





# HOME TEAM



OFFICIAL GAME REPORT (PLEASE PRINT CLEARLY)

1247 Kilbom Place - Suite D-300  
Ottawa ON K1H 6K9



**FINAL SCORE**  
HOME VISITOR  
[ ] [ ]

**GAME TYPE**  
EXHIBITION   
LEAGUE   
PLAYOFF   
TOURNAMENT

OFFICIAL SCORER ( please print )

Phone #

Curfew Time V. INT. H. INT.

Flood Between  
 1st & 2nd  
 2nd & 3rd  
 none

LENGTH OF GAME	
1ST.	STOP
2ND.	STOP
3RD.	STOP
OT	15 SV
START TIME	END TIME

HOME		HOME PENALTIES										VISITOR PENALTIES										VISITOR SCORING			
No.	AP-AFFILIATED-PLAYER C-CAPTAIN ALTERNATE	PER. NO.	MIN.	SERV. BY	CODE	INFRACTION	OFF	START	ON	PER. NO.	MIN.	SERV. BY	CODE	INFRACTION	OFF	START	ON	PER.	TIME	G	A	A			
G	TIME																								
G	TIME																								

Enter District ###

COACHES TO INITIAL TO ACCEPT CURFEW TIME (50 or 80 run time)

ENTER THE TEAM NAME: ie Kanata BLAZERS

May be on the team sticker (top 2), OR hand write by pen clearly full name of goalie and number

Place a team sticker on each page OR hand write by pen clearly--starting with lowest number & full name of skaters (C & A). Also indicate any Affiliated Players (AP)

\*\*ENTER THE NUMBER & NAME OF ANY PLAYER SERVING A SUSPENSION AND THE NUMBER OF GAMES SUSPENDED (1 of 2; 2 Of 2)

Coach to sign his approval of entries; Ref to initial Suspension being served

HOME		VISITOR	
TOTAL PENALTY MINUTES	TOTAL GOALS	TOTAL PENALTY MINUTES	TOTAL GOALS
SOG 1 ST.		SOG 1 ST.	
2 ND.		2 ND.	
3 RD.		3 RD.	
O/T		O/T	
TOTAL SHOTS		TOTAL SHOTS	
HEAD COACH	PLEASE PRINT	HEAD COACH	PLEASE PRINT
ASST. COACH	PLEASE PRINT	ASST. COACH	PLEASE PRINT
ASST. COACH or ASST. TRAINER	PLEASE PRINT TO #	ASST. COACH or ASST. TRAINER	PLEASE PRINT TO #
TRAINER	PLEASE PRINT TO #	TRAINER	PLEASE PRINT TO #
MANAGER	PLEASE PRINT	MANAGER	PLEASE PRINT

