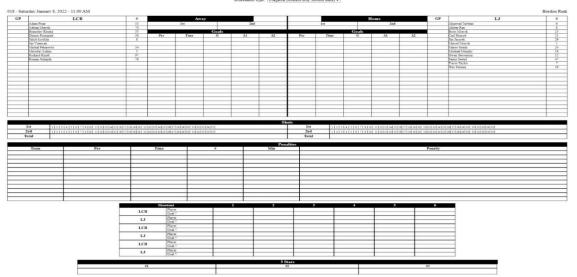
Time/Score Keepers:

- During Game
 - o Time keeping
 - Each game will consist of two ten-minute periods, on a running clock. The final two minutes
 of the game will feature stop time only in the event of a two (2)-goal differential or less. There
 will be no overtime periods. All games will result in a win, loss, or draw
 - Record Keeping
 - All Games will have a pre printed game sheet looking like



- Cross Reference names and numbers with the teams registration document, if anyone is a borrowed player, goalie or missing write the name and number in the player column.
- Remember to record goalie's names this is the most common item to miss PLUS shots on goal against them – There are 2 lines per team should a team use 2 goalies in one game.
- Record the shots on goal from the goal judges who will provide after the game. Remember if "Jack" is playing in goal for Team "X" and "X" team had 20 shots on goal and "Y" team had 25 you record 25 as shots against Jack, NOT 20
- Insert Penalty details in the penalty column, IMPORTANT remember to write the FULL PLAYER NAME IN the first column.
- Ask Referee to review and Sign Game Sheet at the end of the game
- Team Managers are to review and sign game sheet at the end of the game as well.
- Hand Game sheet to Ashley (Windsor Knights team manager) who will then input data to
 mystats. If he is playing hand them when he is off of the surface or he will collect from you.
- Remember to record shots on goal and track them during game
- Shot on Goal Definition awarded when a shot that a player takes or a redirection of the puck towards goal resulting in the puck either being stopped by the goaltender or the puck beating the goaltender and a goal is scored.