HOCKEY CALGARY

House League
In-Game Resources

2018-2019

HOCKEY CALGARY

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Novice Game Sheet Instructions

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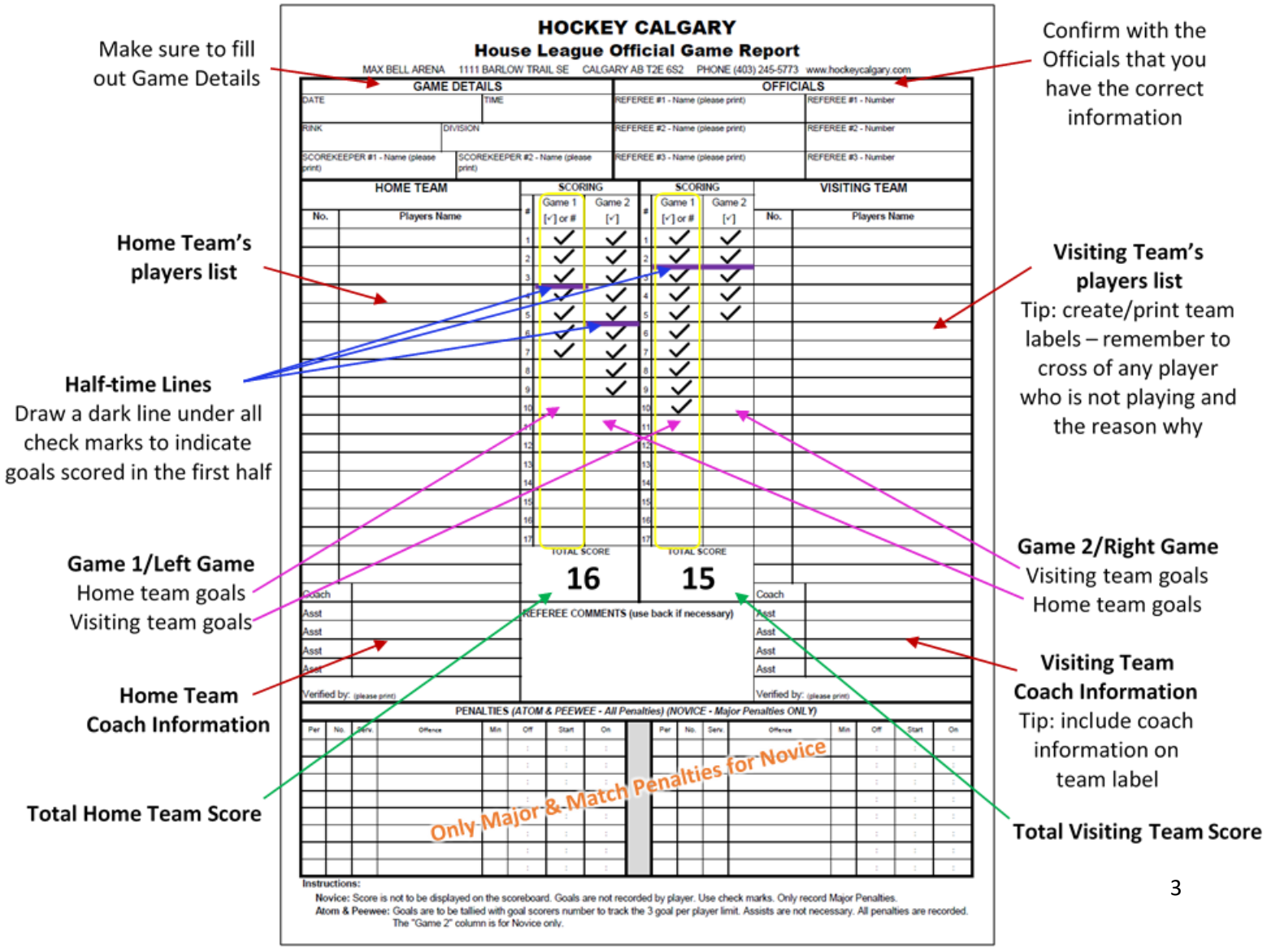
There should be 3 people in the Time-Keepers Box:

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

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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.

