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# WOOLWICH WILD TIMEKEEPER TRAINING

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## TIMEKEEPER GUIDELINES

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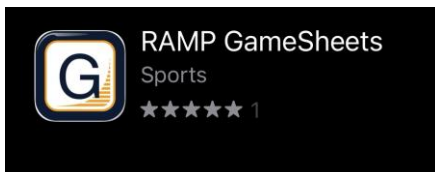
The aim of a timekeeper is to be professional. You are part of the 'officials team' for the game along with the referees. Your goal and job is to accurately record information and to operate the clock. You must be presentable and paying attention to the game at all times.

When in the timekeeper's box you are NOT a fan. Cheering for a team or yelling at players is NOT allowed. Also, you should not allow any friends to join you in the box....you are at work and will not have time to chat.

## RAMP ELECTRONIC GAMESHEET APP

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1. All timekeepers need to have their own cell phone to bring to the arena.
2. Download the RAMP Gamesheets App on to your phone.

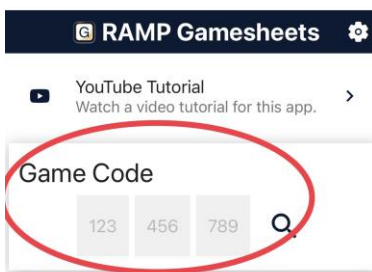


3. Create an account on the app. This must be your own account, you can't share with someone else.

## DOWNLOAD THE GAME

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1. Prior to game day, the team manager will give you the gamesheet Game Code for the game. This is a 9 digit number that is unique to each game. There are four codes for each game: Gamesheet, Home team, Visitor team and Officials (referees). As a Timekeeper, you will be using the 'Gamesheet' code.
2. You can input this game code at any time in advance of the actual game day.



3. Be sure to open up the app and click on the game on prior to entering the arena. This is **very important**, as you need mobile data to be able to access the updated gamesheet information.
4. During the game you will use the electronic gamesheet app to input information.

## CONNECT TO THE ARENA WIFI

When you arrive at the arena, connect to the Township of Woolwich wifi. There is a wifi booster directly behind the Timekeepers box in the Snyder and St. Jacobs arenas, and in the far corner of the McLeod Arena.

### TIPS:

If you have trouble with the wifi reception in St. Jacobs, walk past the Timekeepers box to the Home bench and give your phone a minute to pick up the signal from in the arena rather than the lobby.

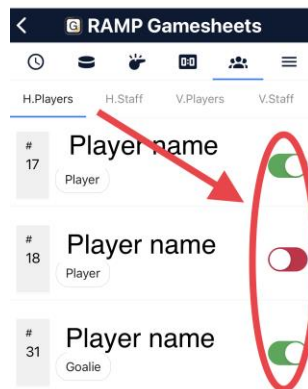
If you have trouble with the wifi reception in the McLeod arena, walk towards the back of the arena and give your phone a minute to pick up the signal from within the McLeod arena rather than the lobby.

## PRE-GAME

1. Bring blank pad of paper and multiple pens. Example of blank pad of paper:

Home Team	Visiting Team

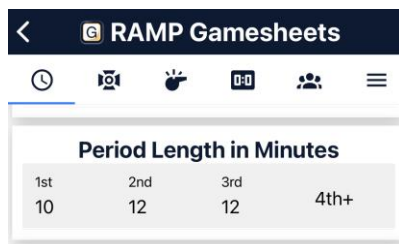
2. Check the room numbers for the home and away teams on your way in to the arena in case you need to talk to the team coach or manager.
3. Look over electronic gamesheet and check the following items have been completed:
  - Home and Visiting players and staff have been selected.



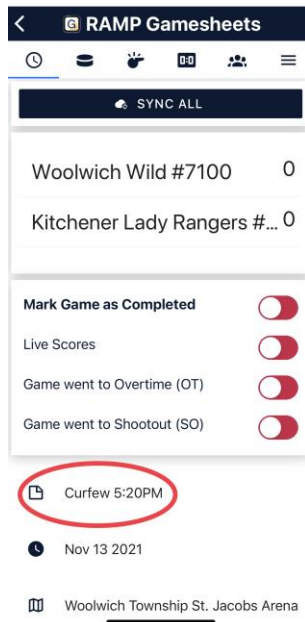
- Both the Home and Visitor coaches have signed the player and staff pages.



- Check the manager has input the Period Lengths for the game:
  - Local League: 10-10-12 for most games; 20-20 for U9
  - Rep: 10-12-12 for most teams; 15-15-15 for U15A, U18A and Senior B



- **VERY IMPORTANT – some regular season games are curfewed; playoff and tournament games are not. Check the curfew time for the game. It is the timekeeper’s responsibility to curfew the game. Use the time on the clock in the arena for this purpose (not the time on your phone).**



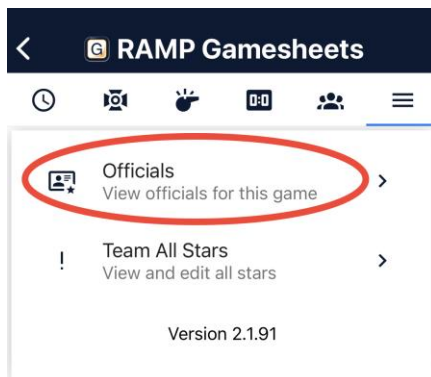
- **SPECIAL:** During playoffs or tournaments there may be timeouts allowed. Check with the team manager regarding this.
- Bring music – IF comfortable with playing music over sound system and fulfilling your obligatory duties as a timekeeper. This is NOT for you to listen to. **Music must not contain explicit lyrics and must be age appropriate for the team on the ice.**

