

Day

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

Examples: They did not purposefully misinterpret the rules. They kept to time limits. When they didn't know the rules they showed a real willingness to learn

2. Fouls and Body Contact

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

3. Fair-Mindedness

Examples: They apologized in situations where it was appropriate, informed teammates about wrong/unnecessary calls. Only called significant breaches

4. Positive Attitude and Self-Control

Examples: They were polite. They played with appropriate intensity irrespective of the score. They left an overall positive impression during and after the game.

5. Communication

Examples: They communicated respectfully. They listened. They kept to discussion time limits.

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).

Your Team Name (division)

Opponent

Poor	Not Good	Good	Very Good	Excellent
0*	1	2	3	4*

0*	1	2	3	4*
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0*	1	2	3	4*
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0*	1	2	3	4*
----	---	---	---	----

0*	1	2	3	4*
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Spirit Score Total

*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.



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ULTIMATE SOCIETY

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