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## HOCKEY CALGARY

## U9 Manager/Coach/Scorekeeper In-Game Cheat Sheet <br> 2022-2023

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## Game Sheet Instructions (pitture guide next page)

There should be 3 people in the Time-Keepers Box:

1. Time Keeper - responsible for setting up the time clock and making sure the buzzer goes every 90 seconds (see Buzzer Shift cheat sheet)

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2. Score Keeper Game 1-responsible for watching game on the left side
3. Score Keeper Game 2 - responsible for watching game on the right side

## Home team provides 2 Volunteers (1 Timekeeper and 1 Scorekeeper). <br> Visiting team provides 1 Volunteer ( 1 Scorekeeper)

STEPS:

1. Scorekeepers will tear off the 'Scorekeepers Tear Away Tally Sheets'. Each scorekeeper will take one copy (yellow or white copy doesn't matter) and proceed to watch and mark the goals on their respective sides.

- Goals are marked as tallies, the number or name of the player is not necessary.

2. After the $1^{\text {st }}$ half, the scorekeepers will add up their tallies and record a total on their 'Scorekeepers Tear Away Tally Sheets'. They will then transfer that total onto the main score sheet boxes. The small number in the top right corner of the total boxes corresponds with a boxes on the main scoresheet.
3. For the $2^{\text {nd }}$ half, scorekeepers will continue to watch and mark the goals on their respective sides.
4. Complete Step 2 following the end of the game.
5. No need to keep or upload the tally sheets. Please recycle following the game.


## Time Keeper Instructions

1. Place 3 minutes on the clock for warm up
2. Place 24 minutes on the clock for each half. Press the buzzer every 90 seconds for shift change. See time grid below for guide of when to press the buzzer.

## OR

3. If the arena game clock is capable of setting the clock to automatic run 90 second shifts, there will be 16 total shifts per half.

## NOTES:

- The score is not to be displayed on the scoreboard
- Injury Time Outs:
- The game clock is being utilized to run games at both ends of the arena, therefore when there is an injury timeout at 1 end the game clock will continue to run. Continue to use the buzzer for shift changes and the stopped game will resume when ready.


## ICE SLOTS:

## 60 Minute Ice Slot

3-5 Mins. - Set up Boards
3 Mins. - Warm Up
24 Mins. - Period \#1
2 Mins. - Rest/Change Ends
24 Mins. - Period \#2
5 Mins. - Shake Hands/Move Boards

## 75 Minute Ice Slot

3-5 Mins. - Set up Boards
3 Mins. - Warm Up
30 Mins. - Period \#1
2 Mins. - Rest/Change Ends
30 Mins. - Period \#2
5 Mins. - Shake Hands/Move Boards

If there are 5 minutes left in your scheduled ice time but there is more than 5 minutes left on the time clock, drop the time clock to 2 minutes or allow one more 90 second shift. This makes sure you have 3 minutes to shake hands and remove bumpers before the Zamboni is on the ice.


| (90 second Shifts) |
| :---: |
| $24: 00$ |
| $22: 30$ |
| $21: 00$ |
| $19: 30$ |
| $18: 00$ |
| $16: 30$ |
| $15: 00$ |
| $13: 30$ |
| $12: 00$ |
| $10: 30$ |
| $9: 00$ |
| $7: 30$ |
| $6: 00$ |
| $4: 30$ |
| $3: 00$ |
| $1: 30$ |
| $0: 00$ |

75 Minute Ice Slot

| (90 second Shifts) |
| :---: |
| $30: 00$ |
| $28: 30$ |
| $27: 00$ |
| $25: 30$ |
| $24: 00$ |
| $22: 30$ |
| $21: 00$ |
| $19: 30$ |
| $18: 00$ |
| $16: 30$ |
| $15: 00$ |
| $13: 30$ |
| $12: 00$ |
| $10: 30$ |
| $9: 00$ |
| $7: 30$ |
| $6: 00$ |
| $4: 30$ |
| $3: 00$ |
| $1: 30$ |
| $0: 00$ |
|  |

Game Play Roster Grid


## Goaltender Rotation Form

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U9DL GOALTENDER ROTATION FORM
TEAM:

| NAME | ROTATION 1 <br> (Date/Parent signature) | ROTATION 2 <br> (Date/Parent signature) | ROTATION 3 <br> (Date/Parent signature) | ROTATION 4 <br> (Date/Parent signature) | ROTATION 5 <br> (Date/Parent signature) |
| :---: | :---: | :---: | :---: | :---: | :---: |
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## INSTRUCTIONS FOR USE:

1 As soon as you receive your team list from your Association, write the names of your players in the first column.
2 Enter the date each player is selected to play goal in column "Rotation 1". If any player does not want to play goal, their parent must sign in the box beside his/her name.
3 Once all boxes in "Rotation 1" either have a date or a parent signature you may proceed to "Rotation 2" and follow the same process as described above.
4 You may not move to the next Rotation until all the boxes either have a date or a parent signature. The only exception is during Esso Minor Hockey Week (EMHW)- if a player plays goal out of rotation, enter the date(s) he/she plays goal in each "Rotation". Once EMHW is over, this player can not play goal again until all other players catch up in the Rotation.
5 If a player does not want to play goal in one Rotation, he/she may still choose to play goal in later Rotation.
6 This form must be available for review by Hockey Calgary representatives at all times.