REFEREE	LINESMAN		LINESMAN	
PLEASE PRINT	SIGNATURE	OFFICIALS #	PLEASE PRINT	SIGNATURE

# VISITORS



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**1 INITIAL TO SHOW THAT COACH AGREES TO THIS CURFEW TIME**

GAME TYPE:  Exhibition  LEAGUE  PLAYOFF  TOURNAMENT

OFFICIAL SCORER (please print) \_\_\_\_\_ Phone # \_\_\_\_\_

Curfew Time: \_\_\_\_\_ V. INT. \_\_\_\_\_ H. INT. \_\_\_\_\_

Flood Between:  1st & 2nd  2nd & 3rd  none

LENGTH OF GAME	
1ST.	STOP
2ND.	STOP
3RD.	STOP
OT	15 SV
START TIME	END TIME

HOME										VISITOR																					
O.D.M.H.A. DISTRICT / ZONE #										O.D.M.H.A. DISTRICT / ZONE #																					
No.	PRINT NAME	PER. NO.	MIN.	SERV. BY	CODE	INFRACTION	OFF	START	ON	PER.	TIME	G	A	A	No.	PRINT NAME	PER. NO.	MIN.	SERV. BY	CODE	INFRACTION	OFF	START	ON	PER.	TIME	G	A	A		
AP-AFFILIATED PLAYER	C-CAPTAIN	A-ALTERNATE														AP-AFFILIATED PLAYER	C-CAPTAIN	A-ALTERNATE													
ENTER THE FULL NAME OF YOUR TEAM										ENTER THE FULL NAME OF YOUR TEAM																					
APPLY A TEAM STICKER, OR WRITE DOWN THE JERSEY NUMBER AND FULL NAME OF GOALIES										APPLY A TEAM STICKER, OR WRITE DOWN THE JERSEY NUMBER AND FULL NAME OF GOALIES																					
APPLY A TEAM STICKER, OR WRITE DOWN THE JERSEY NUMBER AND FULL NAME OF SKATERS										APPLY A TEAM STICKER, OR WRITE DOWN THE JERSEY NUMBER AND FULL NAME OF SKATERS																					
ENTER THE NAME OF ANY PLAYER SERVING A SUSPENSION AND THE NUMBER OF GAMES SUSPENDED										ENTER THE NAME OF ANY PLAYER SERVING A SUSPENSION AND THE NUMBER OF GAMES SUSPENDED																					
SIGN INDICATING THAT YOU HAVE COMPLETED VISITOR PORTION OF THE GAME SHEET; REF INITIAL SUSPENSIONS										SIGN INDICATING THAT YOU HAVE COMPLETED VISITOR PORTION OF THE GAME SHEET; REF INITIAL SUSPENSIONS																					
TOTAL PENALTY MINUTES: 2 ND, 3 RD, O/T, TOTAL SHOTS										TOTAL PENALTY MINUTES: 2 ND, 3 RD, O/T, TOTAL SHOTS																					
HOME										VISITOR																					
SOG 1 ST, 2 ND, 3 RD, O/T, TOTAL SHOTS										SOG 1 ST, 2 ND, 3 RD, O/T, TOTAL SHOTS																					
HEAD COACH, ASST. COACH, ASST. COACH or ASST. TRAINER, TRAINER, MANAGER										HEAD COACH, ASST. COACH, ASST. COACH or ASST. TRAINER, TRAINER, MANAGER																					
VERIFIED BY										VERIFIED BY																					
SUSPENSION LIST										SUSPENSION LIST																					
OFFICIAL NO. OF GAMES										OFFICIAL NO. OF GAMES																					
PLEASE PRINT, SIGNATURE, OFFICIALS #										PLEASE PRINT, SIGNATURE, OFFICIALS #																					
REFEREE										LINESMAN																					
PLEASE PRINT, SIGNATURE, OFFICIALS #										PLEASE PRINT, SIGNATURE, OFFICIALS #																					



# RECORDING GOALS



OFFICIAL GAME REPORT (PLEASE PRINT CLEARLY)

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Ottawa ON K1H 6K9



HOME		VISITOR										
O.D.M.H.A. DISTRICT / ZONE #		O.D.M.H.A. DISTRICT / ZONE #										
HOME PENALTIES		VISITOR PENALTIES										
HOME SCORING		VISITOR SCORING										
PER. NO.	MIN.	SERV. BY	CODE	INFRACTION	OFF	START	ON	PER.	TIME	G	A	A

  

HOME		VISITOR			
TOTAL PENALTY MINUTES	TOTAL GOALS	TOTAL PENALTY MINUTES	TOTAL GOALS		
SOG	1 ST.	2 ND.	3 RD.	O/T	TOTAL SHOTS
HEAD COACH	PLEASE PRINT				
ASST. COACH	PLEASE PRINT				
ASST. COACH	PLEASE PRINT				
OR ASST. TRAINER	PLEASE PRINT				
TRAINER	PLEASE PRINT				
TD #	PLEASE PRINT				
MANAGER	PLEASE PRINT				

  

