



Scorer & Time Keeper (Home Game)



Thanks for scoring and time keeping. It is really appreciated. You will find everything you need in the black briefcase.

1. Fill out the scorebook with the all players names and positions including the opposition's players (see overleaf).
2. Work with the opposition's scorer to get the names and positions of their players and to make sure you both have the same scores throughout the game.
Note: Ensure that the player's names and positions are written down before the whistle is blown at the start of each quarter.
3. Ensure best players and any injuries are recorded on the scoresheet.
4. At the end of the game ask the opposition's completed white scoresheet.
5. Make sure the captains and umpires have signed both scoresheets, ours and the oppositions.

6. Ensure the league votes and Macorna votes are completed by the umpires.
7. Make sure the umpires sign the back of the sealed envelopes over the seal line.
8. Place all the vote envelopes in the back of the scorebook and place the scorebook back in the black



IMPORTANT

9. Complete the result sheet for the game you have scored. The sheet is in the 2nd slip of the maroon display book found in the brief case.
10. If someone is playing under a match day registration you need to complete the Match Day Registration section.
11. At the end of the game ask the Macorna and opposition's coaches who their 2 best players were for the game and write them down in the 'best players' section.
12. Pop the result sheet back in the maroon display book ready for the next game.

If you are scoring the last game at the end of the game please make sure all scorebooks, timers, pens and the maroon display book are back in the briefcase. If Jane is not available to collect the brief case take it to the football timekeepers room for Jane to pick up.

Note: For away games all you need to do is score and organise the Macorna votes.

SCORE SHEET

Grade: U17 Date: 13.4.13 Home Team: Macorna

Home Team: Macorna Visitors: Moulmein

	NAME	2nd	3rd	4th		NAME	2nd	3rd	4th
G.S.	Meg Cooke	GS	GS	GS	G.S.	Lisa Battagly	-	GS	-
G.A.	Fiona Wisket	GA	GA	GA	G.A.	Cress Bell	GA	-	GS
W.A.	Darcy Harrison	WA	WA	WA	W.A.	Peng Mulla	GS	GA	GA
C.	Amber Angel	C	C	C	C.	Helen Hazlett	WA	WA	C
W.D.	Amber Foster	WD	WD	WD	W.D.	Sarah Mc Clellan	WD	C	WA
G.D.	Finn Hird	GD	GK	GK	G.D.	Renee Beall	GD	GD	GD
G.K.	Emily Kelly	GK	GD	GD	G.K.	Millie Mertz	C	WD	WD
SUB					SUB	Nicola Wright	GK	GK	GK
SUB					SUB				
SUB					SUB				
SUB					SUB				

Write in players names in their 1st quarter positions

This is where you write the players positions for 2nd, 3rd and 4th quarters

1 This is where you mark off the either GA's or GS's goals for each quarter

3 This is where you keep track of the centre pass for each quarter. Use the first initial of each netball team ie. M Macorna, W Wandella. In this case both teams started with M so B & R were used for the colour of the bibs.

At the end of each quarter total

Ensure the captains and umpires sign the scoresheet at the end of the game

2 This is where you mark off each goal as it is scored

Quarter	Home Team	Total	Visitors	Total
Centre Pass: RBRBRBRBRBRBRBRBRBR				
1	GS 11 GA 111111	2 6 8	GS 111 GA 111111	3 7 10
Centre Pass: BRBRBRBRBRBRBRBRBR				
2	GS 1111 GA 11111	4 5 17	GS 11111111 GA 11	8 2 20
Centre Pass: BRBRBRBRBRBRBRBRBR				
3	GS 1111 GA 11111111	4 9 30	GS 1 GA 111111	1 5 26
Centre Pass: BRBRBRBRBRBRBRBRBR				
4	GS 1111 GA 11	4 2 36	GS 11 GA 11111111	1 4 36
Total			Total	

PROGRESSIVE SCORE

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	##	01	02	03	04	05	06	07	08	09	##										
CAPTAIN: <u>E.Hird</u>										CAPTAIN: <u>M.Mulla</u>																			
UMPIRES: <u>Crotchie</u>										UMPIRES: <u>Karl Litch</u>																			

When a goal is scored it's good to get into the swing of marking such as :-
 1. GA or GS's goal
 2. goal progressive score
 3. centre pass



- Set up the timers. Each quarter of the game is 15 mins. The 1st and 3rd break are 3 mins. The middle break is 5 mins. Injury time is 2 mins.
- When the game is about to begin the umpire will look to you to make sure you are ready to start the timer. When the whistle is blown for the quarter hit the start button on the 15 min timer.
- One minute before the end of each quarter ask someone to take the timer and let the umpire know there is 1 min to go. This person will follow the umpire til the timer beeps.
- When the whistle is blown for the end of the quarter hit start on the 3 min timer. Advise the umpire when there is 30 sec of the break to go. The umpire is to advise the players they have 20 sec to get back on the court.
- Follow the above procedure for all quarters except for the 1/2 time break which is 5 mins.
- When the umpire calls 'injury time' start the 2 min timer and stop the 15 min timer (don't clear it). Restart the 15 min timer when the game starts again.