## ENTER ON-ICE OFFICIAL INFORMATION

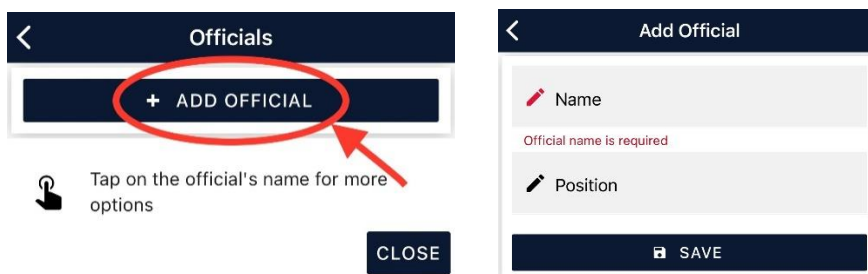
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**Before the game, record the name and HCOP # for each On-Ice Official:**

1. Click on the applicable game as 'GameSheet User' and select the menu option (three bars in the top right corner). Then select 'Officials'.



2. Select 'ADD OFFICIAL'. Under 'Name', write in the On-Ice Official's name and under 'Position' enter their HCOP number. Be sure to click on 'SAVE'.



3. Repeat this for each On-Ice Official.

## START OF GAME

1. Place 2 minutes on the clock for the warm-up
2. When the warm-up is finished, you can clear the clock and place the correct amount of time for the first period up.

## GOALS

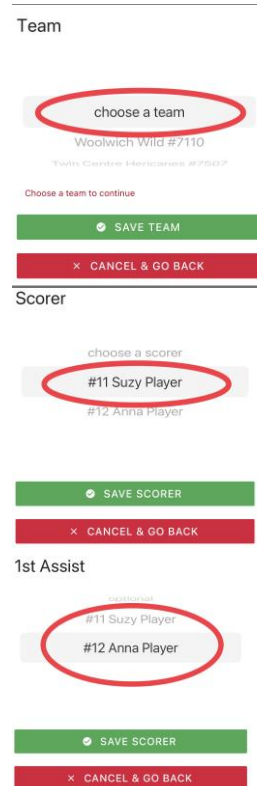
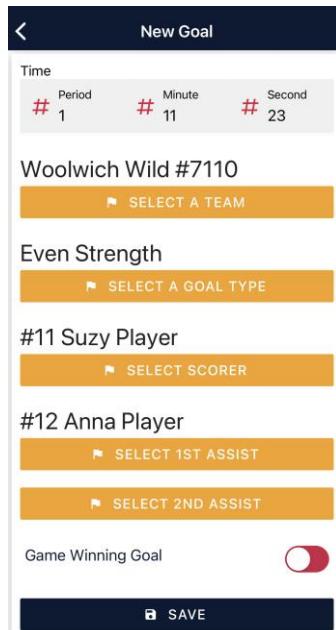
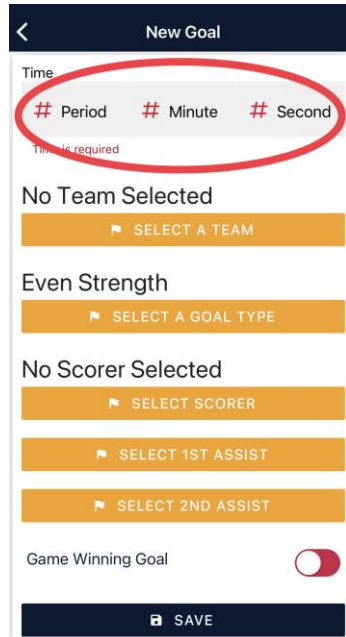
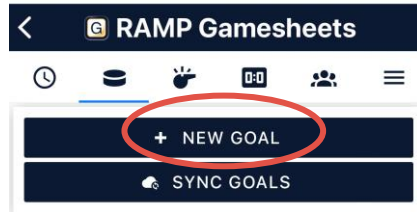
Goals are a simple, but important part of the gamesheet. Here are some steps to follow when a goal is scored.

1. When you notice the referee has signaled for a goal, you should write the time down on your blank pad of paper – this way if there isn't a goal, you have not messed up the gamesheet.
2. The referee will skate over to the timekeepers' box and tell you who the goal is scored by and the two assists.
3. You will then record this info on your pad of paper ready to input it into the gamesheet as shown in the following scenario:

Referee skates to timekeepers' box following home goal. Referee says "4 from 12 and 17"

- Timekeeper records that the time is 5:34 in the 2<sup>nd</sup> period on his pad of paper
- Timekeeper writes the numbers the referee says in order: 4, 12, 17
- Note: The referee will always list the goals and assist(s) in this order no matter how he/she says it.
- Timekeeper records this information on the electronic gamesheet.
  - Select '**+ NEW GOAL**'
  - Enter Period #, the Minute and Seconds
  - Choose the team that scored.
  - For goal type, choose Even Strength unless you know the correct answer.
  - Select the name/number of the Scorer
  - Select the name/number of the 1<sup>st</sup> and (if applicable) 2<sup>nd</sup> Assists
  - For this example: Period 2, Minute 5, Second 34, Even Strength, Team Woolwich, Scorer #4, 1<sup>st</sup> Assist #12, 2<sup>nd</sup> Assist #17
  - **CLICK 'SAVE' to enter the goal**
  - Home Goals

Time		
# Period: 2	⌚ Minute: 5	⌚ Second: 34
Team:	Woolwich	
Goal Type:	Even Strength	
Scorer:	Player Name #4	
1 <sup>st</sup> Assist:	Player Name #12	
2 <sup>nd</sup> Assist:	Player Name #17	



# PENALTIES

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## TYPES OF PENALTIES

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**Minor Penalties** – A minor penalty is always 2 minutes long.

