



Goalie Statistical Calculation

Here is a guideline as to how Goalie Stats are to be entered into the AMBFHL Website "Back of House/Microsites".

W - Wins. A goaltender receives a win if she is on the ice when her team scores the game-winning goal.

L - Losses. A goaltender receives a loss if she is on the ice when the opposing team scores the game-winning goal.

T - Ties. A goaltender receives a tie if she is on the ice when the game-tying goal is scored.

GA - Goals against. Actual goals each respective Goaltender lets in.

- Empty net goals do not count towards a goaltender's goals against.

S - Saves. This is the number recorded on the gamesheet for each goaltender by period.

SO - Shutouts. If two goaltenders combine for a shutout, neither receives credit for the shutout. Instead it is recorded as a team shutout.

Goaltender Record Keeping Steps-*Game Sheet*

- Determine who the starting Goaltender is for each team – should indicate on lineup sheets (but is often missed) – just watch as they warm up and write down the jersey number of starters on score sheet.
- If the Goalies stay the same for the entire period:
 - Write down the total minutes played (should be 20)
 - Take the total shots on goal
 - Subtract the goals scored and this will give you the saves made.
 - Record saves made and goals scored for the period.
 - Write down shots on a separate piece of paper if that helps (otherwise just add saves and goals to get shots for the period)
 - Repeat this for the second and third periods**

- After the end of the third period, total the results for each Goalie
- Some possible wrinkles in this plan – if the team switches Goalies at any point – record the new goalkeeper’s number and write down the exact time that they changed goalies and the total number of saves/shots/goals for the leaving goalie at that time. At the end of the period, indicate the number of saves/goals on the new goalie.
- If the team “pulls the goalie” for an extra attacker, track the number of minutes that the Goalie is not in the net. If a goal is scored into the empty net, this does NOT count against the goalie of record, so make sure you indicate EN beside the scoring team for the goal and do not put it in the “goals scored” section of the goalkeepers record.
- This can get a little complicated – the easiest ways to keep track of it all is to either write the info down immediately as it happens (at end of period or when a team switches/pulls a goalie) or have a separate piece of paper to track it – write down goalie numbers, shots on goal per period, number of goals/saves and when they make goalie changes – either way works.
- Don’t forget to record the type of Goal:
 - PP=Power Play
 - EV=Even Strength
 - SH=Short-handed
 - EN=Empty Net
 - SO=Shootout
 - OT=Overtime
- Recommend at least 3 people in the time keepers box for games – one to run the clock, one for the score sheet, and one for the penalty doors/ announcing/music or whatever other miscellaneous tasks needed to help out.
- Announcing Goals via a sound system will indicate to all parties who was awarded Goals & Assists; if the Refs get ti wrong, it helps the Coaches approach the issue faster than waiting for the Game Sheet. After the Ref signs the Game Sheet, it **cannot** be reversed.

Calculations made by the System

Goals-against average is the number of goals allowed per 60 minutes played, rounded to two decimal points. To get the number, multiply the total number of goals allowed by 60 and divide by the total number of minutes played.

For example, if you have allowed four goals in 180 minutes your GAA is 1.33 (4 times 60 is 240. 240 divided by 180 is 1.33). The result suggests that for every full game you play, you will allow 1.33 goals.

Save percentage is the number saves made divided by the total number of shots on goal, expressed in three decimal places.

If you have faced 45 shots and allowed five goals, your save percentage is .888 (40 saves divided by 45 shots). The number suggests that if you were to face 1,000 shots you would stop 888 of them.

Shots Against are the total saves plus goals against. This is calculated by the system.