

# Team managers

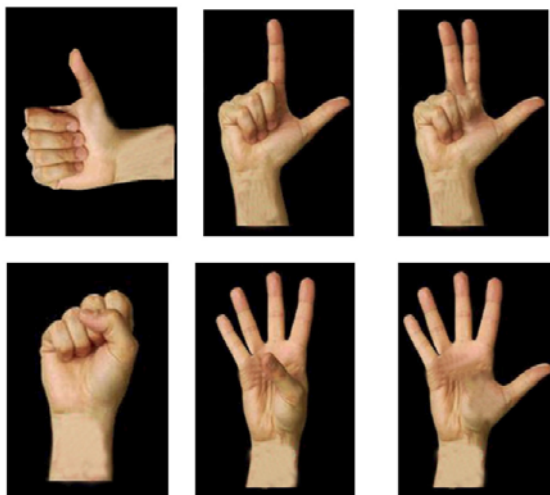
Below are a few pointers for team managers and people doing table duties. I have grouped items as pre game, the game and post game. The items are not in any particular order and not all are 100% necessary (adapt as you see fit !!!)

## Pre game:

- Not really necessary but send a message to team contacts advising of time and location of next game. Normally coaches like players to be at the pool 30 minutes before the game.
- Print out the appropriate game sheet - if Dolphins is the first team mentioned on the fixtures then we are the **HOME** team in white caps otherwise we are the **AWAY** team in blue caps. The sheets are on <http://www.dolphinswpc.com.au/misc.aspx>
- Cross off any girls that are not playing that week. If there are omissions or inaccuracies (wrong cap numbers etc) let me know and I will create a revised sheet and upload it
- Put the printed sheet on the table so that the opposing team can add their team list.
- Before game actually starts count our players and the opposition players and make sure the game sheet is correct.

## The game:

- There might be a convention of who does the score sheet vs the clock but normally just decided between the two people on the table.
- **A quick overview of the score sheet (see sample at end)**
  - Your responsibility is to record goals and exclusions.
  - The referee will indicate to you which cap number has just been kicked out or scored a goal. Count the digits up to 9, and then a clenched fist is 10 plus digits after that. see picture below lifted from Water Polo Au manual.



Numbers - 1, 2, 3, 10, 4, 5

- Exclusions are recorded by crossing out one of the three boxes to the left of the players name. If a player receives 3 exclusions they are out for the rest of the game. In theory this is where you would raise a red flag but WPWAI don't provide flags so just tell the referee.
- For goals simply record it next to the players name in the box appropriate to whichever quarter you are in. I use Roman numeral style.

- At the end of each quarter total up the goals scored
- **A quick overview of the game clock.**
  - The clock itself should be set up by the referee.
  - We tend to play 7 minute quarters LOCAL time. This means that the clock counts down from 7 minutes and doesn't stop even if the shot clock stops. This is different to NATIONAL timing (used at premier league) where the game clock stops each time the shot clock stops.
  - The shot clock, set to 30 seconds, is the amount of time the attacking side can have "playing" possession of the ball. This means each time there is a foul the shot clock is stopped and is restarted as soon as the player plays the ball. So, keep an eye on the referee and if they blow the whistle for a foul STOP the clock. As soon as the ball is played START the clock.
  - The shot clock is reset to 30 seconds (simply by pressing the RESET button) when any of the following occur:
    - A goal is scored. Press STOP, RESET and then when the game is restarted from the half way line press START
    - There is a clear change of possession. A fumble around with it being unclear who has the ball is not a change of possession. It's normally fairly obvious when there has been a change of possession
    - A shot at goal. This is important. If a player shoots, it hits the post and rebounds to the same team the shot clock should be reset. So, if with only 3 seconds left on the shot clock a player has a shot at goal and it rebounds then they have another 30 seconds.
    - A player is excluded.
    - A 2 meter is given - this occurs when the ball touches or goes over the end lane marker and the goalie was the last person to touch the ball.
    - A penalty is given.
  - Keep the goal count up to date as the game progresses (Score up & down buttons)

## Post game:

- If you are marking up the sheet then total up the goals scored by each player and then ensure they add up to the same as the qtr totals (see example sheet below)
- Make sure the referee fills out the rest of the sheet - of prime interest are the fairest and best awards. That said I am extremely cynical about this as most referees (especially the junior ones) give 3 points to the highest goal scorer of the winning side, 2 points to the second highest scorer and 1 point to the highest scorer of the losing team. Very few referees will actually, in my opinion, reward the best actual player. OK off my soap box.
- Take a photo of the game sheet. This is needed so that the results can be entered in to sporting pulse. This is the responsibility of the HOME team. I am happy to enter the results if you do not have a sporting pulse ID etc.



**Water Polo Inc**  
WESTERN AUSTRALIA

**SUNSMART**

Grade Girls U14 A Date 26/10/15 Venue HBF

White Team: City Beach Blacks		Dolphins				
Exclusion No.	Name	1st	2nd	3rd	4th	Total
1	H. Greville					
2	H. Rose					
3	Z. KOKA					
4						
5	E. MAJOR					
6	<del>E. Major</del>					
7						
8	H. Guiev					
9	<del>Kris</del>					
10						
11	I. Judd					
12	PIA HIGGINS					
13	<del>Z. KOKA</del>					
<b>TOTAL</b>		<b>2</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>10</b>

Blue Team:		Dolphins				
Exclusion No.	Name	1st	2nd	3rd	4th	Total
10	R. Simcock					
2	E. MIDDLEMAS					
3	D. Andrews					
4	A. Van Heerden					
5						
6	<del>E. Hast</del>					
7	E. Wilson					
8	E. Gray					
9	A. Poor					
10	H. Thomas					
11	H. Ward					
12						
13						
<b>TOTAL</b>		<b>1</b>	<b>0</b>	<b>0</b>	<b>3</b>	<b>4</b>

List registered players only

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Referee 1 Peta Bowden (sign) [Signature]

Referee 2 [Blank] (sign) [Blank]

Were there 2 Referees? [Blank]

Game started on time? [Blank]

Yes [Blank]

Fairest & Best Players

1 Z. W. (City Beach)  
2 Z. B. (Dolphins)