



HOW TO FILL OUT A GAME SHEET

- Date:** Date of game
- Location of Game:** Arena name
- League/Group Division:** CVHA
- Division:** playing (i.e. U11)
- Category:** HL (always)
- Roster Verified:** Done by a coach
- All coaches present need to PRINT and SIGN so it is legible
- List of Suspended Players/Officials:** #, name and game Y of X.

Home team is responsible for providing the game sheet filled out to the AWAY team. AWAY team brings it to the timekeeper!

OFFICIAL GAME REPORT

Game No: _____

Date: 24/10/21 Location of Game: Al Pal East League/Group Division: CVHA Division: U11 Category: HL

HOME BRUINS

NO	PRINT FIRST & LAST NAMES	Per	No.	Serv.	Player	Penalties	Off	On
1	Daxson Matthews							
2	Wendy Herrera							
3	Jayden Walters							
4	Zachariah Dorsey							
5	Aubrey Francis							
6	Dane Christensen							
8	Charlize Cabrera							
9	Kolby Rangel							
10	Jayce Wu							
11	Malloy Greer							
12	John Orr							
13	Ruben Garza							

VISITOR

NO	PRINT FIRST & LAST NAMES	Per	No.	Serv.	Player	Penalties	Off	On

HOME SCORING

Per	Time	G	A	A	*	Per	Time	G	A	A	*

VISITOR SCORING

Per	Time	G	A	A	*	Per	Time	G	A	A	*

COACHES AND OFFICIALS SIGNATURES:

Head Coach: Scott Bowman (Signature)

Trainer: Jordan Smith (Signature)

Manager: Kyle Dubois (Signature)

Asst. Coach: Janet Mello (Signature)

Referee/Linesman: _____ (Signature)

Linesman: _____ (Signature)

Linesman: _____ (Signature)

Game Star #1: _____ (Signature)

Game Star #2: _____ (Signature)

Game Star #3: _____ (Signature)

Roster Verified By A Team Official: Scott Bowman (Signature)

Game Report Must be signed by the official scorer and referees upon completion of the game.

YELLOW HIGHLIGHT IS WHAT YOU NEED TO FILL OUT ON THE GAME SHEETS!

PLEASE WRITE SO WE CAN READ THE NAMES!

Print and sign coaches on the bench for that game only! Don't worry about the position, just mark the HEAD COACH and all Assistants can be under any title.

Both HOME and AWAY must email/txt full image of game sheet to the Convenor IMMEDIATELY following game!