

## 2025 Flyers Cup

## Scorekeeping Responsibilities

FC scorekeepers have multiple responsibilities to record the conduct of each FC game, in order of priority:

Maintain the Official Game Record in Gamesheet. You will be given a lineup card by each coach. You must mark the players playing in the game in Gamesheet. You may not add a player to a team if they are not listed. Teams may only use rostered, approved players in the game. If there are notations on the back of the card listing suspended players or alternate jersey numbers, you should take a photo of the back of the card and email it to <a href="mailto:flyerscup.hockey@gmail.com">flyerscup.hockey@gmail.com</a>. Period length (Varsity 17 min, Girls Varsity 16 minutes), Boys' minor penalties 2 min., Girls 1:30.

**Enter information in Gamesheet.** All information should be accurate and done live.

1.	Use the following checklist to ensure that all duties are completed.
	_ Make sure all players listed as playing on the lineup card are listed as playing in Gamesheet.
	Referees will confirm the number of players dressed for each team before the game starts.
	Players wearing Alternative jersey numbers noted on back of lineup card. (Email a photo)
	_ Suspended players noted and signed in on back of lineup card. (Email a photo)
	Note CEP #'s for all coaches (maximum of 4) on the bench for the game.
	<ul> <li>Trainers are not counted, nor are injured players wearing their helmets.</li> </ul>
	_ Head Coaches sign Gamesheet <b>AFTER</b> the game. This is their verification that the information is
aco	curate.
	Per USAH Rule, each team shall designate the Head Coach properly on the Lineup Card before
the	game starts.
	_ Enter starting and substitute goaltender #'s and names.
	<ul> <li>Note the time of any goaltender changes.</li> </ul>

Ask the coaches to notify you if a goaltender change is made between periods.

• There will be a 2-minute Delay of Game penalty assessed any team who does not properly submit the lineup card with players who are not playing crossed off and any alternate jersey numbers noted.

Make the pre-game sportsmanship announcement of the PA system:

The Flyers Cup and {this rink} promote good sportsmanship by student-athletes, coaches and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profanity, derogatory comments, or intimidating actions directed at officials, student athletes, coaches, or team representatives will not be tolerated and are grounds for removal from the facility. Thank you!

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## SCOREKEEPERS ARE NOT PERMITTED TO ADD PLAYERS AT GAME TIME

- 1. You'll need the Gamesheet App on the iPad and the iPad Key ipad-fc-cbsm
- Enter the game details into Gamesheet and update the game's progress during play. There are
  instructions on how to score games on the Flyers Cup website. You can also use this link <a href="https://help.gamesheet.app/article/29-training-videos#getting-started">https://help.gamesheet.app/article/29-training-videos#getting-started</a> if you have questions.
- 3. No texting or other phone activity during the game—scorekeepers are being paid to do this job.
- 4. No music while referees are communicating penalty and scoring numbers to the scorekeeper.
- 5. <u>Music may be played during pre-game warmups.</u>
- 6. <u>Music may be played at other times (between periods, during breaks) provided it does not interfere with coaches communicating with their teams AND with the scorekeeper performing their scorekeeping duties.</u>
- 7. Maintain accurate count of Shots on Goal. Shot counts need to be entered after every period and totaled at the end of the game. You should use the 'shots by period' function in Gamesheet.
- 8. Make PA announcements of all penalties and scoring, by player number and name.
- 9. Verify that all scoring and penalty entries ARE ASSIGNED TO PLAYERS ON THE GAME ROSTER.
- 10. SECURE THE REQUIRED SIGNATURES IN GAMESHEET AFTER THE GAME.
- 11. Make sure that you mark the game as complete so that it uploads to the website.
- 12. At no point is there a running clock. If after the 2<sup>nd</sup> period, there is a 10-goal differential, game ends.

## **ADDING OVERTIME PERIODS**

To add a second, third, or fourth overtime - this is something that you would need to do from the iPad at game time if needed. I've attached a screen recording of the process so that you can see it, but all you need to do is Click into the game details tab, scroll to the bottom, and then add your 2nd/3rd/4th OT. Then when you go back to the scoring tab it will be listed at the top of the page in the period selector.