**Double Minor Penalties** – Although commonly referred to as a “4 minute penalty,” a double minor is two minor penalties. This will **always be recorded as two minor penalties on the gamesheet**, but you will put 4 minutes on the clock.

**Major Penalties** – A major penalty is always 5 minutes in length and will always have a game misconduct with it. When a major penalty is called, you will need three key pieces of information: the major penalty, the Game Misconduct code and who served the 5 minute penalty (“Served by \_\_\_\_”). **Note: When a player receives both a major and minor penalty, the major penalty is ALWAYS served first**

**Penalty Shot** – A penalty shot will always be recorded on the gamesheet. **You will record it like any other penalty, but if there is a goal, record it as the result of a Penalty Shot.**

**Misconduct Penalties** – A misconduct penalty is filled out the same way as a normal penalty, **BUT NOTHING GOES ON THE CLOCK**. A misconduct penalty is 10 minutes long and the player will **NOT** return to the ice until the whistle after his/her penalty has expired.

**Game Ejection** – A game ejection occurs when a player receives 3 stick infractions (Hooking, Slashing, Butt Ending, Spearing, and Cross Checking) OR for Local League when a player receives 3 penalties. The penalized player shall not serve the third penalty, they must go directly to the dressing room and a player that was on the ice at the time of the infraction must serve the penalty. There is no time penalty for the ejection, you will simply notify the referee when the player receives his/her third penalty **and then record the game ejection on the gamesheet.**

*NOTE: A Double Minor (e.g. 4 minute Head Contact will count as one penalty infraction).*

*A Penalty Shot does not count as one of the three penalty infractions.*

**\*\*\*PLEASE KEEP YOUR EYE OPEN FOR THESE AS THE REFEREE MIGHT NOT REMEMBER HOW MANY/WHAT TYPE OF PENALTIES A PLAYER HAS\*\*\***

**Gross Misconduct Penalties** – A gross misconduct will not go up on the clock and no one will serve this penalty for the player who is ejected from the game. You will not fill in the start and on times for this penalty on the gamesheet.

**Match Penalties** – A Match penalty is the most severe penalty a player can receive. A Match penalty is a 5-minute penalty. You will put 5 minutes on the clock and then you will need to show who served the penalty for the player who was ejected.



## PENALTY PROCEDURE

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\*\*\*Everything in RED is what the timekeeper will do\*\*\*

1. Referee will raise arm to signal for penalty.
2. Referee will stop play when the team with an infraction gains control of the puck.
3. Take notice of the time on the clock & record this on your blank pad of paper. Do **NOT** begin inputting a penalty on the gamesheet & do **NOT** place any time on the clock. There is always a chance that other penalties could be added or the time could increase for the initial penalty, so by not putting the time on the clock or gamesheet, you will reduce the number of possible errors.
4. Referee will skate by the timekeepers' box. There the referee will signal what team (normally by using both speech and pointing). **Unless otherwise told, every penalty will be two minutes.** \*\*\*Make sure the person doing the gamesheet is watching the referee and making EYE CONTACT with the referee to confirm they understood what is being called.\*\*\*

If you are unsure about any of the penalty details, call the referee back immediately before the puck drop. You must be sure of the penalty type, duration and the time it happened. If a player is being ejected from the game, you must know that player's number.

5. Record the appropriate penalties on your pad of paper. At this point your pad might look like the following if the Home Team was receiving a penalty

<u>Home Team</u>	<u>Visiting Team</u>
3:45 – 1 <sup>st</sup> period Tripping – 2min	

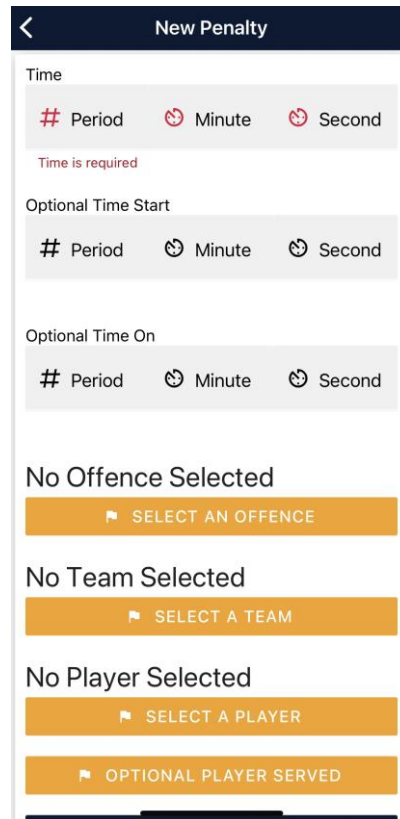
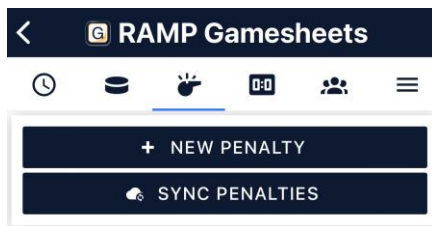
Notice the player number is missing – this is because the player is sitting beside you, so you will be able to get it after the referee skates away.

