**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.)