

► Official Ice Hockey Statistics Rules

► SECTION 1—COUNTABLE OPPONENTS

Article 1. Only contests against varsity intercollegiate teams of four-year or senior, degree-granting institutions that play a majority of their contests versus U.S. four-year institutions sponsoring varsity programs shall be included in statistics, won-lost-tied records and coaching records. Contests against service, professional, semiprofessional, amateur, junior college, international-alumni and club teams are specifically excluded.

Article 2. All exempted contests count in a team's won-lost-tied record and for statistics and records-keeping purposes, except those games against international teams. (Exempted contests include: Hall of Fame Game, Icebreaker Cup, etc.) Games against international competition should be treated as exhibitions.

► SECTION 2—OFFICIAL SCORING

Article 1. An official scorer shall be designated for each contest, and in most cases, shall be the home team's sports information director (SID) or someone assigned by the home SID.

Article 2. Duties of the official scorer include recording on the official scoresheet all goals and assists legally scored, and the assessment of penalties, as announced by the game referee. In cases in which television replay monitors are available in the press box, changes to the referee's decisions concerning awarding of goals and assists may be necessary and are allowed. Those changes should be communicated to all game officials, including the referee and the working media.

Article 3. The official scorer also shall record the time of entry into the game of any substitute goaltender. The official scorer shall record on the official scoresheet a notation when a goal is scored after the goaltender has been removed from the ice (empty-net goal).

Article 4. When a scoring change in the game summary is made after a contest has concluded and the official statistics have been distributed, use the following procedure:

- (1) If the home team SID decides a scoring change should be made, he or she must alert the visiting team SID of the alteration within 24 hours. The home SID also must confirm the changes with the visiting SID in writing within 10 days. If applicable, the home team SID must send a copy of the changes to the conference office. (Note: The 24-hour deadline applies only to changes in actual scoring decisions; errors caused by computer malfunction or mathematical mistake may be corrected upon discovery.)
- (2) If the visiting SID wishes to make a change in the final statistics, he or she must contact the home SID within 24 hours after the event. If the home SID agrees, the home SID must confirm the changes with the visiting SID in writing and send a copy to the conference office, if applicable.
- (3) If the home SID disagrees with the change, the visiting SID must accept the final statistics as listed by the home team. The visiting SID cannot alter statistics without consent of the home SID. There is no appeal.
- (4) More stringent rules may be applied to the above scenario within a conference.

Article 5. If a game is not completed and a situation occurs that forces a premature end to the contest, or a forfeit is declared while a contest is in progress, all statistics (other than the won-lost-tied result and coaches' records) are void. The exception is a game that has progressed to a "reasonable point of conclusion" (at least two completed periods). If two periods have been completed, all statistics shall count and shall be reflected in all records. The team's won-lost-tied record shall include the forfeit if applicable; if the statistics are voided, all averages in

future rankings shall be computed without inclusion of the forfeited contest(s).

Article 6. If an incomplete but regulation game is forfeited, include the record of all individual and team actions up to the time of the forfeit. If the winning team by forfeit is ahead at the time of forfeit, enter as winning and losing goaltenders the players who would have qualified if the game had been a completed game at the time of forfeit. If the winning team by forfeit is behind or the score is tied at the time of the forfeit, do not enter a winning or losing goaltender. If a game is forfeited before it becomes a regulation game, include no records or statistics. Report only the fact of the forfeit.

Article 7. There is no forfeit of a contest until both teams are present and the referee or other appropriate contest official has assumed jurisdiction in accordance with the applicable playing rules. When a team does not appear (e.g., due to weather conditions, accidents, breakdown of vehicles, illness or catastrophic causes), a forfeit is not recorded. An institution shall not, for statistical purposes, declare a forfeit for nonfulfillment of a contest. Such instances shall be considered "no contest." In circumstances involving institutions from the same conference, the league office has the option to declare a forfeit win and loss for conference-standings purposes, but this does not change an institution's overall won-lost-tied record.

► SECTION 3—STATISTICS IN TIEBREAKER SITUATIONS

Shootouts (only allowed in situations as written in rules book). No statistics – goals or saves – accumulated during a shootout count toward team or individual totals. All contests decided by a shootout shall be counted as ties for each team's overall record. Results of the shootout should be indicated in parentheses after the tie score. For example: 2-2 (5-4).

Minigames (Used in tournament series play only). No statistics accumulated during a minigame count toward team or individual totals. The result of the minigame does not count in a team's overall record.

► SECTION 4—SHOTS

Article 1. A shot on goal is a shot that is on target. Results of a shot on goal must be either a save by the goaltender or a goal by the offensive team. A shot that hits the post or crossbar and does not cross the goal line is not a shot on goal. If a skater blocks a shot headed toward an empty net, it is recorded as a blocked shot and thus not a shot on goal. Only a goaltender can record a save.