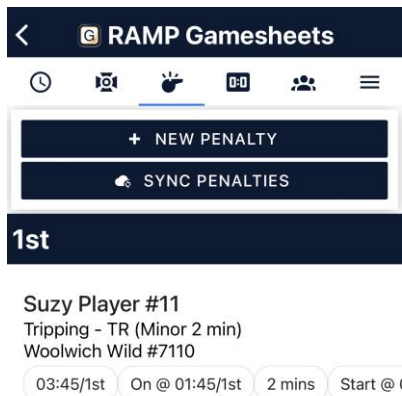
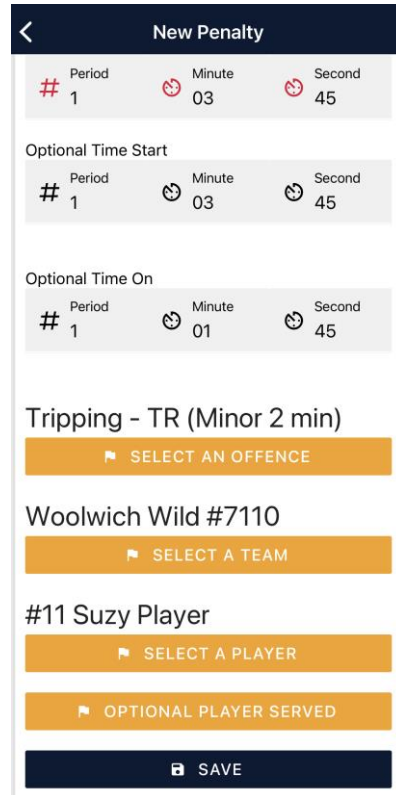
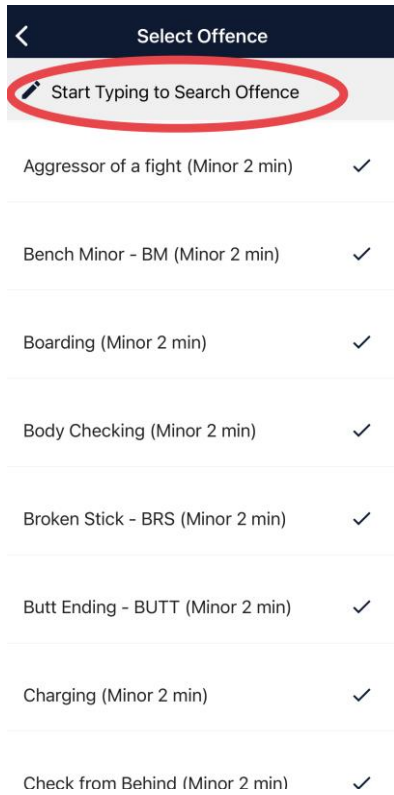
DO NOT Write this info all over the page or you might get confused what info is for what penalty

6. Enter the penalty into the time clock.
7. Now you may begin copying this info into the gamesheet app. Let's say the penalty was player #7 from the Woolwich team for Tripping at 3:45 in the first period. We will go step by step through the penalty section of the gamesheet now:
  - 
  - Now we will fill in the time sections: Off, Start, and On:
    - **Off** – First let's fill in the period, minute and second row with the info we have. This will ALWAYS be the time the penalty is called because it is when the player comes off the ice to serve their penalty.

- **Start** – This is MOST times the same as the Off section, BUT there will be some scenarios where it is different (this will be explained later on).
- **On** – This is when the penalty ends. You will NEVER fill this section out until the penalty is over. This time will not always be two minutes from the start of the penalty because there could be a goal scored before then (or other reasons such as coincidental penalties/ 3 or more penalties).
- Then you will look up the type of penalty under **Offence**. In this example, Tripping (Minor 2 min). NOTE: Penalties are listed somewhat alphabetically, but some of the Ejections, Game Misconducts and Match Penalties are near the end.
- Now we can complete the team name and player sections.
- Once the player's penalty is finished and they leave the penalty box, you may record the **On** time (for this scenario, let's say there was no goal scored during the two minutes).
- **CLICK 'SAVE' to enter the penalty.**

<b>Time</b>		
# Period: 1	🕒 Minute: 3	🕒 Second: 45
<b>Time Start</b>		
# Period: 1	🕒 Minute: 3	🕒 Second: 45
<b>Time On</b>		
# Period: 1	🕒 Minute: 1	🕒 Second: 45
<b>Offence:</b>	Tripping (Minor 2 min)	
<b>Team:</b>	Woolwich	
<b>Player:</b>	Player Name #11	
<b>Optional Served:</b>		





## GAMESHEET HOW TO'S/ SCENARIOS

\*\*\*FOR ALL SCENARIOS WE WILL ASSUME THEY ARE IN THE FIRST PERIOD and all goals are scored by #1, assisted by #2 & #3\*\*\*

### MINOR PENALTIES

#### Scenario 1:

- H #18 Tripping @ 6:31
- V #61 Hooking @6:05
- H #3 Roughing @5:30
- Visiting Team scores @ 5:10

