

# **NGIN SCORING ONLINE**

## **VISIT THIS PAGE**

- It has lots of helpful tips on scoring games
- THERE IS NO OVERTIME IN CCYHL/CRHL
- <http://www.cohockey.org/scorers>

## **Official Capacity**

- You are an off-ice official and work with the on-ice officials
  - If a player is acting up in the penalty box, you have the right to report him to the on-ice officials who will deal with the situation if necessary
- You are an NCYH representative
  - While serving in this role please be unbiased towards the game with no cheering or yelling
- Tell the refs you are new to the NGIN module (if applicable) and to go slow on the penalty and goal calls. **Recommend using a Paper Cheat Sheet and then can enter game into NGIN once game concludes**

## **To start a new game**

- Get the laptop
  - Games at NoCo -- Check out the laptop from the NoCo Front Desk
  - Games at EPIC -- Go to locker #28 to get the appropriate tablet (Green or Blue labeled) from the locker with following lock code: 08-34-04
- Have a cheat sheet
  - **To start the first game or two -- we recommend using the attached cheat sheet as the game progresses to record shots on goal, goals, penalties for each period. Then you can enter this info into NGIN at the end of the game or at home but within 24 hours.**
    - Remember to note if a goal was Power Play, Short Handed, Empty Net, etc as this will be asked in NGIN
    - NOTE: the game is not being posted live as you enter the info into the system so it will be easier to enter this all at the end and just concentrate on the game itself for your first few times
  - We will make every attempt to keep cheat sheets in the computer bags, but some will also be kept at the NoCo Front Desk/EPIC locker as well if you need extra.
- Add venue and referees
  - Type in NoCo or EPIC in the Venue field
  - Add ref names for all that are present (make sure to do this BEFORE selecting players on the Team/Rosters)

- Confirm rosters for teams
  - The Coach for each team should provide you with a roster indicating any players that are not present and the starting goalie or verbally tell you if certain players are not present
- Login to NGIN program on laptop
  - **NoCo Games**
    - **NCYHNoCoRink**
    - **JrEagles970**
  - **EPIC Green Games**
    - **NCYHEPICGreen**
    - **JrEagles970**
  - **EPIC Blue Games**
    - **NCYHEPICBlue**
    - **JrEagles970**
- If NGIN is not working or you do not have an internet connection, use a triplicate scoresheet – these will also be kept in the laptop bag, but will also be available at NoCo Front Desk
  - Leave the white copy at the front desk for a NCYH staff member to enter into NGIN
  - Keep the pink copy for your records
  - Give the yellow copy to the other team for their records
- Be mindful of goalie switching during the middle of the game
  - If goalies switch during the game, the stats will obviously switch to the new goalie
- End of game verification
  - Be sure to type your name in the text box when finalizing the game
- Return laptop
  - Games at NoCo – Return to the NoCo Front Desk
  - Games at EPIC – Return back to the locker and secure lock

***Many of you know this, but some get confused so please take this as a friendly reminder...***

***How do you define a SHOT ON GOAL? Ask yourself this, if the goalie wasn't there would the puck have gone in? Hitting the post is not a shot on goal.***

# **TIMEKEEPER/CLOCK AT NOCO**

## **Official Capacity**

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  - If a player is acting up in the penalty box, you have the right to report him to the on-ice officials who will deal with the situation if necessary
- You are an NCYH representative
  - While serving in this role please be unbiased towards the game with no cheering or yelling
- Tell the refs you are new to the Scorekeeper position and to go slow on the penalty and goal calls.

## **To start a new game**

- On/off button is located in the back of the console
- Do not plug in anything else in the keeper's box other than the scoreboard console, heater, and NGIN Tablet – the plug WILL trip the breaker if any more is added.
- One of the officials should hand you 2 extra pucks to keep in the box before the game starts
- Assist the scorekeeper if needed to confirm player numbers of goals scored, time and type of penalties, or shots on goal

## **Ensure Interval Time is off (this is used for U8 games)**

- Hold the Shift and Interval Times button at the same time
- The window will ask if you want it off/on
- Hold Shift and the Yes or No buttons at same time for your response

## **To clear a game that might still be populated on the Scoreboard or just reset all values for your game**

- Hold Shift and Period/New Game buttons at same time
- The window will ask if you want to start a new game
- Hold Shift and Yes or No buttons at same time

## **To set minutes for pregame warm-up:**

Default on clock is 15 minutes, **warm-up is 5 minutes**, to change the time:

- Click on Clock Set
- Click on number of minutes (ie, 0500) on keypad
- Click on Enter
- Start time when referee blows whistle for team to come out on the ice.

## **To set minutes for intermission or time outs:**

- Timekeeper is not responsible for these
- The Head Referee will keep time on these.

**To set minutes for period:**

Default is 15 minutes, to change the time:

- Click on Clock Set
- Click on number of minutes (ie, 1200) on keypad
- Click on Enter
- For teams
  - CCYHL Midget Major/Minor AA – 15 minutes stop for all 3 periods with ice make after 2<sup>nd</sup> period
  - CCYHL Midget A – 15 minutes stop for all 3 periods, no ice make
  - CCYHL Bantam – 14 minutes stop for all 3 periods
  - CCYHL Pee Wee – 14 minutes stop for all 3 periods
  - CCYHL Squirt – 12 minutes stop for all 3 periods
  - CRHL All teams – 15 minutes RUN clock for 1<sup>st</sup> and 2<sup>nd</sup>, 12 minutes STOP time for 3<sup>rd</sup> (unless 5 or more goal differential, then RUN clock)
  - PLEASE NOTE: There may be curfews for all levels except Tier II games

