



## WEBSITE AND STATISTICAL DIRECTIVES

### A. Team Roster and Game Sheets

1. All rosters must be in the team portal by Friday, October 5, 2012. The info required is as follows:
  - First Initial
  - Last Name
  - Jersey Number
  - Position
  - Height (optional)
  - Weight (optional)

There is significant additional info that you will see to create player bios. You can do it now or as you gather the info for a later time.

2. A copy of the HCR roster from your registrar must be submitted to the league office ASAP. This is to confirm that in fact the players are registered properly and there are no ineligible players. This is required as Hockey Alberta has gone paperless.
3. All games must be scored in the portal within 4 hours of a game ending by the home team.
4. All original game sheets will be mailed to the league office as per the AMMFHL Games Protocol.
5. Once a game has been scored and submitted, the team cannot edit it. Any changes in the data base must be done by Trish Minor (Bantam) and Jean Kashman (Midget). This will only occur once a legible copy of the game sheet is obtained to verify the discrepancy. This request must come from the AAA Category Director of the Association. **Action will NOT be taken on requests from the team staff or parents.**
6. There is an expectation that the website will be complete for all teams. This includes individual pictures and bios. The league executive will monitor and advise non conforming teams of their deficiencies. They will then provide a timeline for conformity.

7. Affiliate Players:

- a. Affiliates will be designated with an "\*\*\*" after their last name (ie. Schmidt\*\*) in the portal.
- b. Place as much info as you can based on what you have but be sure you have listed as part of your roster. We cannot score a game without a player being in the system.
- c. The appropriate affiliation forms must be submitted to the AMMFHL Office for verification prior to playing. This must be signed off by the appropriate HA individuals (Zone Manager of Operations, Zone Registrar, and or Female Council).
- e. League Affiliate Roster FOIP form must be submitted with the HA affiliation forms.
- f. When entering the game sheets, do not check off "all" for the rosters. We do not want to have APs indicated as having been playing when they have not.

**B. Goalie Stats**

The following is a guideline as to how Goalie Stats are to be entered into the AMMFHL Website "Back of House/Microsites".

W - Wins. A goaltender receives a win if she is on the ice when her team scores the game-winning goal.

L - Losses. A goaltender receives a loss if she is on the ice when the opposing team scores the game-winning goal.

T - Ties. A goaltender receives a tie if she is on the ice when the game-tying goal is scored.

GA - Goals against. Actual goals each respective Goaltender lets in. - Empty net goals do not count towards a goaltender's goals against.

S - Saves. This is the number recorded on the game sheet for each goaltender by period.

SO - Shutouts. If two goaltenders combine for a shutout, neither receives credit for the shutout. Instead it is recorded as a team shutout.

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**Goaltender Record Keeping Steps-Game Sheet**

- 1. Determine who the starting Goaltender is for each team – should indicate on lineup sheets (but is often missed) – just watch as they warm up and write down the jersey number of starters on score sheet.
- 2. If the Goalies stay the same for the entire period:

- Write down the total minutes played (should be 20)
- Take the total shots on goal
- Subtract the goals scored and this will give you the saves made.
- Record saves made and goals scored for the period.
- Write down shots on a separate piece of paper if that helps (otherwise just add saves and goals to get shots for the period)
- Repeat this for the second and third periods**

3. After the end of the third period, total the results for each Goalie
4. Some possible wrinkles in this plan – if the team switches Goalies at any point – record the new goalkeeper’s number and write down the exact time that they changed goalies and the total number of saves/shots/goals for the leaving goalie at that time. At the end of the period, indicate the number of saves/goals on the new goalie.
5. If the team “pulls the goalie” for an extra attacker, track the number of minutes that the Goalie is not in the net. If a goal is scored into the empty net, this does NOT count against the goalie of record, so make sure you indicate EN beside the scoring team for the goal and do not put it in the “goals scored” section of the goalkeepers record.
6. This can get a little complicated – the easiest ways to keep track of it all is to either write the info down immediately as it happens (at end of period or when a team switches/pulls a goalie) or have a separate piece of paper to track it – write down goalie numbers, shots on goal per period, number of goals/saves and when they make goalie changes – either way works.
7. Don’t forget to record the type of Goal:
  - PP=Power Play
  - EV=Even Strength
  - SH=Short-handed
  - EN=Empty Net
  - SO=Shootout
  - OT=Overtime
8. Recommend *at least* 3 people in the time keepers box for games – one to run the clock, one for the score sheet, and one for the penalty doors/ announcing/music or whatever other miscellaneous tasks needed to help out.
9. Announcing Goals via a sound system will indicate to all parties who was awarded Goals & Assists; if the Refs get ti wrong, it helps the Coaches approach the issue faster than waiting for the Game Sheet. After the Ref signs the Game Sheet, it **cannot** be reversed.
10. The Website makes the following calculations:

Goals-against average is the number of goals allowed per 60 minutes played, rounded to two decimal points. To get the number, multiply the total number of goals allowed by 60 and divide by the total number of minutes played.

For example, if you have allowed four goals in 180 minutes your GAA is 1.33 (4 times 60 is 240. 240 divided by 180 is 1.33). The result suggests that for every full game you play, you will allow 1.33 goals.

Save percentage is the number saves made divided by the total number of shots on goal, expressed in three decimal places.

If you have faced 45 shots and allowed five goals, your save percentage is .888 (40 saves divided by 45 shots). The number suggests that if you were to face 1,000 shots you would stop 888 of them.

Shots Against are the total saves plus goals against. This is calculated by the system.