

2023-24 ICE HOCKEY STATISTICIANS' MANUAL

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Blocked shots, Face-offs and Plus-Minus were adopted from NHL statistical policies.

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► 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. For more information, refer to the NCAA Statistics countable opponents policies located at <http://fs.ncaa.org/Docs/stats/ForSIDs/CountOppDefinition.pdf>.

Article 2. All exempted contests against other NCAA member institutions (non-exhibition contests) count in a team's won-lost-tied record and for statistics and records-keeping purposes, unless specifically designated as exhibitions or scrimmages, such as for preseason. Exempted contests include: Hall of Fame Game, Ice Breaker Tournament, games in Alaska vs Alaska-based institutions, etc. All NCAA Ice Hockey playing rules including the number of players in uniform must be followed in all countable exempt contests. Exempt games against international competition and other non-countable opponents per Article 1.1 must be treated as exhibitions.

Article 3. Contests between teams from the same division must be countable for both teams or exhibition for both teams.

► 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. A copy of the official scoresheet should be signed by a referee to confirm penalties.

Article 3. Duties should also include listing the names of the officials, official attendance, game start and end, selecting three stars, denoting team timeouts as well as recording coaches' challenges.

► SECTION 3—STATISTICS IN TIEBREAKER SITUATIONS

Shootouts (only allowed in situations as written in rules book). No statistics – goals, shots or saves – accumulated during a shootout count toward team or individual totals. However, the information on the shootout attempt should be recorded (who took the shot, whether it was scored, off-target or saved and who made the save). 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. Therefore, there is no game-winning goal in a shootout. For example: 2-2 (5-4). Any major, misconduct, game misconduct or disqualification penalty that occurs during the shootout should be recorded as if part of the official game statistics.

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. Any major, misconduct, game misconduct or disqualification penalty that occurs during the minigame should be recorded as if part of the official game statistics for the contest immediately prior which constituted having a minigame.

► SECTION 4—SHOTS AND SHOTS ON GOAL

Article 1. A shot is an attempt by the offensive team towards the opposition's net. Results of a shot must be off-target, blocked by a defender, off the post, a save by the goaltender or a goal by the offensive team. If a shot hits a teammate or an official, it should be counted as off-target unless it ends up on goal, in which case it should count as a shot on goal and save. Statisticians should track which individual took each shot.

Article 2. 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. If any other player prevents the puck from entering the net it is recorded as a blocked shot and not a save.

► SECTION 5—GOALS AND ASSISTS

Article 1. A goal shall be credited in the scoring records to the last offensive player who touches the puck before it enters 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. If a goal is scored on a faceoff by the defensive player without any offensive player touching the puck, the offensive player closest to the defensive player who last touched the puck when the puck went in the net should be credited with the goal. There are no assists credited when the goal is scored by the defensive team on its own net.
- (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. In this article, possession is defined as the act of propelling the puck with the stick, hand or skate. Possession is not a rebound off the goalkeeper, an opposing player, the goal or the boards, or any incidental contact with

the body or equipment of an opposing player. Batting the puck with the hand or kicking the puck is considered to be possessing or controlling the puck.

Crediting assists: When a player scores a goal, an assist shall be credited to the player or players taking part in the play by controlling or touching the puck immediately preceding the goal, but no more than two assists can be given on any goal. Assists should be listed on the scoresheet in the order in which they occurred related to the goal (e.g. the last player who touches the puck before the player scores should be listed first in the order of assists).

- (1) **Goalender Exception:** A goaltender may only be credited with an assist if the goalie clearly and intentionally directs the puck toward a teammate (not a rebound), or moves a puck into a set position to be picked up by a teammate. 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. If A1 is the goalie, he or she will not be credited with an assist.