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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

# of Players (including goalies) Visiting Team # of Players	Home Team # of Players 18	17	16	15	14	13	12	11	10
18	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 one side, half of 18 player team prac.	4 vs 4 one side, half of 18 player team prac.
17	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 one side, half of 17 player team prac.	4 vs 4 one side, half of 17 player team prac.
16	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 one side, half of 16 player team prac.	4 vs 4 one side, half of 16 player team prac.
15	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 one side, half of 15 player team prac.	4 vs 4 one side, half of 15 player team prac.
14	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
13	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
12	4 vs 4 Both Sides	4 vs 4 Both Sides	4 vs 4 One Side & 3 vs 3 One Side	4 vs 4 One Side & 3 vs 3 One Side	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
11	4 vs 4 one side, half of 18 player team prac.	4 vs 4 one side, half of 17 player team prac.	4 vs 4 one side, half of 16 player team prac.	4 vs 4 one side, half of 15 player team prac.	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides
10	4 vs 4 one side, half of 18 player team prac	4 vs 4 one side, half of 17 player team prac	4 vs 4 one side, half of 16 player team prac	4 vs 4 one side, half of 15 player team prac	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides	3 vs 3 Both Sides

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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
    - 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

Make sure to fill out Game Details

Confirm with the Officials that you have the correct information

Home Team's players list

Visiting Team's players list
Tip: create/print team labels – remember to cross of any player who is not playing and the reason why

Goal Tally (player #)
Home team goals
Visiting team goals

Home Team Coach Information

Total Home Team Score

Ignore these columns

Visiting Team Coach Information
Tip: include coach information on team label

Penalties
Record all penalties

Total Visiting Team Score

HOCKEY CALGARY
House League Official Game Report
MAX BELL ARENA 1111 BARLOW TRAIL SE CALGARY AB T2E 6S2 PHONE (403) 245-5773 www.hockeycalgary.com

GAME DETAILS		OFFICIALS	
DATE	TIME	REFEREE #1 - Name (please print)	REFEREE #1 - Number
RINK	DIVISION	REFEREE #2 - Name (please print)	REFEREE #2 - Number
SCOREKEEPER #1 - Name (please print)	SCOREKEEPER #2 - Name (please print)	REFEREE #3 - Name (please print)	REFEREE #3 - Number

HOME TEAM		SCORING		SCORING		VISITING TEAM	
No.	Players Name	#	Game 1 [✓] or #	Game 2 [✓]	#	Game 1 [✓] or #	Game 2 [✓]	No.	Players Name
		1	2		1	5			
		2	12		2	7			
		3	7		3	7			
		4	6		4	13			
		5	2		5	19			
		6	18		6	16			
		7			7	7			
		8			8	3			
		9			9	6			
		10			10				
		11			11				
		12			12				
		13			13				
		14			14				
		15			15				
		16			16				
		17			17				
			TOTAL SCORE			TOTAL SCORE			
			6			9			
Coach		REFEREE COMMENTS (use back if necessary)						Coach	
Asst								Asst	
Asst								Asst	
Asst								Asst	
Asst								Asst	
Verified by: (please print)								Verified by: (please print)	

PENALTIES *(ATOM & PEEWEE - All Penalties) (NOVICE - Major Penalties ONLY)*

Per	No.	Serv.	Offence	Min	Off	Start	On	Per	No.	Serv.	Offence	Min	Off	Start	On
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:

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.

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GAME DETAILS		OFFICIALS	
DATE	TIME	REFEREE #1 - Name (please print)	REFEREE #1 - Number
RINK	DIVISION	REFEREE #2 - Name (please print)	REFEREE #2 - Number
SCOREKEEPER #1 - Name (please print)	SCOREKEEPER #2 - Name (please print)	REFEREE #3 - Name (please print)	REFEREE #3 - Number

HOME TEAM		SCORING			SCORING			VISITING TEAM	
No.	Players Name	#	Game 1 [✓] or #	Game 2 [✓]	#	Game 1 [✓] or #	Game 2 [✓]	No.	Players Name
		1			1				
		2			2				
		3			3				
		4			4				
		5			5				
		6			6				
		7			7				
		8			8				
		9			9				
		10			10				
		11			11				
		12			12				
		13			13				
		14			14				
		15			15				
		16			16				
		17			17				
		TOTAL SCORE			TOTAL SCORE				
Coach								Coach	
Asst		REFEREE COMMENTS (use back if necessary)						Asst	
Asst								Asst	
Asst								Asst	
Asst								Asst	
Verified by: (please print)								Verified by: (please print)	

PENALTIES *(ATOM & PEEWEE - All Penalties) (NOVICE - Major Penalties ONLY)*

Per	No.	Serv.	Offence	Min	Off	Start	On	Per	No.	Serv.	Offence	Min	Off	Start	On
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:
					:	:	:						:	:	:

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.

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NDL GOALTENDER ROTATION FORM

TEAM:

NAME	ROTATION 6 (Date/Parent signature)	ROTATION 7 (Date/Parent signature)	ROTATION 8 (Date/Parent signature)	ROTATION 9 (Date/Parent signature)	ROTATION 10 (Date/Parent signature)

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.
4. 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.
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.