

Assist

An assist is awarded to the player or players (maximum of two) who touched the puck prior to the goal, provided no defender plays or possesses the puck in between.

Game Played

A player receives credit for playing in a game if i) he steps on the ice during time played or; ii) serves any penalty.

Game-Winning Goal

After the final score has been determined, the goal which leaves the winning Club one goal ahead of its opponent is the game-winning goal (example: if Team A beats Team B 8-3, the player scoring the fourth goal for Team A receives credit for the game-winning goal).

Game-Tying Goal

The final goal in a tie game.

Goal

A goal is awarded to the last player on the scoring Club to touch the puck prior to the puck entering the net.

Goals-Against Average

Multiply goals allowed (GA) by 60 and divide by minutes played (MIN).

Goaltender

A goaltender receives a win, tie or loss if he is on the ice when either the game-winning or game-tying goal is scored.

Penalty-Killing Percentage

Subtract total number of power-play goals allowed from total number of shorthanded situations to get total number of power-plays killed. Divide the total number of power-plays killed by the total number of shorthanded situations.

Plus-Minus

A player is awarded a "plus" each time he is on the ice when his Club scores an even-strength or shorthanded goal. He receives a "minus" if he is on the ice for an even-strength or shorthanded goal scored by the opposing Club. The difference in these numbers is considered the player's "plus-minus" statistic.

Power-Play Goal

A goal scored by a Club while it has a manpower advantage due to an opponent's penalty. Following are some examples of what is and is not considered a power-play goal:

- if a Club has an advantage on a minor penalty starting at 2:02 of the period and it scores at 4:02, the goal is not a power-play goal.
- if a Club scores on a delayed penalty, the goal is not a power-play goal.
- if a Club has an advantage due to a five-minute major or match penalty, that Club is always credited with having one more advantage than the number of power-play goals it scores during that advantage, because the penalty does not expire. A new advantage begins after each power-play goal. For example, if Team A scores three goals during a major penalty, it is credited with four advantages.
- if a Club is on a power-play for any length of time, it is considered to have had an advantage.
- if a minor penalty is incurred by a Club on a power-play due to a major penalty, a new advantage is given to that Club when its minor penalty expires, provided the opponent's major penalty is still in effect.

Power Play Percentage

Total number of power-play goals divided by total number of power-play opportunities.

Save Percentage

Subtract goals allowed (GA) from shots against (SA) to determine saves. Then divide saves by shots against.

Shooting Percentage

Divide the number of goals scored by the number of shots taken.

Shorthanded Goal

A goal scored by a Club while it is at a manpower disadvantage. The same cases apply for shorthand as for power-play goals, but in the opposite manner.

Shot on Goal

If a player shoots the puck with the intention of scoring and if that shot would have gone in the net had the goaltender not stopped it, the shot is recorded as a "shot on goal".

Shutout

If two goaltenders combine for a shutout, neither receives credit for the shutout. Instead it is recorded as a Club shutout.

Tenths of a Second

If a penalty or goal occurs in the last minute, the time is rounded off to the previous second (eg: if a penalty is called with 12.4 seconds left in a period, the time is indicated as 19:47 and not 19:48.)