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Referee 2 Signature

## **Water Polo Score Sheet Instructions**

Prior to the game, have the player's names filled by First Initial, Last Name, according to cap numbers. See team rosters for this information. See schedule for game # and teams playing.

Record Game Start Time on the top.

In the bottom section, keep a running account of events. Every event gets its own line.

- Time of the event, game time in the quarter.
- Cap Number of the scoring or penalized player.
- Team, W for White or D for Dark (or Blue.)
- Under Remarks, record:
  - o G for Goal
  - o E for Ejection Incurred (aka Exclusion)
  - o P for Penalty Shot generated
  - o TO for Time Out. TO will not have a cap number, but will have a Team and Time.
- Have a running score under W-D, either every event, or only when a Goal changes the score

At the end of the Quarter, run a squiggly line through a space. Continue with the following quarter right below squiggly line. Continue through all 4 quarters, and possible Over Time. Line out any unused event space.

In the top section, have Goals and FOULS (E & Ps) assigned to individual players. You can do these as the event occur or at quarter break.

Goal are marked with tally marks, placed in the corresponding player's row and under the quarter (aka PERIOD).

Ejections and Penalties are marked under PERSONAL FOULS. There are only 3/player. E for Ejection and P for Penalty / the # of the quarter in which the foul occured. So for example, a players 1st foul was an Ejection in the 3rd Quarter, it would be marked in that players row, first foul column as E/3.

Time Outs are recorded under the team that took them with the quarter #/time. 4/1:00 means the coach took a TO in the 4th Quarter with one minute left on the clock.

At the quarter end, ensure the all events are accounted for in the top section. Make sure you match the scoreboard, and enter the quarter score totals in the small RESULTS box. This is not a running total, but a breakdown by quarter of goals scored. You will total this at the end of the game. When the game is over, and you are sure you have accounted for all events, please ask the referee to review and sign.