

INSTRUCTIONS FOR THE SCOREKEEPER

1. The game should not start until ALL the following information is completed: team names and rosters, location, date and time.
2. Always record the progress of the game first (lower portion of the score sheet). Include time, cap number, team, and the event.

The score of the game should only be indicated in the score column when a goal has been scored, not for other entries.

TIME	CAP	TEAM	REMARKS	D-W
5:45	12	W	E	
5:39	4	D	G-E	1-0

4. The scorekeeper should use the following key to indicate the type of event:

G = Goal	E = Exclusion Foul	F = Fighting
G-E = Extra man Goal	P = Penalty Foul	MV = Misconduct for Violence
G-P = Penalty Goal	B = Brutality	MD = Misconduct for Disrespect

YC = Yellow Card
RC = Red Card
TO = Time Out

20TO = 20 Second Time Out
D = Dark/Home Team W
W = White/Away Team

5. After recording the progress of the game, record the event in the upper portion of the score sheet. Record the goal scored under the correct quarter using a vertical line.
6. When recording a personal foul in the upper portion of the score sheet, include an E for exclusions or P for Penalties followed by a slash and the quarter the foul occurred. Example: player #6 received an exclusion foul in the first quarter and penalty foul in the third quarter.

CAP	NAME	1 st QTR	2 nd QTR	3 rd QTR	4 th QTR	OT	TOTAL	PERSONAL FOULS	
5	Joe Smith	I			I		2	E/2	
6	Paul Finucane		II	I			3	E/1	P/3

7. Each Team receives three Full Time Outs and one 20 Second Time Out during regulation time. During Over-Time each team receives one Full Time Out. If the team did not use their one 20 Second Time Out during regulation play, this will also rollover into the Over-Time.
8. All Time Outs must be recorded in the progress of the game as well as in the Time Out Box (bottom right). Sprints should be recorded in the progress of the game only if there is no Sprinters Box available on the score sheet.
9. Let the referee know when a player gets three fouls by raising the red flag until the player exits the pool. It is illegal if they reenter or remain in the field of play.
10. Recording goalkeeper statistics is recommended but not required. Under the appropriate quarter of the team statistics, indicate an E for a save of an extra man shot, a P for a save of a penalty shot, and a vertical line for all other saves. In the rare case that a goalkeeper scores a goal place an encircled vertical line in the appropriate quarter column.
11. Check your work during the game and after it ends, ensuring that the game progress and statistics match. Check goals scored, fouls, and time outs taken. Record the goals scored in the Results Box located in the lower right corner of the score sheet.
12. Have the referees sign the score sheet. If a team wants to protest, tell the referee. Record any protests lodged by a coach up to 15 minutes after the end of the game on the official score sheet or on a separate sheet signed by the coach. Protests must be signed by the referees and will be ruled on by the protest committee.