

Score Sheet

- Use pencil
- Record time/date of game, rosters, goals, exclusions, penalties, time-outs, red cards, yellow cards, and end of quarter.
- Abbreviations
 - Goal - G
 - Penalty Goal- GP
 - Exclusion Goal- GX
 - Exclusion - E
 - Penalty - P
 - Time-Out - TO
 - Misconduct - GM
 - Minor Act - MAM
 - Yellow Card- YC
 - Red Card - RC
- Score sheets must be 100% accurate as they are the determination of the outcome of the game
- Goals are to be recorded on the right side of the score sheet by single quarters.
- Time-Outs – record Quarter and Time in each time-out section

Tips

- Write legible
- Use pencil
- No distractions
- Ask questions
- Be professional
- Communicate with both officials and other table workers



Shot Clock

- Resetting the shot clock:
 - Shots at goal – reset at time of shot AND when a player of either team gains possession
 - Turnovers
 - Exclusions
 - Misconduct
 - Penalties (5M)
 - After goals
 - Neutral throws
- Shot clocks do not get reset after time-outs

Exclusions

- The desk is responsible for recording the time of each exclusion which includes misconduct and brutalities
- The desk is responsible for waving in an excluded player after 20 seconds of elapsed time
- Raise (not waive) flags for re-entry into pool after exclusion time has expired
 - Blue Flag – Dark team re-entry
 - White Flag – White team re-entry
 - Red Flag/and Team Color – Player has 3 exclusions and player is done for game.

Red Card/Yellow Card Procedures

- Both types of cards are recorded on score sheet
- For Red Cards, referee must provide statement of incident
- Incident Report must be completed by referee and emailed to supervisor of OWPRA (found online)

Game Clock

- Starting the game clock
 - At the start of a quarter when the ball is 1st touched by any player
- Wait until ball is put into play before starting clock
 - There must be visible separation between the player's hand and the ball
- Stopping the game clock:
 - Goal
 - Exclusion
 - Penalty foul
 - Ordinary foul
 - Shot clock violation
 - When the ball goes out of bounds
 - Turnover
 - Remember, do not start the clock until the ball is put back into play
- Wait until ball is put into play before starting clock
 - There must be visible separation between the player's hand and the ball

Exclusion Flags

- Raise (not waive) flags for re-entry into pool after exclusion time has expired
 - Blue Flag – Dark team re-entry
 - White Flag – White team re-entry
 - Red Flag/and Team Color – Player has 3 exclusions and player is done for game.