HS/Club STUNT Official Scorebook

Date: ____/____/____   Start Time: _____   End Time: _____

Home Team   Away Team

				Coin Toss < >				
TO	Poss	Round Score	Home Score	Routine	Away Score	Round Score	Poss	TO
Quarter 1 – Partner Stunts								
Quarter 2 – Pyramids & Tosses								
Quarter 3 – Jumps & Tumbling								
		PS JT PT		**Quarter 4 – Team Routine**		PS JT PT		
Overtime								
				Final				

Note any music malfunctions - Quarter: _____   Round: _____   Routine: _____
Details:

Note any injury timeouts - Quarter: _____   Round: _____   Routine: _____
Details:

STUNT

20 MINUTES PRIOR TO GAME TIME:

- Line up teams alongside mats; check for jewelry – not allowed.
- Check jerseys and spotter attire.
- Start *15 MINUTE WARM UP*, then National anthem.

COIN TOSS:

1. **Welcome** – introduce yourself.
2. **Whistle** – blow to start and stop music/for injury.
3. **Spotters** – must be in contrasting color to jersey colors.
4. **Boundaries** – out of bounds will be evaluated, coaches must stay in coaches' area, call routines from front of mat.
5. **Coaches** – no electronic devices; only 1 coach call routines.
6. **Timeouts** – 3 during regular game.
7. **Q4** – transitions evaluated; can both teams execute 1 section of 4 different routine levels? No, 2 rounds only. (High School, Club 18U, Club 18+)
8. **Coin Toss** – show coin; 1 person to call; home team calls in the air.
9. *Sportsmanship* – remind of good sportsmanship; *teams shake hands & wish good luck.*

GAME TIME:

- Watch after "ding ding" to make sure music start is correct.
- Watch for any injury issues.

HALFTIME (when applicable):

- **Mercy Rule –** losing team can inform the Referee they would no longer like to continue the game when it is mathematically impossible to catch up.
- **Overtime –** process for overtime.
- **Address anything additional needed.**

OVERTIME (when applicable):

- **High School –** begin with Routine 1, unless it was the last routine played in Quarter 4. Proceed to Routine 2.
- **Club 14U, 18U & 18+ –** begin with Routine 1, unless it was the last routine played in Quarter 4. Proceed to Routine 2.

POST GAME:

- **High School** – Hand out GAME SUMMARY REPORTS to coaches.
- Enter scores immediately into Arbiter.

REF		AWAY		HOME		GAME #
TEAM						
COIN TOSS		WIN / LOSS		WIN / LOSS		TIME:
POSSESSION		Q1 Q3		Q1 Q3		
TIMEOUTS		1 2 3		1 2 3		@

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
1	1					
	2					
	3					
	4					
2	1					
	2					
	3					
	4					

QTR	RND	RT #	AWAY	POSS	HOME	SCORE
3	1					
	2					
	3					
	4					
4	1					
	2					
	3					
	4					

	RND	RT #	AWAY	POSS	HOME	SCORE
OT	1					
	2					

STUNT Officials Scoresheet Q1-Q3

Official: _____   Quarter: 1   2   3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q1-Q3

Official: _____   Quarter: 1   2   3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q1-Q3

Official: _____   Quarter: 1   2   3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q4

Official: _____

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q1-Q3

Official: _____   Quarter: 1   2   3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q1-Q3

Official: _____   Quarter: 1   2   3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q1-Q3

Official: _____   Quarter: 1   2   3

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

STUNT Officials Scoresheet Q4

Official: _____

	Team:	W/L/T	W/L/T	Team:
Round 1 Routine:				
Round 2 Routine:				
Round 3 Routine:				
Round 4 Routine:				

