

HOW TO KEEP THIS CARD

The reference page

WHO KEEPS IT

The spotter keeps the card from the first serve, beside the console operator (Table Handbook 2.3). It is the paper backup the Officials Handbook requires (Officials Handbook 11.1.1) and, if the console fails, the official record (Officials Handbook 11.5).

TWO WAYS TO KEEP IT

With the console running, keep pages 1 and 2: rosters and tallies, running score, quarter scores, timeouts, challenges, fouls. In the round log, write at least the Elimination, who forced it and the assist.

If the console fails, keep every column of the round log from the next serve. The Grid and Next In on each line, with the counts, let the table run the match on paper and enter it in the console later.

WRITING PLAYERS

Write a player as their team letter and number: **A7, B12**. Team A is the team on the left of page 1.

ROTATION

Players climb the Z: Entry → Minor → Major → Prime. When a player is out, only the players below the empty quadrant move up one, whichever team they are on; the eliminated team's Next In enters at Entry (Rulebook 6.3.2). Each new line of the log shows the result: check it against the court before the serve.

COUNTS AND AWARDS

The counts belong to the player in Prime and Major. After each Elimination, add one for each holder who is still there; it goes back to zero when the holder is eliminated or leaves. On the fourth round end the award completes: **Gridlock** (Prime) 7 points, **Grid Hold** (Major) 3 points, and the count starts again at zero (Rulebook 7.2). Several awards can complete on one Elimination; all of them count. Counts reset at the start of each quarter and carry into overtime.

SCORE CHECKS

At every timeout and quarter end, read the card's score against the console with the Head Officiator, who initials the quarter (Officials Handbook 11.4).

QUARTERS AND OVERTIME

Start a new quarter on a new line with its number. At Quarter 3 write the new Grid Advantage Starters on page 1. Overtime continues the Grid of Quarter 4: write OT in the Q column.

AT THE END

Reconcile the card with the console, total the tallies, write the result, and have the Head Officiator sign it (Officials Handbook 13.1). Keep it with the Head Officiator's report.

ABBREVIATIONS

P Prime · Ma Major · Mi Minor · E Entry · Rd round · Ast assist · GH Grid Hold · GL Gridlock · E/A/DP/F Eliminations forced, assists, Defensive Plays, fouls · T/O timeout · O/S challenge overturned / stands · FF TW DT IS UC DI UV EM the eight fouls (Rulebook 8).



Page 1 · keep with the Head Officiator's report

Starters, written as team letter and number (A7). The Grid Advantage team starts in Prime and Major; the other team in Minor and Entry.

ROSTERS 14 players · C = captain · tally E, A, DP, GH, GL, F as the match goes

NGL OFFICIAL MATCH SCORECARD · SC-1 · 2026 2/7

RUNNING SCORE

RUNNING SCORE strike through each point as it is scored (Elimination 1, Grid Hold 3, Gridlock 7). Circle the score at the end of each quarter. A deduction: cross back the last struck number; the score cannot fall below zero. Past 100, the round log's score columns carry the score.

A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

SCORE BY QUARTER

Head check at every quarter end (Officials Handbook 11.4)

	Q1	Q2	Q3	Q4	OT
A					
B					
HEAD					

TIMEOUTS

7 a match; 2 a quarter; 2 in OT. Write the quarter.

A							
B							

CHALLENGES

2 a half. Write O (overturned) or S (stands: -1 timeout).

A	1ST HALF			2ND HALF		
B	1ST HALF			2ND HALF		

INJURY STOPPAGES

one free a quarter (Rulebook 12.6)

A	Q1		Q2		Q3		Q4		OT	
B	Q1		Q2		Q3		Q4		OT	

FOULS

one row per player (a dash for a team foul). Tick a box for each offense; the boxes are the 1st, 2nd and 3rd step.

[illegible]

Steps

W
-1
E +1

$$V + E +$$
$$\begin{array}{r} +1 \\ E + 2 \\ - \end{array}$$

W
+1
E +:

E

$$\begin{array}{c} +2 \\ E +2 \\ E_j \end{array}$$
V
—
E

W was
E elim
ject

eam
with p
opage

W warning · -1 team loses 1 · +n opponents score n ·
E eliminated (with points) · P possession · Ej
ejection · S stoppage up to 75 s

NOTES

corrections, protests announced, injuries, incidents

RESULT

FINAL SCORE A

WINNER

HEAD OFFICIATOR · SIGNATURE

OPERATOR

FINAL SCORE B

OVERTIME

SIGNED OFF AT

SPOTTER

ROUND LOG

Before each serve, write the Grid and both Next In Players (A7, B12). **After the Elimination**, write who is out, who forced it and any assist; then the Prime and Major counts after the round end (0-3), any award completed (GH or GL and the player), and the score. A Gridlock or Grid Hold is the same player in Prime or Major for four round ends in a row: the counts make it plain. Timeouts, fouls and challenges go in Notes. **A new quarter** starts on the next line: rule a line across and write its number in Q. Round numbers continue through the whole match.

[illegible]

ROUND LOG

[illegible]

ROUND LOG

[illegible]

ROUND LOG

[illegible]