REFeree	LINESMAN	LINESMAN
PLEASE PRINT	PLEASE PRINT	PLEASE PRINT
SIGNATURE	SIGNATURE	SIGNATURE
OFFICIALS #	OFFICIALS #	OFFICIALS #

1 PICK THE CORRECT SIDE OF THE GAME SHEET FOR THE TEAM WHICH SCORED

5 THE REFEREE WILL TELL YOU WHO ASSISTED, ENTER THE PLAYER(S)'S NUMBER(S)'S

4 THE REFEREE WILL TELL YOU WHO SCORED, ENTER THE PLAYER'S NUMBER HE GIVES YOU

2 WHAT PERIOD IS THE GOAL SCORED IN

3 WHAT IS THE TIME ON THE CLOCK

**NOTE:** It is helpful to keep a blank piece of paper in the box so that you can quickly write down time of whistle for goal; the player(s) numbers --goals and assists per the Referees instructions. Then transfer neatly to game sheet

SEE THE REVERSE FOR PENALTY CODES AND ABBREVIATIONS

# RECORDING PENALTIES



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**1** PICK THE CORRECT SIDE OF THE GAME SHEET FOR THE TEAM WHICH GOT PENALIZED

(please print) Phone # \_\_\_\_\_  
V. INT. H. INT. \_\_\_\_\_  
Flood Between  
 1st & 2nd  
 2nd & 3rd  
 none

LENGTH OF GAME	
1ST.	STOP
2ND.	STOP
3RD.	STOP
OT	15 SV
START TIME	END TIME

HOME										HOME PENALTIES					HOME SCORING					VISITOR										VISITOR PENALTIES					VISITOR SCORING												
O.D.M.H.A. DISTRICT / ZONE #										PER.	NO.	MIN.	SERV.	CODE	INFRACTION	OFF	START	ON	PER.	TIME	G	A	A	O.D.M.H.A. DISTRICT / ZONE #										PER.	NO.	MIN.	SERV.	CODE	INFRACTION	OFF	START	ON	PER.	TIME	G	A	A
No.	PRINT NAME			AP-AFFILIATED PLAYER			C-CAPTAIN			A-ALTERNATE										No.	PRINT NAME			AP-AFFILIATED PLAYER			C-CAPTAIN			A-ALTERNATE																	
G	TIME																		G	TIME																											
G	TIME																		G	TIME																											

**2** WHAT PERIOD IS THE PENALTY IN

**3** WHAT IS THE NUMBER OF THE PENALIZED PLAYER

**4** HOW LONG IS THE PENALTY FOR (USUALLY 2 MINUTES)

**5** IF THE PENALIZED PLAYER IS THROWN OUT OF THE GAME, ANOTHER PLAYER SERVES THE PENALTY, ENTER THAT NUMBER OTHERWISE, IT IS THE SAME NUMBER AS IN THE 2<sup>ND</sup> COLUMN

NOTE: It is helpful to keep a blank piece of paper in the box so that you can quickly write down time of whistle for penalty(ies); the player(s) numbers; penalty call and length of penalty. Keep a copy of the Penalty Codes (grey box on back of game sheet). Enter exactly as per code--HO would be "Holding"

HOME				VISITOR							
SOG	1 ST.	2 ND.	3 RD.	O/T	TOTAL SHOTS	SOG	1 ST.	2 ND.	3 RD.	O/T	TOTAL SHOTS
HEAD COACH	PLEASE PRINT			OF		HEAD COACH	PLEASE PRINT			OF	
ASST. COACH	PLEASE PRINT			OF		ASST. COACH	PLEASE PRINT			OF	
ASST. COACH or ASST. TRAINER	PLEASE PRINT			TD #		ASST. COACH or ASST. TRAINER	PLEASE PRINT			TD #	
TRAINER	PLEASE PRINT			TD #		TRAINER	PLEASE PRINT			TD #	
MANAGER	PLEASE PRINT					MANAGER	PLEASE PRINT				

SEE THE REVERSE FOR PENALTY CODES AND ABBREVIATIONS

REFEREE	LINESMAN		LINESMAN	
PLEASE PRINT	SIGNATURE	OFFICIALS #	PLEASE PRINT	OFFICIALS #

# RECORDING PENALTIES-Cont'd



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FINAL SCORE

HOME [ ] VISITOR [ ]

GAME TYPE  
 EXHIBITION  
 LEAGUE  
 PLAYOFF  
 TOURNAMENT

OFFICIAL SCORER ( please print )

Phone #

Curfew Time V. INT. H. INT.

