	[TEAM A]	FINAL	SCORE			FINAL	SCORE		[TEAMB]
ROSTER		Score	Score @ 18'				Score @ 18'		R O S T E R
#	Name			OUUDDITGU				#	Name
		Regulati	on Score	CAN	DITCH IADA	Regulati	on Score		
				DATE:		1			
		OT Sc	ore (^)	EVENT:		OT Sc	ore (^)		
		20T Score (!) Timeout		PITCH:		]			
				START TIME:		2OT Score (!)			
				Reg Durati	ion:				
				OT Duratio	on:	Timeout			
				2OT Duration:		] :			
				s c o	RING	[Team B]			
		A (#)	G (#)	Goal	Time	A (#)	G (#)		
				1	:				
				2	:				
				3	:				
				4	:				
				5	:				
				6	:				
				7					
				8	:				
				9	:				
				10	:				
				11	:				
				12	:				
				13	:				
				14	:				
				15	:				
	SNITCH CATCHES			16	:			S	NITCH CATCHES
	Regulation			17	:				Regulation
	OT			18	:				OT
	20T			19	:				20T
	N O T E S			20	:				N O T E S
	N O I L J			21	:				N-O-I-L-J
				21	:				
				23	:				
			-	23	:		-		
				25					
				26	:				
	OFFICIAL CA CARTAINS		-	26	:		-		FFICIAL C A CARRANG
	OFFICIALS & CAPTAINS: RINT your name clearly.		-	28	:		-		FFICIALS & CAPTAINS: NT your name clearly.
HR:	Mining Gleany.		<del>-                                     </del>		:				
	rh Dummore			29	:				ptional):
	:h Runner:			30	:				keeper:
SR:			-	31	:		-		ekeeper:
AR:				32	:				ain A:
AR:				33	:			Capt	ain B:

PENALTIES				Snitch Information:	PENALTIES						
#	OFFENCE	TIME	B/Y/R	<u>In REGULATION</u> , the Snitch Runner is released	#	OFFENCE	TIME	B/Y/R			
				at 17'; seekers at 18'.							
				<u>In OT</u> , the Snitch Runner is released on Brooms	$\vdash$		+				
				Up!; seekers at 30 seconds!	$\sqcup$						
				HANDICAPS:	Ш						
				<b>Upon release</b> : must remain between KZ							
				23': must remain within roughly 1.5 yards of							
				the midline at all times.							
				<b>28'</b> : may only use one arm	$\vdash$			-			
				<b>33'</b> : snitch remains within 1.5 yards of the							
				intersection of the pitch sideline and the		·					
				midline opposite the scorekeeper.							

				HE	AD REFE	REE REVIEW						
CAPTAIN NAME:						CAPTAIN NAME:						
RANKING 1 = "very poor", 3 = "acceptable" 5 = "exceptional"						RANKING	1 = "very poor", 3 = "acceptable" 5 = "exceptional"					
Professionalism	1	2	3	4	5	Professionalism	1	2	3	4	5	
Quality of Calls	1	2	3	4	5	Quality of Calls	1	2	3	4	5	
Control of Play	1	2	3	4	5	Control of Play	1	2	3	4	5	
Communication	1	2	3	4	5	Communication	1	2	3	4	5	
Overall	1	2	3	4	5	Overall	1	2	3	4	5	
Additional comments:	Additional comments:											

SNITCH RUNNER REVIEW												
SEEKER NAME:						SEEKER NAME:						
RANKING	1 = '		or", 3 = ' exception	"accepta onal"	ble"	RANKING	1 = "very poor", 3 = "acceptable" 5 = "exceptional"					
Safety	1 2 3		4	5	Safety	1	2	3	4	5		
Impartiality	1	2	3	4	5	Impartiality	1	2	3	4	5	
Athleticism	1	2	3	4	5	Athleticism	1	2	3	4	5	
Rules Knowledge	1	2	3	4	5	Rules Knowledge	1	2	3	4	5	
Overall	Overall 1 2 3 4 5		Overall	1	2	3	4	5				
Additional comments:						Additional comments:						

## NOTES ON HOW TO USE:

- TDs should fill out ALL roster information prior to games & print out extra copies of rosters to cut and paste onto blank scoresheets.
- To record a goal, write down the #s of the players who scored and assisted, as well as the minute of the goal (at a minimum). Snitch catches should also be recorded by writing down the number of the player who caught. If space runs out, start using a second scoresheet.
- A snitch catch should be demarcated in the final score with the corresponding \* (regulation), ^ (OT), or ! (2OT) symbols.
- Should a team take a timeout, this must be indicated by writing the game time at which the timeout was taken.
- The review section is mandatory and will help guide QCGP when forming referee schedules and providing feedback to referees.

  All Game Officials and Team Captains must CHECK THE SCORE and verify all details marked on the scorecard before printing their name clearly on the scorecard. Games cannot be considered official until complete and legible scorecards are submitted to Quidditch Canada's Gameplay Department (gameplay@quidditchcanada.com).