

HOW TO COMPLETE THE SCORECARD

Scorecards will be pre-printed before each game. They will be available for collection at the SNA Office 20 mins prior to each game. Names will be recorded from team lists in Play HQ.

Players not correctly registered in Play HQ will not print on the scorecards and **cannot take the court unless the correct registration process has been completed.**

Please cross out players not competing in the game and add additional players, clearly noting next to their name **IN THE FILL-IN PLAYER SECTION** one of the following:

PU - Playing Up, **NR** - New Registration or **SGV** - Single Game Voucher

(Single Game Vouchers are for players playing for 1 game only – not currently registered to SNA)

Divisions, Date, Time, Court, Round and Team Name will be pre-populated

Players correct names and positions **must** be recorded for who played in each quarter, ie GS, WA, WD.

Ticks and crosses are not permitted

Team Lists should be updated weekly in Play HQ to reflect correct player availability

If PLAY HQ is updated correctly only available players will print on the scorecard. Players who **DO NOT** take the court should be crossed out across the whole line. Mark any injuries on the scorecard recording date and time on the reverse side.

Not required to be completed
Will not usually be crossed out

Record each centre pass with an initial after the Umpire has blown their whistle to restart play

For each goal scored, mark off the number with a diagonal line through the number

At the end of each quarter, record the **progressive** score of each team in the quarter boxes Q1, 5, Q2 10, Q3 15, Q4 20 – Total 20

Record final Goals Scored

Success Netball Association Inc /

SCORESHEET

TEAM A		VS		TEAM B		GAME CODE	
SEASON	GRADE	COURT	DATE	TIME	ROUND		
Team A: Black Panthers				Team B: Cherry Bomb			
1	PLAYER NAMES	Q1	Q2	Q3	Q4	1	PLAYER NAMES
2						2	
3						3	
4						4	
5						5	
6						6	
7						7	
8						8	
9						9	
10						10	
11						11	
12						12	
FILL IN PLAYERS				FILL IN PLAYERS			
COACH:				COACH:			
ASSISTANT COACH:				ASSISTANT COACH:			
GOALS & ATTEMPTS: Cherry Bomb				GOALS & ATTEMPTS: Black Panthers			
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							
PROGRESSIVE SCORE: Black Panthers							
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	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	81	82	83	84
85	86	87	88	89	90	91	92
93	94	95	96	97	98	99	100
Q1	Q2	Q3	Q4	T	Q1	Q2	Q3
MATCH WON BY:				MATCH WON BY:			
SCORER 1 SIGNATURE:				SCORER 2 SIGNATURE:			
TIMER 1 SIGNATURE:				TIMER 2 SIGNATURE:			
UMPIRE SIGNATURE:				UMPIRE SIGNATURE:			
CAPTAIN SIGNATURE:				CAPTAIN SIGNATURE:			

Captains, Scorers, Timers, and Umpires from both teams are to write their name on the Scorecards **after** the game.

The scoring team is to return to the SNA Office, immediately after the game.

It is the responsibility of the scoring team to ensure the scorecard is completed correctly.

Team mentioned first in the fixtures scores, the other the Time keeper.

Scorers and Timer Keepers must sit / stand together in the allocated boxes

Scorecards are the official record of the game and need to be correct.

Use reverse side of scorecard for any notes regarding the game including caution, warning and expulsions.

SGVs are available from SNA Office on game day or prior via the following link

<https://forms.gle/m8m5B5hm1kwWNSXCa> All SGVs must be attached to the score card.