

# Scorekeepers' Cheat Sheet

## Quick Reference Box

- Game length: 90 minutes
- Time allowed between points: 90 seconds
- Time-outs: 2 each half per team (4 total). Time-outs are not to exceed 90 seconds
- Half time: occurs when one team reaches 8 points or after 45 minutes have passed. If no team has 8 points, check the score, tell teams that half time will take place when a team reaches one more than the current highest score.
- Half time duration: 5 minutes
- Keep tablets safe and dry!
- Use the radio if you require help, water is running low or if assistance is need.

### Pre-game:

- If there is no game on the field before your game, please collect scorekeeper equipment from Disc Central
- Verify your field number
- Record on scoresheet:
  - o Field number
  - o Time slot & date
  - o Team names (and jersey colours if you wish)
- Setup game on tablet (Select Score Game, Division, Teams and Field)
- Introduce yourself to each team's Captain. Collect each team name tag and attach them to scoreboard.
- Give each Captain a 5 minute warning to game-time. A horn will blow to begin each game.

### Scoring:

- Games played to 15 points
- When a point is scored:
  - Click point scored on tablet. Record who scored and who assisted
  - On scoresheet: Record number of player that scores (goal) and one who threw the scoring point (assist)
  - Change score on scoreboard for players and observers to see.

### Timing (If there are observers, you do not have to do timing):

#### Game length:

- 90 minutes
- One horn blast signals start of game. Listen for horn and inform teams that game is to begin.
- Hard time cap for each game is 85 minutes (see time cap below). One horn blast signals when the hard cap is reached. Listen for horn and inform teams that it has sounded and the game has ended.

After a point is scored watch time on tablet (if using) or start stopwatch

- Receiving team has 70 seconds to signal readiness (signaled by raising a hand)
- Pulling team then has 20 seconds to pull the disc (after receiving team has signaled)
- Blow whistle:
  - o **Once** at 50 seconds
  - o **Twice** at 70 seconds
  - o **Three times** at 90 seconds
- Time Infringements:
  - o First infringement results in a warning (make note on scoresheet)
  - o Any subsequent infringements result in a team losing one of the time-outs (mark on scoresheet)
  - o NOTE: If infringing team has no time-outs left or there is a time-cap, the infringing team is:
    - Receiving - they start with the disc at the midpoint of the end zone they are defending, after players set up and a check is performed
    - Pulling - the receiving team gets the disc at midfield, after players set up and a check is performed

### Half time:

- Maximum 5 minutes
- Receiving team has 4 minutes and 40 seconds to signal readiness (signalled by raising of a hand)
- Pulling team then has 20 seconds to pull the disc
- Blow whistle:
  - o **Once** at 4 minutes, 20 seconds
  - o **Twice** at 4 minutes, 40 seconds
  - o **Three times** at 5 minutes
- Infringements: See notes under "After a point is scored" above
- Halftime Cap
  - o This only occurs if neither team has reached 8 points or after 45 minutes
  - o If 8 points have not been reached inform teams that 45 minutes have passed. Check the score, tell teams that half time will take place when a team reaches one more than the current highest score.
  - o The number of time-outs available to each team is unaffected by the halftime cap.

### Time-outs:

- Maximum 90 seconds each
  - o Offense has 70 seconds to be set
  - o Defense has 90 seconds to be set
- Each team gets 4 timeouts, with a maximum of 2 per half
- Mark timeouts on scoresheet and let a team know if they have run out of time-outs
- No time-outs when in hard cap. A timeout called during a cap results in a turn-over.
- Blow whistle to indicate time:
  - o **Once** at 50 seconds
  - o **Twice** at 70 seconds
  - o **Three times** at 90 seconds

### Time Caps:

- Games are played to 15 points. There is no requirement to win by two points.
- Horn sounds once to indicate the hard cap of 85 minutes (no soft cap)
  - o Game is over at the end of the **current** point except if game is tied; one more point is played.
- No timeouts are permitted during time cap
- Inform teams that the time cap has been reached

### Post-game:

- Double-check score. Compare to scoreboard, tablet and scoresheet.
- On scoresheet:
  - o Fill in final score. Verify all other information has been filled in.
  - o Have both captains sign the scoresheet
- Have each captain complete and return a spirit sheet
- Verify all information has been filled in on spirit sheet (e.g. team name, opponents' team name)
- If there were observers, get report from them
- Submit score sheet, spirit sheets and observer reports (if applicable) to Disc Central. Only a scorekeeper or a field service person (on golf cart) can deliver the game sheets to Disc Central.
- If there is another game on the field following your game, please wait for next scorekeepers to arrive to hand-off equipment. If there is no other game, bring equipment back to Disc Central before you leave.

### Priority List:

The following list is to be considered ONLY if you feel you cannot keep up with the pace of the game and maintain duties. This list of duties prioritized in order of importance. Reduce your duties from the bottom up.

1. Scoreboard/sheet
2. Spirit score
3. Overall game time
4. Statistics
  - a. Goals
  - b. Assists
5. Tablet scoring
6. Time-out length
7. Time between points