#### Home Penalties

Time		
# Period: 1	🕒 Minute: 6	🕒 Second: 31
Time Start		
# Period: 1	🕒 Minute: 6	🕒 Second: 31
Time On		
# Period: 1	🕒 Minute: 5	🕒 Second: 10
Offence:	Tripping (Minor 2 min)	
Team:	Woolwich	
Player:	Player Name #18	
Optional Served:		

Time		
# Period: 1	🕒 Minute: 5	🕒 Second: 30
Time Start		
# Period: 1	🕒 Minute: 5	🕒 Second: 30
Time On		
# Period: 1	🕒 Minute: 3	🕒 Second: 30
Offence:	Roughing (Minor 2 min)	
Team:	Woolwich	
Player:	Player Name #3	
Optional Served:		

#### Visitor Penalties

Time		
# Period: 1	🕒 Minute: 6	🕒 Second: 05
Time Start		
# Period: 1	🕒 Minute: 6	🕒 Second: 05
Time On		
# Period: 1	🕒 Minute: 4	🕒 Second: 05
Offence:	Hooking (Minor 2 min)	
Team:	Kitchener	
Player:	Player Name #61	
Optional Served:		

#### Visitor Goal

Time		
# Period: 1	🕒 Minute: 5	🕒 Second: 10
Team:	Kitchener	
Goal Type:	Power Play	
Scorer:	Player Name #1	
1 <sup>st</sup> Assist:	Player Name #2	
2 <sup>nd</sup> Assist:	Player Name #3	

Who returns? H #18

*Scenario 2:*

- V #66 Cross Checking @ 9:12
- V #83 Roughing After the Whistle @ 9:12
- H #33 Head Contact @ 9:00
- H scores @ 8:21

The first person listed on the gamesheet comes out when a goal is scored when two penalties are called on separate players from the same team. Make sure the gamesheet aligns with the score clock.

**Home Penalties**

Time		
# Period: 1	🕒 Minute: 9	🕒 Second: 00
Time Start		
# Period: 1	🕒 Minute: 9	🕒 Second: 00
Time On		
# Period: 1	🕒 Minute: 7	🕒 Second: 00
Offence:	Head Contact (Minor 2 min)	
Team:	Woolwich	
Player:	Player Name #33	
Optional Served:		

**Visitor Penalties**

Time		
# Period: 1	🕒 Minute: 9	🕒 Second: 12
Time Start		
# Period: 1	🕒 Minute: 9	🕒 Second: 12
Time On		
# Period: 1	🕒 Minute: 8	🕒 Second: 21
Offence:	Cross Checking (Minor 2 min)	
Team:	Kitchener	
Player:	Player Name #66	
Optional Served		
Time		
# Period: 1	🕒 Minute: 9	🕒 Second: 12
Time Start		
# Period: 1	🕒 Minute: 9	🕒 Second: 12
Time On		
# Period: 1	🕒 Minute: 7	🕒 Second: 12
Offence:	Roughing After the Whistle (Minor 2 min)	
Team:	Kitchener	
Player:	Player Name #83	
Optional Served:		

**Home Goal**

Time		
# Period: 1	🕒 Minute: 8	🕒 Second: 21
Team:	Woolwich	
Goal Type:	Power Play	
Scorer:	Player Name #1	
1 <sup>st</sup> Assist:	Player Name #2	
2 <sup>nd</sup> Assist:	Player Name #3	

Who returns?  V #66

## DOUBLE MINOR PENALTIES

### Scenario 3:

- H #44 receives a 4-minute head contact penalty @ 12:25

<b>Time</b>			<b>Time</b>		
# Period: 1	⌚ Minute: 12	⌚ Second: 25	# Period: 1	⌚ Minute: 12	⌚ Second: 25
<b>Time Start</b>			<b>Time Start</b>		
# Period: 1	⌚ Minute: 12	⌚ Second: 25	# Period: 1	⌚ Minute: 10	⌚ Second: 25
<b>Time On</b>			<b>Time On</b>		
# Period: 1	⌚ Minute: 8	⌚ Second: 25	# Period: 1	⌚ Minute: 8	⌚ Second: 25
<b>Offence:</b>	Head Contact (Minor 2 min)		<b>Offence:</b>	Head Contact (Minor 2 min)	
<b>Team:</b>	Woolwich		<b>Team:</b>	Woolwich	
<b>Player:</b>	Player Name #44		<b>Player:</b>	Player Name #44	
<b>Optional Served:</b>			<b>Optional Served:</b>		

### Scenario 4:

- H #19 receives a 4-minute head contact penalty @6:30
- Visiting Visiting Team scores at 5:25

#### Home Penalties

<b>Time</b>			<b>Time</b>		
# Period: 1	⌚ Minute: 6	⌚ Second: 30	# Period: 1	⌚ Minute: 6	⌚ Second: 30
<b>Time Start</b>			<b>Time Start</b>		
# Period: 1	⌚ Minute: 6	⌚ Second: 30	# Period: 1	⌚ Minute: 5	⌚ Second: 25
<b>Time On</b>			<b>Time On</b>		
# Period: 1	⌚ Minute: 3	⌚ Second: 25	# Period: 1	⌚ Minute: 3	⌚ Second: 25
<b>Offence:</b>	Head Contact (Minor 2 min)		<b>Offence:</b>	Head Contact (Minor 2 min)	
<b>Team:</b>	Woolwich		<b>Team:</b>	Woolwich	
<b>Player:</b>	Player Name #19		<b>Player:</b>	Player Name #19	
<b>Optional Served:</b>			<b>Optional Served:</b>		

#### Visitor Goal

<b>Time</b>		
# Period: 1	⌚ Minute: 5	⌚ Second: 25
<b>Team:</b>	Kitchener	
<b>Goal Type:</b>	Power Play	
<b>Scorer:</b>	Player Name #1	
<b>1<sup>st</sup> Assist:</b>	Player Name #2	
<b>2<sup>nd</sup> Assist:</b>	Player Name #3	

Note: The start time on the second penalty should not be recorded until the first penalty is over because the first penalty could end sooner than 2 minutes if a goal is scored – as seen in Scenario 4.

