

DD/MM/YYYY

Your Team

Division

Date

SPIRIT OF THE GAME SCORE SHEET

Your whole team should be involved in rating the other team! Circle one box in each of the five lines and sum up the points to determine the SOTG score for the other team.

1. Rules Knowledge and Use

Example: They did not make unjustified calls nor purposefully misinterpret the rules. They kept to time limits and were willing to teach and/or learn the rules.

2. Fouls and Body Contact

Example: They avoided fouling, contact, and dangerous plays.

3. Fair-Mindedness

Example: They apologized for their own fouls, informed teammates when they made wrong or unnecessary calls and were willing to retract a wrong call.

4. Positive Attitude and Self-Control

Example: They communicated without aggressive language, complimented us on good plays and left an overall positive impression during and after the game.

5. Their Spirit compared to ours

Thinking about your team's rules knowledge, body contact, fair-mindedness, positive attitude and self-control, how did the other team compare? If it was the same, give a "2". If they were worse, give them a 0 or 1. If better, a 3 or 4.

Summing the results

Sum the results of every category to a final number and write it into these boxes (the end result should be between 0 and 20).

*Comment Box

If you have selected 0* or 4* in any category, please explain in few words what happened. Compliments as well as negative feedback will be passed to the teams in the appropriate manner.

1st Game Opponent

2nd Game Opponent

3rd Game Opponent

4th Game Opponent

Poor Not Good **Good** Very Good Excellent

Poor Not Good **Good** Very Good Excellent

Poor Not Good **Good** Very Good Excellent

Poor Not Good **Good** Very Good Excellent

0* 1 **2** 3 4*

0* 1 **2** 3 4*

0* 1 **2** 3 4*

0* 1 **2** 3 4*

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II

II

II

II

Result

Result

Result

Result