



## How to fill in the Team Sheet

1) Swim-up SWIM UP (No/Col)

1	2	3	4
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Won by 5 white of first quarter

SWIM UP (No/Col)

5 1 w	2	3	4
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2) Time-out TIME-OUTS

W1	W2	B1	B2
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Cross out as the team call them

TIME-OUTS

<del>W1</del>	<del>W2</del>	<del>B1</del>	<del>B2</del>
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3) Match Progress Familiarise yourself with the code in the legend.

### Match Progress

LEGEND: E = Ejection S = Suspension AG = Action Goal  
EG – Extra-man Goal P = Penalty PG = Penalty Goal TO = Time Out

TIME	CAP	TEAM	REMARK	W - B
4.52	7	B	E	
4.38	4	W	EG	1-0
4.20	5	W	P	
4.20	2	B	PG	1-1
3.55	7	W	AG	2-1
3.30		B	TO	

- ↻ Player 7 Blue ejected with 4.50 remaining
- ↻ 4 White scores the Blue team is a player down
- ↻ 5 White commits a foul that a four metre penalty is given
- ↻ 4.20 – 2 Blue scores a penalty goal
- ↻ 7 White scores a goal in general play
- ↻ 3.30 Blue team calls a time-out.

- 4) All this information should be recorded on the top part of the score sheet as well Goals can be put in later, but the personal faults ( ejections ) must be recorded immediately so the Referees and player can be notified of 3 personal faults as soon as the 3rd one occurs
- 5) At the end of each quarter check you have transposed the goal scorers from the Progress section of the score card and written them on the top section of the card. Write the quarter time score in the box at the bottom right hand corner.
- 6) At the completion of the game it is important to get both Referees to Sign the score sheet. If this is not done it will result in Clubs being fined for not completing their obligations.
- 7) Any Judiciary matter must be recorded on the back of the score sheet