMBER 10.

Also be sure to change the score on the manual scoreboard on the table!