► SECTION 5—GOALS AND ASSISTS

Article 1. A goal shall be credited in the scoring records to a player who propels or directs the puck into the opponent's goal. The time of all goals should be recorded as the time elapsed in the period, not the time remaining, which is the time shown on the scoreboard. In addition, follow these guidelines:

- (1) If a defensive player scores a goal, credit shall go to the last offensive player to have touched the puck.
- (2) A goal cannot be scored at 20:00 of a period or 5:00 of a regular-season overtime game. Even though there may not be an ensuing face-off, those goals must be listed at 19:59 or 4:59, respectively.

Note: A goal can be scored at 20:00 (or 5:00 of overtime) if a penalty shot/optional minor is called during a delayed penalty at the end of a period.

- (3) When the official game clock displays tenths of seconds in the final minute of a period, the complete time of a

goal or penalty that occurs should be recorded, including the tenth(s) of a second. A goal with 4.1 seconds remaining in a 20-minute period shall be recorded as scored at 19:55.9. Although it is preferable to record the complete time, if this is not possible the time remaining must always be rounded up to the next whole second if there is any partial second remaining. A goal scored with 4.1 seconds remaining shall be recorded at 19:55, but a goal scored with 4.0 seconds remaining shall be recorded at 19:56.

- (4) In a non-tie game, the game-winning goal (GWG) is the goal for the winning team that is one more than the total number of goals scored by the losing team. If the losing team scores three goals, the fourth goal scored by the winning team is the GWG. In a tie game, the game-tying goal (GTG) is the last goal scored by either team.
- (5) Each goal shall count one point in the player's record.

Article 2. An assist is awarded to the player or players (maximum two) who touch the puck prior to the goal scorer, provided no defender plays or possesses the puck in between. A rebound or deflection off a defending player does not constitute a change in possession.

Crediting assists: When a player scores a goal, an assist shall be credited to the player or players taking part in the play immediately preceding the goal, but no more than two assists can be given on any goal.

- (1) Goaltender Exception: A goaltender may only be credited with an assist if he or she clearly and intentionally directs the puck toward a teammate, or moves a puck into a set position to be picked up by one of his or her teammates. Simply stopping the momentum of a puck does not warrant an assist.
- (2) Each assist shall count one point in the player's record.

A.R. 1. The 50/50 Puck (or undetermined possession). Player A1 dumps the puck into the corner, where Players A2 and B1 battle for possession of the puck. The puck comes loose and is picked up by Player A3, who scores. **RULING:** If there is no clear possession taken by Team B, credit Players A1 and A2 with assists. **Explanation:** No clear change in possession occurred, so the sequence is considered uninterrupted.

A.R. 2. The Give-and-Go (or duplicate possession). Player A1 passes to Player A2 who passes to Player A3. Player A3 returns the pass to Player A2, who scores. **RULING:** Credit Players A3 and A1 with assists. **Explanation:** No player may be credited with an assist on his or her own goal. The uninterrupted sequence of possession includes both Players A3 and A1, so both should receive assists.

A.R. 3. Rebounds. Player A1's shot is stopped by Team B's goalie. Player A2's rebound shot is also stopped by Team B's goalie, but Player A2 scores on the second rebound attempt. **RULING:** Credit Player A1 with an assist. **Explanation:** No change in possession occurred.

A.R. 4. Pass/Shot Tipped by Opponent. (a) Player A1 passes the puck, which is tipped by Player B1 to Player A2, who scores. **RULING:** Credit Player A1 with an assist. **Explanation:** No change in possession occurred. (b) Player A1 passes to Player A2. Player A2 attempts to pass the puck, but the pass is tipped into the goal by Player B1. **RULING:** Credit Player A2 with the goal and Player A1 with the assist. **Explanation:** Despite the fact that Player A2 did not direct the puck toward the goal, the end result of the play was that a goal was scored and no change in possession occurred during the sequence.

A.R. 5. The Blocked Shot. Player A1 blocks a shot in his defensive zone. The puck rebounds to Player A2, who passes it to Player A3, who scores. **RULING:** Credit Players A2 and A1 with assists. **Explanation:** Despite it being a defensive play, Player A1's block resulted in the change of possession and led to a goal being scored.

► SECTION 6—GOALTENDING

Article 1. In a non-tie game, whoever is in goal for each team when the game-winning goal is scored receives credit for the win or is charged with the loss. In a tie game, whoever is in goal for each team when the game-tying goal is scored receives credit for the tie. If either net is empty when the GWG or GTG is scored, the goaltender of record is the goaltender that was pulled to create the empty-net situation. If a game ends in a 0-0 tie, the goaltender receiving credit for the tie for each team shall be the goaltender that started the game.