Flood Between

1st & 2nd

2nd & 3rd

none

LENGTH OF GAME

1ST.	STOP
2ND.	STOP
3RD.	STOP
OT	15 SV
START TIME	END TIME

Game No. Location League Division Junior A B C (Move to Juvenile / Minor to Major) Date

HOME				HOME PENALTIES										HOME SCORING					VISITOR				VISITOR PENALTIES										VISITOR SCORING				
O.D.M.H.A. DISTRICT / ZONE #				PER.	NO.	MIN.	SERV.	CODE	INFRACTION	OFF.	START	ON	PER.	TIME	G	A	A	O.D.M.H.A. DISTRICT / ZONE #				PER.	NO.	MIN.	SERV.	CODE	INFRACTION	OFF.	START	ON	PER.	TIME	G	A	A		
No.	AP-AFFILIATED-PLAYER	C-CAPTAIN	A-ALTERNATE															No.	AP-AFFILIATED	PRINT NAME																	

6 TRANSLATE THE REFEREE SIGNAL AND ENTER THE CODE FROM THE INFRACTION LIST

7 WHAT IS THE TIME ON THE CLOCK AS THE PLAYER ENTERS THE PENALTY BOX

8 WHEN IS THE PENALTY STARTING; IF MORE THAN TWO PENALTIES HAVE BEEN ASSESSED PRIOR TO THIS ONE, THE CLOCK WILL ONLY START THIS PENALTY ONCE ONE OF THE PREVIOUS PENALTIES HAS ENDED OTHERWISE, IT IS THE SAME TIME AS THE PLAYER GOES OFF

9 THE PLAYER WILL COME OUT OF THE PENALTY BOX AFTER THE DURATION OF THE PENALTY; IF A GOAL IS SCORED DURING THE POWERPLAY, RECORD THE TIME OF THE GOAL AS THE "ON" TIME AND INSTRUCT THE PENALTY BOX ATTENDANT TO LET THE PLAYER OUT

SUSPENSION LIST OFFICIAL NO. OF GAMES

VERIFIED BY SIGNATURE

HEAD COACH PLEASE PRINT

ASST. COACH PLEASE PRINT

ASST. COACH or ASST. TRAINER PLEASE PRINT TD #

TRAINER PLEASE PRINT TD #

MANAGER PLEASE PRINT

SEE THE REVERSE FOR PENALTY CODES AND ABBREVIATIONS

VERIFIED BY SIGNATURE

HEAD COACH PLEASE PRINT

ASST. COACH PLEASE PRINT

ASST. COACH or ASST. TRAINER PLEASE PRINT TD #

TRAINER PLEASE PRINT TD #

MANAGER PLEASE PRINT

REFEREE SIGNATURE OFFICIALS #

LINESMAN SIGNATURE OFFICIALS #

LINESMAN SIGNATURE OFFICIALS #

# COMMON INFRACTION CODES

- BOARDING – BDG
  - BUTT ENDING – BUTT
  - CROSS CHECKING – CC
  - CHECKING FROM BEHIND – CFB
  - ELBOWING – ELB
  - HOOKING – HKG
  - HOLDING – HO
  - HIGH STICKING – HS
  - INTERFERENCE – INT
  - ROUGHING – RO
  - SLASHING – SL
  - TOO MANY PLAYERS – TMP
  - TRIPPING – TR
  - UNSPORTSMANLIKE CONDUCT – USC

NOTE: KEEP A COPY OF THE BACK OF THE GAME SHEET HANDY TO REFERENCE THE INFRACTION CODES. ONLY ENTER THE CODES, NOT THE PENALTY. i.e Enter BDG in CODE not BOARDING.



