



MCHA - Scorekeeper Guide

1. HOCKEYSHIFT ACCESS

- 1.1. The Metroplex Christian Hockey Association (MCHA) uses HockeyShift for all schedules, game scoring and player stats management.
- 1.2. Access the MCHA HockeyShift at <https://admin.hockeyshift.com>, and log in with your username and password. If you do not have credentials, contact MCHA at info@mchaonline.org and an account will be set up for you with Scorekeeper privileges.
- 1.3. Games may be scored live or after-the-fact. If there are any issues with players, scores, or HockeyShift permissions, feel free to email MCHA at info@mchaonline.org and we can resolve it.

2. ROSTER SETUP

- 2.1. MCHA captains for each team will provide a physical game sheet and will check-in the players who are present, or may meet with you to check off players live if you prefer.
- 2.2. If there are any questions or jersey number mis-matches please feel free to challenge the captain. Players must play a certain number of games to be eligible for playoffs so accurately capturing players' attendance at games is important.
- 2.3. Subs may be written in on the game sheet by the captain - please add those sub players to the game roster, but please add them as a "Call-up" player in HockeyShift (this will add them to the *game* roster but will not permanently place them on the *team's* roster)
- 2.4. Suspended players are denoted on the game sheet with an asterisk. If a player currently under suspension is attempting to play, please let the captain and the on-ice officials know so they can remove the player from the game.

3. GAME FORMAT

- 3.1. MCHA games are 5v5, with a 3-minute warmup, 3 x 15-minute Stop Time periods, and a 1 minute break between each period. The clock moves to running time if a team is trailing by 5 or more goals in the 3rd period. The clock returns to stop time if the goal differential is reduced to 4 or fewer.
- 3.2. Each team must field a minimum of 5 skaters and a goalie (or 6 skaters and no goalie) to play a game. If a team has fewer skaters or drops to 4 skaters or fewer during the game (e.g., due to injury or ejection) then the team must forfeit.



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- 3.3. Games forfeited due to lack of players will not be rescheduled; in case of a forfeit, the available players may use the scheduled ice time for a drop-in style scrimmage (at which point neither referees nor the scorekeeper are required for the remainder of the scheduled ice time). MCHA will meet all of our financial obligations to the rink and NTHOA for forfeits.
- 3.4. During the regular season, in the event of a tie game at the end of 3 periods, the game moves to a best-of-3 shootout. If the tie is not resolved with the first 3 players, the game moves to a sudden death shootout. All players on the bench must shoot once before any player can shoot again (regardless of whether the two teams have a different number of players on the bench).
- 3.5. During the playoffs, in the event of a tie game at the end of 3 periods, the game moves to a 6-minute Run Time sudden death overtime period. If the game remains tied after the overtime period, the game moves to the same shootout format as the regular season.
- 3.6. MCHA welcomes you to play music during warmups and play stoppages at your discretion. We do ask that no music be played during the post-game prayer and that music choices be family-friendly (i.e., that they do not include explicit lyrics or adult themes).

4. MCHA UNIQUE RULES

- 4.1. MCHA has several unique rules intended to prevent discord and maintain calm on the ice. We ask that you help the on-ice officials remember and enforce these unique rules:

4.2. Goal Caps

- 4.2.1. No player is eligible to score more than 3 goals per game, including during overtime.
- 4.2.2. If a player exceeds the goal cap, the goal will be disallowed, and the ensuing faceoff will be placed in the offending player's defensive zone.
- 4.2.3. Players who have reached the goal cap limit **are** eligible to participate in a shootout.

4.3. Post Game Handshake & Prayer

- 4.3.1. Sportsmanship is a key element of MCHA. To continue to foster a sense of community and sportsmanship, all players agree to line-up after the game and congratulate their opponent.
- 4.3.2. All players agree to meet at center ice for a post-game prayer, unless the game went into overtime, in which case the post-game prayer may be held off-ice. Players may choose not to participate in the prayer but are required to observe a moment of silence. In addition, officials are invited to participate in the post-game prayer if they wish.



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4.3.3. Players are required to keep their helmets on until they meet in the prayer circle.

4.4. Penalties, Ejections & Stats

4.4.1. If an on-ice official assesses a penalty that is not listed in the MCHA HockeyShift, please select the closest matching penalty and then let us know at info@mchaonline.org. We will update HockeyShift to add the needed penalty type and we will correct the game sheet.

4.4.2. Any player who incurs three (3) penalties in the same game shall be immediately ejected from the game. This ejection is to cool down a game and does not include any additional penalty minutes nor does it result in suspension in and of itself.

4.4.3. Other supplemental disciplinary actions such as discretionary suspensions are assessed by MCHA after a game is complete, no action is needed from you other than to record the correct player for penalties to ensure that any post-game action from MCHA is directed at the appropriate player.

4.4.4. MCHA uses game data as part of making leveling decisions for players and goaltenders. To that end, we ask that you track goals, assists, and shots/saves as accurately as possible to ensure the game data provides the correct basis for leveling decisions.