Article 2. To determine won-lost-tied percentage, divide the number of decisions into the number of games won (each tie game is computed as half won and half lost).

Article 3. If two or more goaltenders from the same team participate in a shutout, credit the team with a shutout but do not award any goaltender an individual shutout. A goaltender must be solely responsible for holding the opposition scoreless to be credited with a shutout.

Note: Empty-net time (i.e., during a delayed-penalty call) does not preclude a goaltender from being awarded a shutout.

Article 4. A save for a goaltender and a shot on goal for a player or team shall be credited only when the goaltender has prevented the puck from entering the net, and must be recorded on each occasion that the goaltender prevents a goal. If a member of the goaltender's own team directed the puck at the goal, then a shot on goal shall be recorded for the last opposing player to have touched the puck. A team's shots on goal always must equal the sum of the team's goals and the opposing goaltender's saves.

Article 5. Each goaltending change shall be clearly indicated in the official game summary. It is not sufficient to record only total minutes played and saves. The length of each shift and the saves recorded in each shift (broken down by periods) shall be recorded each time a goaltending change occurs. A change occurs whenever one goaltender relieves another, a goaltender is pulled for an extra attacker, or a goaltender goes into the game after an empty-net situation.

Article 6. Any goal scored while a goaltender is clearly on the way to the bench in favor of an extra attacker or is on the bench will be considered an empty-net goal. If the goaltender returns to the crease at any time while entering or exiting the ice, and has a legitimate chance at making the save on an empty-net shooting opportunity, then he or she must be credited or charged with the result of the shot on goal. A goaltender's minutes played cease when the player disengages from play and begin again when the player returns to play. If the goaltender returns to play without leaving the ice, continue the minutes played as if the **player never left the crease**.

Article 7. When Team Blue's goaltender is pulled during a delayed penalty, subtract the time off the ice from the goaltender's minutes played. Additionally, if a goaltender is removed from the ice for a faceoff late in a period, time should be subtracted from the goaltender's minutes played.

► SECTION 7—PENALTIES

Article 1. Penalties shall be announced to the official scorer along with the infractions assessed. The time of all penalties should be recorded as the time elapsed in the period, not the time remaining, which is the time shown on the scoreboard. All penalties must be recorded at the time they are assessed, not the time the clock is started. Penalties are assigned a number for each separate call and a number for minutes, and they shall have the following values:

- (1) Minor—1 penalty for 2 minutes (1/2).
- (2) Five-minute major with no disqualification—1/5.
- (3) Five-minute major with automatic disqualification—2/15.
- (4) Ten-minute misconduct—1/10
- (5) Game misconduct—1/10.

(6) Separate disqualification—1/10.

Article 2. A double roughing is actually two separate roughing calls and shall be credited as two penalties for four minutes (2/4).

Article 3. A penalty that occurs during the warm-up for each period shall be recorded at 0:00 of that period. All players receiving penalties in the pregame warm-up must be credited with participation for that game, even if they do not make another appearance in the game. Penalties occurring at the end of a period before the teams leave the ice shall be recorded at 20:00 of the period just ended.

Article 4. Penalty shots shall be clearly marked in the official game summary. Include the infraction against whom the call was made, who took the penalty shot and whether or not a goal was scored, and who stopped the shot, if appropriate. The offending player shall be charged with one penalty for two minutes (1/2) and this should be reflected in all statistics. A penalty shot shall not be considered a power-play situation.

Article 5. Waived penalties are penalties that are never actually assessed to a player. These should not be recorded on the official scoresheet. Any goal scored during a delayed-penalty situation is NOT a power-play goal and the penalty is NOT charged to the offending player.

► SECTION 8—POWER PLAYS

Article 1. Teams are on a power play when they have at least a one-player advantage on the ice for any amount of time. Teams defending the power play are considered to be in a "penalty-killing" situation.

Article 2. A goal scored two minutes after a minor penalty (or five minutes after a major penalty) started is NOT considered a power-play goal. When the clock reaches the two-minute or five-minute mark, the penalty is over.

Article 3. Simultaneous penalties against the same team that result in a multiple-player advantage for the opposing team should be considered the same number of power-play opportunities as the maximum number of goals that could be scored during the power play. The reason is if one power-play goal is scored, the advantaged team retains its advantage for the remainder of the two minutes. If two minors are assessed and no goals are scored, the team on the power play should be charged "0 for 2;" the team killing the penalty should be credited "2 for 2."

In overtime when simultaneous penalties are assessed, the team on the power play is charged "1 for 2" if they score because there were two advantages. The team killing the penalty should be credited "1 for 2."