Game Summary Sheet

Home _____

Away _____

Q1	RT #	8 or more	Modification(s)
Rnd 1 PS			
Rnd 2 PS			
Rnd 3 PS			
Rnd 4 PS			

Q1	RT #	8 or more	Modification(s)
Rnd 1 PS			
Rnd 2 PS			
Rnd 3 PS			
Rnd 4 PS			

Q2	RT #	8 or more	Modification(s)
Rnd 1 PT			
Rnd 2 PT			
Rnd 3 PT			
Rnd 4 PT			

Q2	RT #	8 or more	Modification(s)
Rnd 1 PT			
Rnd 2 PT			
Rnd 3 PT			
Rnd 4 PT			

Q3	RT #	12 or more	Modification(s)
Rnd 1 JT			
Rnd 2 JT			
Rnd 3 JT			
Rnd 4 JT			

Q3	RT #	12 or more	Modification(s)
Rnd 1 JT			
Rnd 2 JT			
Rnd 3 JT			
Rnd 4 JT			

Q4	RT #	8 or more	12 or more	Modification(s)
Rnd 1 PS			■	
Rnd 1 JT		■		
Rnd 1 PT			■	
Rnd 2 PS			■	
Rnd 2 JT		■		
Rnd 2 PT			■	
Rnd 3 PS			■	
Rnd 3 JT		■		
Rnd 3 PT			■	
Rnd 4 PS			■	
Rnd 4 JT		■		
Rnd 4 PT			■	

Q4	RT #	8 or more	12 or more	Modification(s)
Rnd 1 PS			■	
Rnd 1 JT		■		
Rnd 1 PT			■	
Rnd 2 PS			■	
Rnd 2 JT		■		
Rnd 2 PT			■	
Rnd 3 PS			■	
Rnd 3 JT		■		
Rnd 3 PT			■	
Rnd 4 PS			■	
Rnd 4 JT		■		
Rnd 4 PT			■	

8/12 or More = 8/12 or more total deductions

Modification(s) = Lists the skill(s) that was considered modified/omitted

It is the coach's responsibility to refer to the 8-count sheets and glossary, in addition, to reviewing personal film from the game to assess each of the errors.

Game Summary Sheet

Home _____   **Away** _____

Q1	RT #	8 or more	Modification(s)
Rnd 1 PS			
Rnd 2 PS			
Rnd 3 PS			
Rnd 4 PS			

Q1	RT #	8 or more	Modification(s)
Rnd 1 PS			
Rnd 2 PS			
Rnd 3 PS			
Rnd 4 PS			

Q2	RT #	8 or more	Modification(s)
Rnd 1 PT			
Rnd 2 PT			
Rnd 3 PT			
Rnd 4 PT			

Q2	RT #	8 or more	Modification(s)
Rnd 1 PT			
Rnd 2 PT			
Rnd 3 PT			
Rnd 4 PT			

Q3	RT #	12 or more	Modification(s)
Rnd 1 JT			
Rnd 2 JT			
Rnd 3 JT			
Rnd 4 JT			

Q3	RT #	12 or more	Modification(s)
Rnd 1 JT			
Rnd 2 JT			
Rnd 3 JT			
Rnd 4 JT			

Q4	RT #	8 or more	12 or more	Modification(s)
Rnd 1 PS			■	
Rnd 1 JT		■		
Rnd 1 PT			■	
Rnd 2 PS			■	
Rnd 2 JT		■		
Rnd 2 PT			■	
Rnd 3 PS			■	
Rnd 3 JT		■		
Rnd 3 PT			■	
Rnd 4 PS			■	
Rnd 4 JT		■		
Rnd 4 PT			■	

Q4	RT #	8 or more	12 or more	Modification(s)
Rnd 1 PS			■	
Rnd 1 JT		■		
Rnd 1 PT			■	
Rnd 2 PS			■	
Rnd 2 JT		■		
Rnd 2 PT			■	
Rnd 3 PS			■	
Rnd 3 JT		■		
Rnd 3 PT			■	
Rnd 4 PS			■	
Rnd 4 JT		■		
Rnd 4 PT			■	

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