Reminder: The ‘On’ time for both rows is still only written after the player is let out of the penalty box.

## MAJOR PENALTIES

### Scenario 5:

- H #12 receives 5-minute tripping @ 8:45
  - H #81 serves the for the penalty
- Visiting Team scores @ 8:00
- Visiting Team scores @ 5:36
- Visiting Team scores @ 4:58

- Major penalties do NOT end early because of a goal.
- Major penalties are ALWAYS served before a minor if the same player receives both a major and a minor.

### Home Penalties

<b>Time</b>		
<b># Period: 1</b>	🕒 <b>Minute: 8</b>	🕒 <b>Second: 45</b>
<b>Time Start</b>		
<b># Period: 1</b>	🕒 <b>Minute: 8</b>	🕒 <b>Second: 45</b>
<b>Time On</b>		
<b># Period: 1</b>	🕒 <b>Minute: 3</b>	🕒 <b>Second: 45</b>
<b>Offence:</b>	Tripping (Major 5 min + GM41.14)	
<b>Team:</b>	Woolwich	
<b>Player:</b>	Player Name #12	
<b>Optional Served:</b>	Player Name #81	

### Visitor Goals

<b>Time</b>			<b>Time</b>			<b>Time</b>		
<b># Period: 1</b>	🕒 <b>Minute: 8</b>	🕒 <b>Second: 00</b>	<b># Period: 1</b>	🕒 <b>Minute: 5</b>	🕒 <b>Second: 36</b>	<b># Period: 1</b>	🕒 <b>Minute: 4</b>	🕒 <b>Second: 58</b>
<b>Team:</b>	Kitchener		<b>Team:</b>	Kitchener		<b>Team:</b>	Kitchener	
<b>Goal Type:</b>	Power Play		<b>Goal Type:</b>	Power Play		<b>Goal Type:</b>	Power Play	
<b>Scorer:</b>	Player Name #1		<b>Scorer:</b>	Player Name #1		<b>Scorer:</b>	Player Name #1	
<b>1<sup>st</sup> Assist:</b>	Player Name #2		<b>1<sup>st</sup> Assist:</b>	Player Name #2		<b>1<sup>st</sup> Assist:</b>	Player Name #2	
<b>2<sup>nd</sup> Assist:</b>	Player Name #3		<b>2<sup>nd</sup> Assist:</b>	Player Name #3		<b>2<sup>nd</sup> Assist:</b>	Player Name #3	

When does H #81 return? 3:45

Scenario 6:

- H #16 receives both a 5-minute major for slashing and a 2 minute minor for roughing @ 14:12
  - H # 12 serves for the penalty
- Visiting Team scores @10:45
- Visiting Team scores @ 8:30

Home Penalties

<b>Time</b>			<b>Time</b>		
# Period: 1	🕒 Minute: 14	🕒 Second: 12	# Period: 1	🕒 Minute: 14	🕒 Second: 12
<b>Time Start</b>			<b>Time Start</b>		
# Period: 1	🕒 Minute: 14	🕒 Second: 12	# Period: 1	🕒 Minute: 9	🕒 Second: 12
<b>Time On</b>			<b>Time On</b>		
# Period: 1	🕒 Minute: 8	🕒 Second: 30	# Period: 1	🕒 Minute: 8	🕒 Second: 30
<b>Offence:</b>	Slashing (Major 5 min + GM 41.08)		<b>Offence:</b>	Roughing (Minor 2 min)	
<b>Team:</b>	Woolwich		<b>Team:</b>	Woolwich	
<b>Player:</b>	Player Name #16		<b>Player:</b>	Player Name #16	
<b>Optional Served:</b>	Player Name #12		<b>Optional Served:</b>	Player Name #12	

Visitor Goals

<b>Time</b>			<b>Time</b>		
# Period: 1	🕒 Minute:10	🕒 Second: 45	# Period: 1	🕒 Minute: 8	🕒 Second: 30
<b>Team:</b>	Kitchener		<b>Team:</b>	Kitchener	
<b>Goal Type:</b>	Power Play		<b>Goal Type:</b>	Power Play	
<b>Scorer:</b>	Player Name #1		<b>Scorer:</b>	Player Name #1	
<b>1<sup>st</sup> Assist:</b>	Player Name #2		<b>1<sup>st</sup> Assist:</b>	Player Name #2	
<b>2<sup>nd</sup> Assist:</b>	Player Name #3		<b>2<sup>nd</sup> Assist:</b>	Player Name #3	

When does H #12 return? 8:30 – During minor penalty due to goal scored



## PENALTY SHOTS

### Scenario 7:

- H #12 receives a penalty shot @ 12:35
  - V #18 takes the shot resulting in a goal

Note: If there was a player from the Home Team already serving a penalty, she would NOT return after the goal was scored on the penalty shot.

