



GAMES PROTOCOL & RESPONSIBILITIES

The following is to be used as the league directive for all games operation and reporting guidelines that will be utilized for the 2012 - 2013 season. Teams are required to follow these directions.

Pre Game

Home team to ensure that:

- Dressing room assignments are in place for both teams with adequate and secure rooms
- League game sheet is given to visiting team ¾ hour prior to scheduled game time
- Facility is aware of ice resurface guidelines
2 ¼ hour + time slot – floods between all periods
- Qualified on-ice officials are in place
- Qualified off-ice officials are in place
- Warm up pucks are in place for both teams
Warm up will be 10 minutes on the clock based on permit start time

Visiting team to ensure that:

- They arrive at the host facility within 1 hour of scheduled game time
- They identify to home team any irregularities with the assigned rooms or any other concerns they may have
- Complete the game sheet and return it to the home team officials 30 minutes prior to game time

Post Game

Home Team

- Provides visiting team with immaculate copy of game sheet and incident report
- Email copy of original game sheet and incident game report, in applicable, to league officer Barb Bauer (barb.bauer@asc.ca) 4 hours of games conclusion
- **Both teams will notify Barb Bauer (barb.bauer@asc.ca) of any incident game reports or ejections and will immediately contact the league in regards to any Match Penalties**
- Enters game stats into website database portal within 4 hours of the games conclusion

- Mails originals to league office, c/o Girls Hockey Calgary 299 Erinwoods Drive SE, Calgary, AB T2B 2V9 within 24 hours

ATTENTION: TIMEKEEPERS

SUBJECT: GAMESHEETS

As Minor Officials, you all are an important part of every game. Clarity and brevity are important, we ask you to please print clearly and fill out the game sheets by using the following guidelines:

1. Game sheets must be completed in blue ballpoint pen. Press firm to ensure that all copies are clearly legible.
2. Please make sure the date, teams playing, game number etc. is entered.
3. If teams do not have labels have teams PRINT both first and last names. If they have labels ensure all 4 copies have labels and lineup changes are done.
4. Captain and Alternate Captains should be designated.
5. All Affiliate players must be marked by the designation AP.
6. Times listed should be clock time, not the amount of time played.
7. Please mark the type of goal in the appropriate column. (eg. EV, PP, SH, EN).
8. Please be sure to fill in the saves (shots stopped), minutes played and goals against for each goaltender. **Please be aware of goaltender changes.**
9. Please make sure that all penalties are filled in properly with the correct sweater number (#) of the player receiving, player serving.
10. Additional automatic penalties such as a 10 minute Misconduct or Game Misconduct **must be placed on a separate line.**
11. Please see the attached list of abbreviations for penalties.

Please be sure that the game sheet is properly filled out and signed by the Game Officials before it is distributed to the teams.

Scoring changes cannot be made once the Referees sign off the score-sheet. Please make sure that you query any questionable goal/assists.

Thank you in advance for your help in the making the league statistics accurate.

Penalty Abbreviations

AGGRESSOR	AGRESS
10 MINUTE MISCONDUCT	MIS
BENCH MINOR	BMIN
BOARDING	BOARD
BODY CHECKING	BCHECK
BUTT-ENDING	BUTT
CHARGING	CHARGE
CHECKING FROM BEHIND	CFB
CHECKING THE HEAD	CKHEAD
CROSS CHECKING	XCHK
DELAY OF GAME	DLGM
ELBOWING	ELBOW
FAILURE TO GO TO BENCH	FGBEN
FALLING ON PUCK	FOPUCK
FIGHTING	FIGHT
GAME EJECTION	GEJC
GAME MISCONDUCT	GMIS
GOALIE LEAVING CREASE	LVCRS
GROSS MISCONDUCT	GRMIS
HANDLING PUCK	HPUCK
HEAD CONTACT	CTH
HIGH STICK	HISTK
HOLDING	HOLD
HOOKING	HOOK
INTERFERENCE	INTER
KNEEING	KNEE
LEAVING PENALTY BENCH	LPBEN
MATCH PENALTY	MATCH
PENALTY SHOT	PSHOT
ROUGHING	ROUGH
SLASHING	SLASH
SPEARING	SPEAR
THROWING STICK	THRSTK
TRIPPING	TRIP
UNSPORTMANLIKE CONDUCT	USC