Shots on goal 2007 – INSTRUCTIONS
Rev 3.4 21-May-2007

The shots on goal sheets are an important part of the game sheet package, in that they provide the details that are input on the game sheet. The scoring and penalty equivalents are already on the game sheet, so the shots on goal sheets allow all of the data to be cross checked.

Every time that is recorded should be the elapsed game time (in minutes and seconds), counting up from 0:00.

The header details are important, so must be completed for every game. If the goal judge has not completed the information, then the scorer should fill in the fields. Pre-filling this form before the game would be a good idea to save time, and then all the goal judge has to do is to complete their name.

Each line of the details should be completed every time a new goalie enters the game, including when "EMPTY NET" enters the game. (The time that should be recorded is the time (approximate) that the extra player hits the ice in replacement of the goalie – therefore, if the extra player never gets on the ice do not record this as an empty net situation).

The team name, the goalie number and the time they enter the game should be recorded immediately. If a goalie is replaced, the time they leave should also be recorded.

A shot on goal is defined as being a shot that would, had the goalie not saved it, have entered the goal. Therefore, a shot which hits the post or crossbar and does not go into the net is NOT a shot on goal.

Each shot should be recorded as a slash (/), and each goal as a cross (X).

If all twenty numbers are covered, record 20 as the number of shots, and continue on the next line. Fill out the details as normal, but the TimeOff and TimeOn should be recorded as CONT (for CONTINUED).

When this goalie leaves the net, the first non covered number should be recorded as the total shots.

At the end of a period, this should be marked clearly on a new line, see example at the bottom of the sheet – obviously no shots should be recorded on this line. At this time, the goal judge should report all of the details to the scorer (shots faced by each netminder, and the recorded times of any netminder change), to allow the scorer to complete the game sheet. NOTE: make sure that TOTAL SHOTS are recorded.

Following the issue of the 2006-2010 rulebook, the IIHF have changed the rule (514c), so that it is now possible for a team who has pulled their goalie for an extra attacker on a delayed penalty to score a goal in their own net. Therefore, it is important to record each empty net situation that arises, so that the statistics are as accurate as possible. The time on ice affects each netminder's Goals Against Average (GAA), so for this to be accurate, the times that each goalie change is made also needs to be accurate.

Why is there a new sheet? In order that the same shots on goal sheet can be used for all leagues. The U10s typically have many goalie changes in a game, so the format needs to be flexible, also, the EPIHL, in the case of a drawn game at 60 minutes have introduced an overtime period. This will avoid their goal judges from having to use a second shots on goal sheet.