Penalty shots are recorded under the team that got the penalty. The number of the player who received the penalty must be recorded.

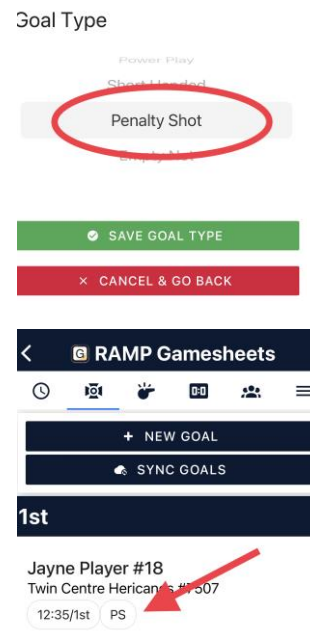
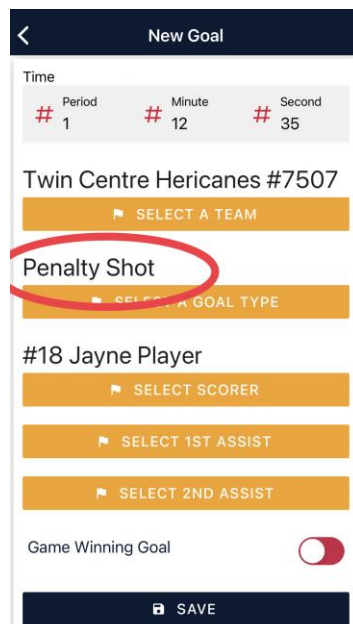
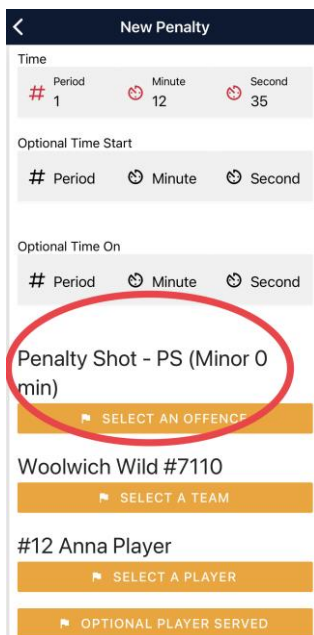
### Home Penalty

<b>Time</b>			
# Period: 1	⌚ Minute: 12	⌚ Second: 35	
<b>Offence:</b>	Penalty Shot		
<b>Team:</b>	Woolwich		
<b>Player</b>	Player Name #12		

If a goal is scored on a penalty shot, record the goal with a 'Goal Type' of Penalty Shot.

### Visitor Goal

<b>Time</b>			
# Period: 1	⌚ Minute: 8	⌚ Second: 21	
<b>Team:</b>	Twin Centre		
<b>Goal Type:</b>	Penalty Shot		
<b>Scorer:</b>	Player Name #18		
<b>1<sup>st</sup> Assist:</b>			
<b>2<sup>nd</sup> Assist:</b>			



## COINCIDENTAL PENALTIES

### Scenario 8:

- H #9 receives a hooking penalty @ 6:12
- V #17 receives a slashing penalty @6:12
- Visiting Team scores at 5:00
- Next whistle after 4:12 is at 2:45

Since this is a coincidental penalty, the game is still 5-on-5 and nothing goes on the clock. Always check with the referee in these situations to be sure it is a coincidental and whether anything should be put up on the clock.

### Home Penalty

### Visitor

<b>Time</b>			<b>Time</b>		
# Period: 1	🕒 Minute: 6	🕒 Second: 12	# Period: 1	🕒 Minute: 6	🕒 Second: 12
<b>Time Start</b>			<b>Time Start</b>		
# Period: 1	🕒 Minute: 6	🕒 Second: 12	# Period: 1	🕒 Minute: 6	🕒 Second: 12
<b>Time On</b>			<b>Time On</b>		
# Period: 1	🕒 Minute: 2	🕒 Second: 45	# Period: 1	🕒 Minute: 2	🕒 Second: 45
<b>Offence:</b>	Hooking (Minor 2 min)		<b>Offence:</b>	Slashing (Minor 2 min)	
<b>Team:</b>	Woolwich		<b>Team:</b>	Kitchener	
<b>Player:</b>	Player Name #9		<b>Player:</b>	Player Name #17	
<b>Optional Served:</b>			<b>Optional Served:</b>		

### Visitor Goal

<b>Time</b>		
# Period: 1	🕒 Minute: 5	🕒 Second: 00
<b>Team:</b>	Woolwich	
<b>Goal Type:</b>	Even Strength	
<b>Scorer:</b>	Player Name #1	
<b>1<sup>st</sup> Assist:</b>	Player Name #2	
<b>2<sup>nd</sup> Assist:</b>	Player Name #3	

When does H #9 return? H #9 returns at the first whistle after 4:12 – in this case 2:45

When does V #17 return? V #17 returns at the first whistle after 4:12 – in this case 2:45

Scenario 9:

- H #20 receives a 4-minute head contact at 5:00
  - H #17 serves for 2-minute time penalty
- V #60 receives a tripping penalty at 5:00
- First whistle 2:30
- Second whistle 0:12

