

SCORE SHEET PROCEDURES

1. Scoresheets are located in the blue basket found at each court.
2. Names of the team's registered players should already be printed on the scoresheet. If a registered player is missing, see admin staff before the start of the game. Do not manually add **any players** to this list
(See below for players borrowed into a team)
3. **When borrowing a player**, their details must be recorded in the **Fill In Players** section. The player's **full name, grade borrowed from, and team number** must all be recorded.
4. It is essential that **every player's position for each quarter** be recorded in the appropriate box next to their name. If a player does not take the court for a quarter, place a dash in the box for that quarter, or leave it blank. Do Not cross a player's name off the team list.
5. Teams should supply **1 x Scorer each**, who stand together along the sideline, in line with the Centre circle, throughout the game. **The final goal for each team at the end of the game must be circled** and entered into the box marked "T".
6. The scorers will complete the "Match won by" section, and each Scorer will print their name at the bottom of the scoresheet to verify the scoresheet is accurate.
7. There is an **Incident Report Form** on the back of each score sheet. The Scorers can assist the umpires by recording any cautions/warnings applied during the game at the time, or at the end of the quarter in which they occurred. If unsure, remind the umpire at the end of each quarter/game to complete.
8. The **winning team** returns **ONLY** the completed score sheet to the Administration Building in a timely manner and places the scoreboard back in the blue basket in the middle of the court.
9. Failure to complete the scoresheet accurately will incur an Administrative Forfeit.

Note: Failure to complete the scoresheet correctly will incur a penalty.



Make sure the scorecard is completed
CORRECTLY

COMPLETING THE SCORE SHEET CONT.

Baulkham Hills Shire Netball Association / Winter Competition

SCORESHEET

SWIFTS		vs	GIANTS		ef1b7a
TEAM A			TEAM B		GAME CODE
Winter 2022	10A		BHSNA / CRT06	30 Apr 2022	8:30 am
SEASON	GRADE		COURT	DATE	TIME
					1
					ROUND

Team A: SWIFTS NSW					Team B: GIANTS NSW						
	PLAYER NAMES	Q1	Q2	Q3	Q4		PLAYER NAMES	Q1	Q2	Q3	Q4
1	System Generated - DO NOT TOUCH					1	System Generated - DO NOT TOUCH				
2						2					
3						3					
4	2					4	2				
5						5					
6						6					
7						7					
8						8					
9						9					
10						10					
11						11					
12						12					
FILL IN PLAYERS - MUST ALSO LIST TEAM NUMBER & GRADE					FILL IN PLAYERS - MUST ALSO LIST TEAM NUMBER & GRADE						
COACH:					DO NOT COMPLETE THIS SECTION						
ASSISTANT COACH:											

GOALS & ATTEMPTS: Rams 51					GOALS & ATTEMPTS: Baulkham Hills Sports 25											
	POS	GOALS =	ATTEMPTS =	G	G/A	G	G/A		POS	GOALS =	ATTEMPTS =	G	G/A	G	G/A	
Q1	GS			/	/	/	/		Q1	GS			/	/	/	
	GA			/	/	/	/			GA			/	/	/	
Q2	GS			/	/	/	/		Q2	GS			/	/	/	
	GA			/	/	/	/			GA			/	/	/	
Q3	GS			/	/	/	/		Q3	GS			/	/	/	
	GA			/	/	/	/			GA			/	/	/	
Q4	GS			/	/	/	/		Q4	GS			/	/	/	
	GA			/	/	/	/			GA			/	/	/	
TOTAL					/	/	/		TOTAL					/	/	/

CENTRE PASSES															
DO NOT COMPLETE THIS SECTION															

PROGRESSIVE SCORE: SWIFTS										PROGRESSIVE SCORE: GIANTS																													
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
Q1	DO NOT COMPLETE THIS SECTION					Q4	T	5	Q1	DO NOT COMPLETE THIS SECTION					Q4	T	5																						
MATCH WON BY:																																							

SCORER 1 SIGNATURE: **6** SCORER 2 SIGNATURE: **6**

TIMER, UMPIRE & CAPTAIN SIGNATURES ARE NOT REQUIRED

ALL YELLOW SECTIONS MUST BE COMPLETED

THE WINNING TEAM TO RETURN SCORESHEET TO ADMIN AFTER EACH GAME