► 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. If a goal is scored during an empty net situation, then the goalie does not receive 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 from a shot by the offensive team, then a shot on goal shall be recorded for the last opposing player to have touched the puck. However, a pass back to the goalie does not count as a save for the goalie. A team's total 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. There is no such thing as a double minor penalty, it should be recorded as two separate penalties. For example, 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 prior to the start of each period should 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 and shall be recorded at 0:00 of the

first period. 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. For an awarded goal, the offending player shall be charged with one penalty for two minutes (1/2) and this should be reflected in all statistics. An awarded goal is a goal in which a goal is awarded by the official even though the puck never enters the net, typically due to a penalty by the defending team (e.g. tripping from behind when the offensive player has only an empty net in front of them).

► 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 penalty is considered to be in effect at the time of a goal stoppage if any visible time remains on the penalty clock, or if video replay shows the penalty time had not yet expired when the puck entered the net. If the game clock has progressed exactly 2:00 since the start of a minor penalty and no time remains on the penalty when the goal was scored then it is not a power-play or short-handed goal. If the penalty clock still shows one second left or if video replay shows the penalty had not expired then it is a power-play or short-handed goal.

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.

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. No single minor penalty can ever create more than one power play opportunity.

Article 6. Penalty shots and awarded goals 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 19 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—BLOCKS

Article 1. A blocked shot occurs when an attacking player’s shot, that would have been considered to have been a shot on goal, is blocked or deflected by a defending player, other than the goaltender.

Article 2. A blocked shot is not scored for an attacking player.

Article 3. A shot that contacts the goalkeeper and continues towards the goal but is deflected away by a defending player is not a blocked shot. It is only a shot on goal.

Article 4. A shot that is unintentionally blocked or deflected by a defending player is a blocked shot.

Article 5. There is no such thing as a team block. Each block must be credited to an individual.

Article 6. If a shot hits a teammate or an official, it should be counted as off-target unless it ends up on goal, in which case it should count as a shot on goal and save.

► SECTION 11—FACE-OFFS

Article 1. A face-off win occurs when the actions of the face-off center result in his team gaining possession of the puck following the puck drop, or when the player taking the face-off clearly causes the puck, with or without retaining possession, to travel in an intended direction.

A.R. 1. *The defensive team is shorthanded, and the face-off is in the defensive zone. The intention of the defensive center is to send the puck forward across the blue line to facilitate a line change. Despite giving possession to the opposing team, the defensive center did so clearly with the intent to clear the puck and should be credited with a face-off win.*

A.R. 2. *At the puck drop, Center A moves forward without touching the puck to bodily take the opposing center out of the play. There is a scramble for the puck as it is touched by several opposing players and Center A's team gains possession of the puck. Center A should be credited with a face-off win, even though he never touched the puck.*

A.R. 3. *At the puck drop, Center A clearly draws the puck back or to the side and in a scramble an opposing player gains possession. Center A clearly controlled the movement of the puck, but his team did not retain possession. Center A should be credited with a face-off win.*

A.R. 4. *At the puck drop, and even upon further video review, there is no way to determine which center touched the puck before either team gained possession. The team that gained possession after the puck drop should be credited with the face-off win.*

► SECTION 12—PLUS-MINUS

Article 1. A player is awarded a "plus" each time they are on the ice when that player's team scores an even-strength or shorthanded goal. The player receives a "minus" if they are on the ice for an even-strength or shorthanded goal scored by the opposing team. The difference in these numbers is considered the player's "plus-minus" statistic.

Article 2. Although players do not receive a "plus or minus" for a power play goal, all players who were on the ice at that time should still be listed on the scoresheet.

Article 3. A plus or minus should only be awarded to the players on the ice when the goal is scored. It is possible to be credited with an assist and not receive credit for a "plus" if your pass leads to the goal but you have left the ice prior to the puck going in the net.

► SECTION 13—OVERTIME

Article 1. All statistics in a regulation overtime (e.g. 3v3 or 5v5) count towards the game total for the team and individuals.

► SECTION 14—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 uploaded game files with the national office on a consistent basis during the regular season.

