



## **SCORE CARD HELP**

A scorer of at least 14 years is required for each team to record the outcome of each game. No game can commence without a scorer for each team. Both scorers must be together (preferably near the centre of the court) and continually check the score with each other.

Your score card front is in five parts:-

### **PART 1**

1. The top of the card is where you record information which identifies your team and division to the recorder. As many Clubs have more than one team in divisions it is important for you to get this information correct.
  - DIVISION: This means Junior, Sub Junior, Primary or Netta followed by the level. ie Primary 5
  - DATE & TIME: Date and time the game is played.
  - LOCATION: The location of the courts ie Phillis Street
  - COURT NUMBER: Each location of courts are numbered. Just write the number of the court you are playing on.
  - CLUB: This is the name of your club and identifies which club the score card belongs to.

### **PART 2**

- HOME TEAM: The first named team on the draw is the home team.
- AWAY TEAM: The second named team on the draw is the away team.
- NUMBERS: Each time a goal is scored, put a small dash through consecutive numbers in the box of the team scoring the goal. ie Home Team or Away Team.
- 1st/2nd/3rd/Final: This refers to each quarter of the game. A progressive score is recorded at the end of each quarter for each team.

### **PART 3**

- CENTRE PASSES: H = Home team, A = Away team. The first centre pass is decided on by a coin toss between the two captains. Put a small circle around each centre pass as it is taken. At the end of the quarter if a goal is not scored from that centre pass put a line through the circle.
- The subsequent quarters start with a centre pass from the opposite team who took the last one in the previous quarter.
- It is important you keep track of centre passes as the umpire may ask you if they have lost track or there is a dispute between the Centre players.

### **PART 4**

- HOME CAPTAIN / AWAY CAPTAINS: The captains of each team sign the score card.
- UMPIRES NAMES/ SIGNATURES: The umpires will sign the score card at the end of the game to verify the result.

### **BACK**

- SURNAME / GIVEN NAME / REGO NO. This area must be filled out by the coach before the game starts to verify which players are taking part in the game (and only those taking part in the game). It should be written clearly and all players must be registered before going on the card. Names are to be written in ALPHABETICAL order of Surname. (Refer Registration)
- COACH SIGNATURE: The Coach signs their own team's score card to verify the information is correct.

### **COMPETED SCORE CARD**

- The completed score card must be handed to the Court Supervisor on the day the match is played.

### **\* REGISTRATION**

- Each player is required to be registered before taking the court. Registration Cards are available from the Court Supervisor. Once a child receives a registration number, this number remains theirs for the life of their playing in the EDNA Age competition.