Article 4. Major penalties generally result in one more power-play opportunity than the number of goals scored. If no goal is scored, the team's power play is charged "0 for 1." If one goal is scored, credit the team "1 for 2." Exceptions to this rule occur ONLY when a team scores a goal against a major penalty but fails to have the opportunity to score another goal against the major. This can occur only if a penalty (or penalties) to the scoring team at the same stoppage of play wipes out any further advantage for the scoring team. Example:

- (1) 1:00 — Team White receives major penalty, 5-on-4.
- (2) 5:00 — Team Blue scores, and at the same stoppage Team Blue receives minor penalty, 4-on-4.
- (3) 6:00 — Team White major expires.

Team Blue is "1 for 1" on the major since it had no further advantage after scoring the goal at 5:00 due to the minor penalty. In the absence of other penalties, Team White would begin a power play at 6:00 since the Team Blue player would have 1:00 left in the minor penalty.

Article 5. Interrupted power plays should use the following scenario:

- (1) 1:00—Team White receives minor, 5-on-4.
- (2) 1:15—Team Blue receives minor, 4-on-4.
- (3) 1:30—Team White receives minor, 4-on-3.

Team White never is in a power-play situation. Since two is the most goals Team Blue could score with a player advantage, two has to be the number of power-play opportunities. This is despite the fact that if no goals are scored, Team Blue will appear in an advantaged situation **three** times. Remember that the number of power-play opportunities should be equal to the maximum number of power-play goals that could be scored.

Article 6. Penalty shots are not considered power-play opportunities. A goal scored on a penalty shot is always even-strength, however it should be noted if the attempt was awarded during a power-play or short-handed situation.

Article 7. Penalties after the game ends do not result in power-play opportunities.

► SECTION 9—GAMES AND MINUTES

Article 1. Any player who is in uniform for the game (whether skater or goaltender) but does not get into the game in any way (i.e., never is in the game during play and is not assessed and does not serve any penalties), should not be charged with a game played, but should remain in the lineup on the official scoresheet with a "DNP" indicating he or she did not participate. SIDs will have to pay close attention to note which players get into the game or be informed by the coaches as to any players on the scoresheet that did not play.

Article 2. When a player dresses as both a skater and a goaltender in the same game (whether or not he or she plays), the player must be listed in both places on the scoresheet and count against both limits of 18 skaters and three goaltenders. It is possible that a team may need to exceed the three goaltenders if there are two goaltender injuries or disqualifications in the game. In this situation, by rule, the third dressed goaltender must play and another skater may dress as the back-up goaltender.

Article 3. When a goaltender faces a penalty shot, but does not play in the game, charge the goaltender with a game played, but with 0:00 time played.

Article 4. When a goaltender is lifted with seconds remaining in the first or second period, count the actual time that goaltender was in the game. If the goaltender is taken out of the game with three seconds remaining in the third period, credit the goaltender with 59:57 played. Additionally, if a goaltender is removed from the ice for a faceoff late in a period, time should be subtracted from the goaltender's minutes played.

► SECTION 10—STATISTICS PROGRAM, GENERAL REPORTING POLICIES

Article 1. For a member institution to be eligible for either an individual or a team national statistics title, it shall have filed reports with the national office on a consistent basis during the regular season. If a conference office files the reports, both the league and the institution share the responsibility for providing the updates on a regular basis.

Article 2. Filing a statistics report does not ensure a member institution's inclusion in the NCAA national statistics rankings. The report shall be mathematically accurate. Unusual statistics that cannot be promptly supported will not be included in the rankings. The NCAA shall withhold such reports from the rankings until an appropriate official of the member institution involved submits a satisfactory explanation and substantiation of the statistics.

NCAA SUMMARY POINTS OF EMPHASIS

1. Include first names of ALL players, referees and coaches.
2. Denote power-play, short-handed, empty-net and game-winning goals.
3. Goaltender minutes and change of goaltender should be explained in detail.
4. Goaltenders pulled before an empty-net goal are not charged with a goal against.
5. When a player receives a two-minute minor and five-minute major, denote player serving the minor.
6. Indicate team's won-lost-tied record AFTER conclusion of contest.
7. Indicate awarding of penalty shot, regardless of whether goal is scored. In addition, a minor penalty for two minutes must be listed against the offending player.
8. Provide detailed description of penalties. Do NOT list penalties as "hitting" or "bench."
9. Time of the start and end of game, date, site and attendance must be included in the summary.
10. Include player numbers in lineup, scoring, penalties and goaltender statistics.

STATISTICAL FORMULAS

Save Percentage = Saves/(Goals Allowed + Saves)

Goals-Against Average = (Goals Allowed x 60)/Minutes Played

Power-Play Percentage = Power-Play Goals/Power-Play Opportunities

Penalty-Killing Percentage = Penalties Killed/Power-Play Opportunities