Article 2. Filing a statistics report/game file 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.

APPENDIX A—NCAA STATISTICS POLICY NOTES

Changing Official Statistics: When an error or discrepancy in the official statistics is discovered after a contest has concluded and the official statistics have been distributed, use the following procedures.

If the sports information director of the home team discovers the error, that SID must alert the visiting team SID of the change within one week. The home SID also must confirm the changes with the visiting SID in writing within 10 days. If applicable, the home SID also must send a copy of the changes to the conference office.

If the visiting SID needs to make a change in the final statistics, he or she must contact the home team's SID within one week after the event. If the home team SID agrees, then the home team SID must confirm the changes to the visiting SID in writing and send a copy to the conference office, if applicable.

If the home team SID disagrees with the change, then the visiting SID must accept the final statistics as listed by the home team. The visiting team SID cannot alter any statistics without the consent of the home team SID. There is no further appeal. However, if the game was televised and/or videotaped, and the dispute involves a non-judgmental call, the box score should be corrected if there is indisputable visual evidence. Example: An official scorer in basketball credited the wrong player with a free throw made and the videotape clearly shows a different player shooting, then the correct player should be credited with the free throw made and attempted. If the dispute is whether there was an assist on a certain play, this is a judgment call and the official box score should stand as is. Another example: In soccer, a player was given credit for a goal scored but videotape shows clear visual evidence that another player actually scored the goal, then the official box score should be changed to reflect the correction.

In all cases in all sports, if a change is to be made, the SID making the change must inform the other SID within one week after the event or game has been played.

Conferences may institute stricter guidelines with regards to changing official statistics.

Forfeit Scores: If a forfeit is declared by the game official while a contest is in progress, all statistics (other than won-lost and coaches' records) are voided unless the contest has progressed to a "reasonable point of conclusion", in which case all statistics shall count and shall be reflected in all records. If the game had progressed to a "reasonable point of conclusion" and the team that was in the lead at the time was declared the forfeit winner, the score shall stand. If the score was tied or the trailing team was declared the forfeit winner, then refer to the information below for the final recorded score. Also in these cases, in sports in which individuals receive wins or losses such as baseball, softball, field hockey, ice hockey and lacrosse, do not credit an individual with a win or loss, but rather enter a team line for these statistics.

Forfeit score: Ice Hockey, 1-0

If a game in progress is declared a forfeit win to one of the teams by the game officials and the game has not progressed to a "reasonable point of conclusion," then the official game score should be recorded from the following information. The team's won-lost record shall include the forfeit, but if the statistics are voided, all averages in future rankings shall be computed without inclusion of the forfeited contest.

Home/Neutral Designations: If a game is played at a team's regular home site, whether in regular or postseason play, that should be recorded as a home game, regardless of any tournament seeding.

"No Contest" Declaration: There is no forfeit of a contest until all participating 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 re-

corded. An institution shall not, for statistical purposes, declare a forfeit for nonfulfillment of a contest. Such instances shall be considered as “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 only, but this does not change an institution’s overall won-lost record. This “no contest” declaration came into effect at the start of the 1977 football season.

Premature end to the contest: If a situation (i.e. ice conditions, power outage) occurs that causes a premature end to the contest that has not progressed to a “reasonable point of conclusion” then all statistics and records are void until such time as the contest may be completed. If the game had progressed to a “reasonable point of conclusion” then it may be considered official and final at that point, or may be completed at a later date upon agreement of the participating teams.

STATISTICAL FORMULAS

Save Percentage = $\text{Saves} / (\text{Goals Allowed} + \text{Saves})$
 Goals-Against Average = $(\text{Goals Allowed} \times 60) / \text{Minutes Played}$
 Power-Play Percentage = $\text{Power-Play Goals} / \text{Power-Play Opportunities}$
 Penalty-Killing Percentage = $\text{Penalties Killed} / \text{Power-Play Opportunities}$

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