


GAME SHEET			
YOUR TEAM		FINAL SCORE	
OPPONENT TEAM		FINAL SCORE	
<b>Spirit of the Game Scoresheet (SOTG)</b> Your whole team should be involved in rating the other team! Score them on each category to find their total SOTG score.  <b>Scoring:</b> Please note that in this system, 2 is the average score. For example, if a team's Attitude and Self-Control were normal, you would give that team a 2.  A 4 should be one the best games of the season. Zeros should not be reflective of any one single player on the other team.		0 - Terrible* 1 - Below Average 2 - Average 3 - Above Average 4 - Exceptional*	
<b>1. Positive Attitude and Self-Control</b> Example: They were polite. They played with an appropriate intensity irrespective of the score. They left an overall positive impression during and after the game.			
<b>2. Rules and Knowledge Use</b> Example: They knew the rules of the game. When they didn't know the rules, they showed a willingness to learn.			
<b>3. Fair mindedness.</b> Example: They made justifiable calls. They took accountability for rule breaches and/or incorrect calls and informed teammates about wrong, unnecessary or unfair calls. They did not purposely misinterpret the rules.			
<b>4. Communication</b> Example: They communicated respectfully. They listened. They were willing to discuss calls and come to an appropriate solution.			
<b>5. Fouls and Body Contact</b> Example: They avoided fouling, contact and dangerous plays.			
<b>6. Inclusion</b> Example: They actively involved all teammates on the field, making an effort to include both female- and male-matching players in the play. They were willing to throw to different teammates, not just the same few people.			
<b>Total Score</b>			
Please <b>record your final game and spirit scores</b> to YRAA. If you have selected 0* or 4* in ANY category, please use the <a href="#">SOTG Google Form</a> to explain in a few words what happened so that we have a record. If specific players are involved, please include uniform # as well as name. REMINDER: Board of Reference will apply!			




# Spirit of the Game Scoring Guide


## For High School Ultimate Players

*Use this with your team to score the other team after a game.*

 Talk together before scoring!

 A **2 is normal** – they played fair and respectfully.

 A **4 is rare** – only if the **whole team** was outstanding!

 A **0 is serious** – only if the **team as a whole** showed very poor spirit.

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## 1. Positive Attitude & Self-Control

*Did the **whole team** stay respectful, encouraging, and calm during the game?*

- **0 – Terrible (whole team showed poor attitude):**
    - Many players complained, got upset, or were disrespectful throughout the game.
    - The team didn't shake hands or say "good game."  
There was lots of negativity from the sideline or on-field.
  - **4 – Amazing (team-wide great attitude):**
    - The whole team kept a great attitude from start to finish.  
They cheered on each other and even our team for good plays.
    - After the game, they high-fived everyone, smiled, and made us feel respected.
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## 2. Rules & Knowledge of the Game

*Did the team overall understand the rules and use them correctly?*

- **0 – Terrible (team didn't know or respect rules):**
  - Several players made up rules or didn't follow basic ones.
  - The team argued a lot or wouldn't listen during rule discussions.
  - They didn't try to learn or improve their understanding of the game.

- **4 – Amazing (whole team used rules fairly and clearly):**
    - Most players showed solid knowledge and stayed calm during calls.
    - They helped explain rules respectfully and didn't argue without reason.
    - They made sure their whole team played by the same standards.
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### 3. Fairness (Fair-Mindedness)

*Did the team act honestly and fairly during the game overall?*

- **0 – Terrible (unfair play by much of the team):**
    - The team made a lot of questionable calls and didn't take responsibility.
    - Players refused to retract incorrect calls or made calls to gain unfair advantage.
    - Fairness was clearly not a priority for them.
  - **4 – Amazing (team-wide fairness):**
    - Players on the team regularly made fair calls or retracted calls when wrong.
    - They encouraged each other to do the right thing.
    - They clearly valued fairness more than just winning.
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### 4. Communication

*How well did the team talk during calls or disagreements?*

- **0 – Terrible (team refused to communicate respectfully):**
    - Most calls turned into arguments.
    - Players interrupted or wouldn't let us talk.
    - There was a lack of listening or willingness to find solutions.
  - **4 – Amazing (great communication from most players):**
    - Discussions stayed calm and respectful, even when players disagreed.
    - Players took turns speaking and really tried to understand our point of view.
    - Their sideline also stayed respectful and helpful during calls.
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## 5. Fouls & Body Contact

*Did the team play safely and avoid unnecessary contact?*

- **0 – Terrible (unsafe play by the team overall):**
    - Many players made dangerous layouts, bumped into others, or didn't play under control. The team didn't take contact seriously or didn't adjust when warned.
  - **4 – Amazing (team played cleanly and safely):**
    - They clearly tried to avoid contact in tight situations.
    - When contact happened, they immediately checked in to see if your teammates were okay
    - The whole team played with control and respect for safety.
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## 6. Inclusion

*Did the team involve all their players in the game and support one another?*

- **0 – Terrible (team excluded players):**
    - The offense always ran through the same 2–3 players. Other teammates rarely got the disc or chances to contribute.
    - Some players were left out or not encouraged during the game.
  - **4 – Amazing (clear team-wide inclusion):**
    - The team spread the disc and gave everyone a chance to be involved.
    - They encouraged newer or quieter teammates to take part.
    - There was equal support for all players, both on-field and from the sideline.
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## Final Notes:

- A 2 is average and totally okay!
- Use **0 or 4 only** when the **entire team's behavior** clearly deserves it.
- Use the **Spirit Google Form** if you give a 0 or 4 in any category.
- Don't let one player affect the score—look at the **whole team**.