**MATCH**

Flat part of hand patted on head.



**SPEARING (SP)**

A jabbing motion with both hands thrust out directly in front of the body.



**INTERFERENCE (INT)**

Crossed arms with closed fists stationary in front of the chest.



**KNEEING (KNE)**

Slapping either knee with the palm of the hand whilst keeping both skates on the ice.



**PENALTY SHOT (PS)**

Arms crossed above head, giving signal of stoppage in play.



**CHARGING (CHG)**

Rotating clenched fists around one another in front of the chest.



**CHECKING FROM BEHIND (CFB)**

A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.



**ELBOWING (ELB)**

Tapping either elbow with the other hand.



**HOLDING (HO)**

Clasping either wrist with the other hand in front of the chest.



**CROSS CHECKING (CC)**

A forward motion with both fists clenched extending from the chest.



**HIGH STICKING (HS)**

Holdings both fists clenched, one immediately above the other at the height of the shoulders.



**SLASHING (SL)**

A chopping motion with the edge of one hand across the opposite forearm.



**ROUGHING (RO)**

Fist clenched and arm extended out of the side of the body.



**HOOKING (HKG)**

A tugging motion with both arms, as if pulling something from in front of the stomach.



**BUTT ENDING (BUTT)**

A cross motion of the forearms, one passing under the other.



**BOARDING (BDG)**

A cross motion of the forearms, one passing under the other.



**TRIPPING (TR)**

With both skates on the ice striking right leg with the right hand below the knee.

## 7. OBMHL: TIMING OF GAMES + TIMEKEEPING RULES

- a) **TIMEKEEPERS:** The Home Team must provide competent timekeeper(s) for all “B” League game and playoff games and must be clearly identified with contact number on the game sheet.
- b) **TIMEKEEPERS/SCORER:** Must ensure all suspensions currently in force will be clearly shown on the game sheet and initialled by the **REFEREE PRIOR** to the **BEGINNING** of the game. In addition, ALL **AFFILIATED PLAYERS** must be clearly identified on the game sheet marked as “AP”.
- c) The timekeeper/scorer must ensure that any stop-time left over at the end of the game, is clearly noted on the game sheet.
- d) The timekeeper/scorer records goals and assists as instructed by the referee.
- e) The timekeeper/scorer records all penalties assessed by the referee in the correct manner, using the abbreviations shown on the back of the game sheets.
- f) The timekeeper/scorer will ensure that the buzzer to end the game is sounded as soon as the correct stop time for the third period has expired or immediately after the running time limit for the game has elapsed, whichever comes first.
- g) The timekeeper/scorer records the end time of the game on the game sheet.
- h) The timekeeper/scorer ensures that the game sheet is signed-off by the referee and linesmen prior to distribution of game sheets.
- i) **TIMEKEEPER RULES:** Timekeepers must enter the start and end time of each game on the game sheet. The start time is the same as the scheduled game time unless a delay has occurred. The timekeeper must also record any unused stop time if a period or game is terminated by running time. The timekeeper is additionally responsible for monitoring running time with a stopwatch & or wristwatch that has the same capability as a stopwatch. The stopwatch or wristwatch once started must not be stopped if there is no run time clock available.
- j) The stopwatch or wristwatch or run-time clock is started at the scheduled game time; this clock is started at the warm-up. The timekeeper must sound the buzzer at least 30 seconds prior to the end of the warm-up to prepare the teams for the start of the game.
- k) After the warm-up, the timekeeper/scorer enters the applicable stop time on the clock and re-starts the GAME clock for the first period as soon as the referee drops the puck and then times the game strictly in accordance with the official time chart. The running time remains in effect from the start of the warm-up.
- l) **TIMING: ARENA CLOCKS** are considered the official timepiece for determining the scheduled start and end of all OBMHL League and playoff games.
- m) **WARM-UP:** A **three 3 minute warm-up** will commence at the scheduled START TIME of the game.
- n) **TIME OUTS:** Are **NOT** permitted in any “B” league regular season or play-off game.