Home Penalty

Time		
# Period: 1	⌚ Minute: 5	⌚ Second: 00
Time Start		
# Period: 1	⌚ Minute: 5	⌚ Second: 00
Time On		
# Period: 1	⌚ Minute: 3	⌚ Second: 00
Offence:	Head Contact (Minor 2 min)	
Team:	Woolwich	
Player:	Player Name #20	
Optional Served:	Player Name #17	
Time		
# Period: 1	⌚ Minute: 5	⌚ Second: 00
Time Start		
# Period: 1	⌚ Minute: 5	⌚ Second: 00
Time On		
# Period: 1	⌚ Minute: 0	⌚ Second: 12
Offence:	Head Contact (Minor 2 min)	
Team:	Woolwich	
Player:	Player Name #20	
Optional Served:		

Visitor Penalty

Time		
# Period: 1	⌚ Minute: 5	⌚ Second: 00
Time Start		
# Period: 1	⌚ Minute: 5	⌚ Second: 00
Time On		
# Period: 1	⌚ Minute: 2	⌚ Second: 30
Offence:	Tripping (Minor 2 min)	
Team:	Kitchener	
Player:	Player Name #17	
Optional Served:		

When does H #17 return to the play? H #17 returns to the ice as soon as the 2 minutes is up on the clock.

When does V #60 return? V #60 returns at the first whistle after 3:00 – in this case that is 2:30.

When does H #20 return? H #20 returns at the first whistle after 1:00 because she must serve a full 4 minutes – in this case that is 0:12.

## ADVANCED SCENARIOS

### Scenario 10:

- H #12 receives a tripping penalty @8:00
- H #70 receives a slashing penalty @7:00
- H #29 receives a roughing penalty @ 6:10
- No whistle until 3:30

### Home Penalties

Time		
# Period: 1	🕒 Minute: 8	🕒 Second: 00
Time Start		
# Period: 1	🕒 Minute: 8	🕒 Second: 00
Time On		
# Period: 1	🕒 Minute: 5	🕒 Second: 00
Offence:	Tripping (Minor 2 min)	
Team:	Woolwich	
Player:	Player Name #12	
Optional Served:		

Time		
# Period: 1	🕒 Minute: 7	🕒 Second: 00
Time Start		
# Period: 1	🕒 Minute: 7	🕒 Second: 00
Time On		
# Period: 1	🕒 Minute: 4	🕒 Second: 00
Offence:	Slashing (Minor 2 min)	
Team:	Woolwich	
Player:	Player Name #70	
Optional Served:		

Time		
# Period: 1	🕒 Minute: 6	🕒 Second: 10
Time Start		
# Period: 1	🕒 Minute: 6	🕒 Second: 00
Time On		
# Period: 1	🕒 Minute: 3	🕒 Second: 30
Offence:	Roughing (Minor 2 min)	
Team:	Woolwich	
Player:	Player Name #29	
Optional Served:		

*When does H #12 return? H #12 returns at 5:00 when H #70's penalty expires – this is because the Home Team still has two penalties when H #12's penalty expires and therefore MUST remain playing 5 on 3 until there is only one penalty left*

*When does H #70 return? H #70 returns at 4:00 when H29's penalty expires - this is because the Home Team still has two penalties when H #70's penalty expires and therefore MUST remain playing 5 on 4 until the final penalty expires.*

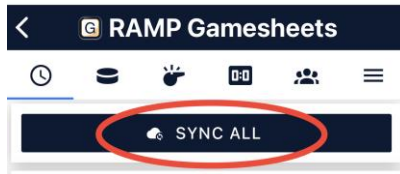
*When does H #29 return? H #29 returns at the first whistle after the expiry of his own penalty (4:00) – In this situation that is at 3:30.*

*Note: The first person in the box comes out first in a scenario like this. If you are unsure, always double check with the referee.*

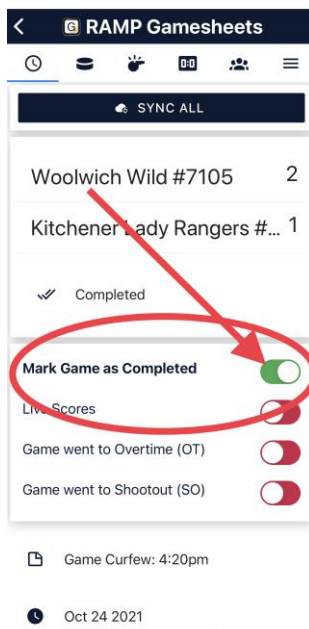


## END OF GAME

1. IF you are also timekeeping the next game, place 3 minutes on the clock to be prepared for the following game.
2. **Ensure all game information is entered:** Finish filling out anything you have not completed, if any.
3. **SYNC ALL:** As you entered information in the gamesheet during the game, the information was saved on your phone and it will upload the next time your device has access to a wifi or internet connection. Therefore, at the end of the game, you need to find a place where you have mobile data so you can sync the game – click 'SYNC ALL'. This allows the referees to be able to access the game information.



## 4. VERY IMPORTANT – Mark the game as Complete



5. **Referees review and sign:**
  - a. The timekeeper should let the referees know the game sheet is ready for them to review and sign.
  - b. The referees will need to have a data or wifi connection in order to see the updated gamesheet information.

- c. The referees will look over and sign the game sheet and add any comments/reports.

Note: It is possible the referees will not be able to access the sync'd game from the Referee's Room if they have no mobile data connection or wifi. In this case, it may be necessary for the officials to sign the gamesheet when they leave the arena. Therefore, if they are officiating several games, this could be a few hours after your game.