**To set period:**

- Click on Period
- Enter period # on keypad
- Click on Enter

**To run clock:**

- Clock is to be running while the puck is in play
- Flick the Time In switch at the drop of the puck (Not at the whistle)
- Only turn off the switch at a referees whistle

**To enter goals:**

- Click on Home/Visitor Goal Score
- Click on "+1" button
- NOTE: You can also use the "-1" button if need to go back a goal

Alternate way to enter goals:

- Click on Home/Visitor Score
- Click on goal total on the keypad
- Click on Enter

**To enter penalty:**

- Click on Home/Visitor Penalty
- Click on 2:00 white button
- Click player number on keypad
- Click on Enter
- If the penalty time is 4:00...
  - Click on Home/Visitor Penalty
  - Click CLR
  - Window will ask for player number again, click player number on keypad
  - Window will ask for new time, click 0400 to enter new penalty time
- SPECIAL NOTE:

- If its coincidental no time on clock
- If game is at run clock due to curfew, do not hit enter on the penalty until the puck has dropped
- Matching penalties are not posted on the score clock and the players can't come out until the next whistle after the penalty expires
- 10 minute penalties are not posted on the score clock
- 2 & 10 minute penalties, 2 is posted but not the 10
- 4 & 10 minute penalties, 4 is posted but not the 10

#### **To clear penalty if team scores:**

- Click on Home/Visitor Penalty
- Click on clear button
- Click player number on keypad that needs to be cleared
- Click Enter twice
- If doesn't work repeat but add
  - Click 00:00 on keypad to clear time
  - Click on Enter

#### **To end a game**

- Turn off console
- Unplug from the console and pull 3 prong cord from wall
- Wrap in blanket and leave in the blue bin
  - We do this to prevent the ceiling drips from ruining the clock
- NOTE: Look at the ice schedule because if there is another NCYH game or Adult League game after yours, there is no need to pack up the console.

HOME TEAM

AWAY TEAM

SHOTS ON GOAL		
	1 <sup>st</sup> Per	
	2 <sup>nd</sup> Per	
	3 <sup>rd</sup> Per	

GOALS						
Time of Goal	Player No.	Assisted by	1 <sup>st</sup> Period	Time of Goal	Player No.	Assisted by
			2 <sup>nd</sup> Period			
			3 <sup>rd</sup> Period			

PENALTIES						
Time of Penalty	Player No.	Type of Penalty	1 <sup>st</sup> Period	Time of Penalty	Player No.	Type of Penalty
			2 <sup>nd</sup> Period			
			3 <sup>rd</sup> Period			

# REFEREE CALLS



## **Boarding**

Checking (shoving) an opponent so that he is thrown violently against the boards.

*Official Signal: Pounding the closed fist of the non-whistle hand into the open palm of the other hand.*



## **Charging**

Taking more than three skating strides prior to checking an opponent.

*Official Signal: Rotating clenched fists around one another in front of chest.*



## **Checking from Behind**

Checking or hitting an opponent whose back is facing you, often into the boards.

*Official Signal: Non-whistle arm placed behind the back, elbow bent, forearm parallel to the ice surface.*



## **Cross-Checking**

Hitting an opponent with both hands on the stick and no part of the stick on the ice.

*Official Signal: A forward motion with both fists clenched extending from the chest.*



## **Delayed Penalty**

When a referee signals that he is about to penalize a player, but will not stop play until the team to be penalized touches the puck.

*Official Signal: The non-whistle hand is extended straight above the head.*



## **Elbowing**

Using an elbow in any way to foul an opponent.

*Official Signal: Tapping the elbow of the whistle hand with the opposite hand.*



## **Hand Pass**

Called when a player uses his hand to direct the puck to another player from the same team in the offensive or neutral zone. Hand passes are allowed in the defensive zone.

*Official Signal: The non-whistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.*



## **High Sticking**

Striking your opponent while carrying the stick above shoulder level.

*Official Signal: Holding both fists, clenched, one immediately above the other, at the side of the head.*



## **Holding**

Holding an opponent from moving with hands or stick or any other way.

*Official Signal: Clasping the wrist of the whistle hand well in front of the chest.*



## **Hooking**

"Hooking" a stick around an opponent to try to block his progress.

*Official Signal: A tugging motion with both arms, as if pulling something toward the stomach.*



## **Icing**

Intentionally shooting the puck from behind the center red line over your opponent's goal line. Not technically a penalty, icing results in a faceoff in the offending team's zone.

*Official Signal: The instant that the conditions required to establish "icing the puck" have occurred, the referee will blow his whistle to stop play, and raise his non-whistle hand over his head. The back official will move to the resulting face-off spot and give the icing signal.*





### **Interference**

Illegal body contact with an opponent who is not in possession of the puck, or knocking an opponent's fallen stick out of his reach.

*Official Signal: Crossed arms stationary in front of chest with fists closed.*



### **Penalty Shot**

When an attacking player has been clearly pulled down preventing a breakaway shot on the goalie.

*Official Signal: Crossed arms stationary in front of chest with fists closed.*



### **Slashing**

Hitting an opposing player with the stick or swinging the stick at an opposing player.

*Official Signal: One chop with the non-whistle hand across the straightened forearm of the other hand.*



### **Spearing**

Stabbing an opponent with the point of the stick blade while the stick is being carried in one or both hands.

*Official Signal: A single jabbing motion with both hands together, thrust forward from in front of the chest, then dropping hands to the side.*



### **Tripping**

Using a stick, knee, foot, arm, hand, or elbow to cause an opponent to trip or fall.

*Official Signal: Strike the side of the knee (non-whistle side) and follow through once, keeping the head up and both skates on the ice.*



### **Washout**

When used by a referee it means the goal does not count; when used by a linesman, it means there is no icing or off-sides.

*Official Signal: Both arms swung laterally across the body at shoulder level with palms down.*