**o) RUNNING TIME OBMHL**

In order to maintain uniformity throughout the league and be mindful of arena schedules, the following must be adhered to. It is the responsibility of every participating Association in the B League to educate and inform their volunteers.

**Atom & Peewee:**

All games will consist of two (2) ten minute STOP TIME periods, and one (1) twelve minute STOP TIME period (third) with 1 minute running time interval between periods. The running clock shall be set for fifty (50) minutes and started at the beginning of the time slot. If the clock cannot be started at the beginning of the time slot then it shall be adjusted to the remaining time left in the slot and started immediately. Once started the running clock shall not be stopped. The game ends whenever the first of the following happens: the third period ends, the running clock expires, or the arena staff ends the time period. All rinks should have a visible clock that shows the running time

**Bantam & Midget:**

All games will consist of two (2) fifteen minute STOP TIME periods, and one (1) 18 minute STOP TIME period (third) with 1 minute running time interval between periods. The running clock shall be set to 80 minutes when the ice is ready or adjusted to the time available. Once started the running clock shall not be stopped. The game ends whenever the first of the following happens: the third period ends, the running clock expires, or the arena staff ends the time period. All rinks should have a visible clock that shows the running time.

- p) **DELAYED GAMES:** If, for any valid reason i.e. bad weather, arena staff, injury in previous game, etc. the start of the game is significantly delayed, the game end time can be extended if an agreement is reached between coaches, the arena staff and/or a home association official. Both coaches must indicate their awareness of the delay and/or extension by initialling the game sheet start time/end time prior to the start of play. At the discretion of the two head coaches, they can modify the 3 minute warm-up and the 1 minute running time intervals. The game must be played and the "B" League will make a ruling as to its outcome. It is the Timekeepers responsibility to ensure that any changes to the published start time is duly noted on the game sheet in the event there is a disagreement and a formal protest is lodged. If a game starts late, and no agreement has been reached to change the official start time and end time, then the game must end at the originally scheduled time
- q) **CLOCK FAILURE:** If the arena time clock fails, the referee must consult with the timekeeper to ensure that a stopwatch or wristwatch with stop capabilities is used to complete the timing of the game. (See Section 7: Timekeeping Rules) If stop time cannot be recorded, the game will use running time with an adjustment to the penalties. Two (2) minute penalties become three (3) minutes in length; five (5) minute penalties becomes seven (7). Ten (10) minute penalties will remain ten (10) minutes. Should the clock fail at any time when there is a penalty, the remaining time will be multiplied by 1.5 and served at running time under the appropriate penalty rule.(ie. Player A has 1:14 remaining in penalty when the clock fails. Upon game restart the penalty time will be set for 1:51 of running time.)
- r) **GAME COMPLETED:** A regular season game is considered completed if a minimum of one-half of the allocated stop time OR run time has been completed during regular season play. In playoffs, a game is considered completed if two periods of stop time or run time have been completed.

**ATOM & PEEWEE: Season=** 16 minutes STOP or 25 minutes RUN; **Playoff=** 20 minutes STOP or 34 minutes RUN

**BANTAM & MIDGET: Season** 24 minutes STOP or 40 minutes RUN; **Playoff=**30 minutes STOP or 54 minutes RUN

**NOTE:** Causes for ice to be "unavailable for play" include power failures, unsafe ice, serious injury, etc. The timekeeper must note the stop times at the occurrence of the interruption, and the time it was cleared. A major altercation resulting in interruption of the game is not considered as justification for the application of this rule.