

# HOW TO FILL OUT THE MHL GAME SHEET

One page. Pen. Photo. Done.

Every MHL game goes on the leaderboard — every goal, assist and penalty minute follows a player all season. The sheet is how it gets there. Take 60 seconds before puck drop, keep up during the game, and send a photo when it's over. That's the whole job.

## BEFORE PUCK DROP (top of the sheet + both roster columns)

- 1. Game info** — Date, time, arena, division, game # if you have one. Print the four officials' names (referee, 2 linesmen, you as scorekeeper).
- 2. Rosters** — HOME on the left, VISITING on the right. Jersey number, full name, position (F / D / G). Max 20 skaters plus goalies. Goalies go in the two **G** rows at the bottom of each roster. Get these from each bench before warm-ups — a number with no name is a stat nobody gets credit for.
- 3. Head coach and starting lineup** — Print the head coach in the box under each roster. Write the starting six jersey numbers in the STARTING LINEUP line.

## DURING THE GAME (center of the sheet)

### SCORING — one line per goal, in order:

PRD (1, 2, 3, OT) · TEAM (H or V) · GOAL # (jersey of the scorer) · ASSIST / ASSIST (jersey numbers, up to two — leave blank if unassisted) · TYPE (tick one box: **E** even strength, **P** power play, **S** shorthanded) · TIME (clock time on the scoreboard when it went in).

**Game-winner:** at the final horn, tick the **G** box on the goal that won it — the winning team's goal that put them one ahead of the loser's final total. Only one goal gets the G.

### PENALTIES — one line per penalty: PRD · TEAM (H/V) · NO. (jersey) · INFRACTION (tripping, slashing, roughing, etc.) · MIN (2, 4, 5, 10) · TIME.

Misconducts, majors and game misconducts all go on the sheet. Bench minors: write BENCH in the NO. column. If a player is ejected, write EJECTED in the infraction column — the league needs it for suspensions.

**SHOTS ON GOAL** — the tally boxes at the top of each roster column. Make a tick mark every time a shot is on net (goalie stops it or it goes in). One box per period per team. Write the period total in the last box when the period ends. Shots that miss the net or hit the post don't count.

## AFTER THE GAME

- 4. Final score** — write it in the HOME / AWAY score boxes at the top right. Circle the G on the game-winning goal if you haven't.
- 5. Sign it** — scorekeeper signature and printed name at the bottom. Have the referee initial it if they're available.
- 6. Photograph it** — flat, all four corners in frame, good light, no glare. Check that jersey numbers are readable before you leave the box. If anything is crossed out, make sure the correction is clear.
- 7. Send it before you leave the rink** — text or email the photo to the Commissioner: [74@breckvipers.com](mailto:74@breckvipers.com). Put the two team names and the date in the message. That's it — the league enters it and it's on the leaderboard the next day.

## THE THREE THINGS THAT BREAK STATS

**Numbers with no names on the roster.** The goal gets entered, the player doesn't get credit. · **Assists left blank when there were assists.** Ask the ref or the bench — they'll tell you. · **Photos we can't read.** Retake it. It costs you ten seconds; the alternative is a player losing a goal.