

# International Referee Development Program

## Referee Scorekeeper Guide



# Background

As a scorekeeper you may be one of many things; a spectator, volunteer, player, referee, or someone's kid sibling roped into helping out on the weekend. The purpose of this short guide is to prepare you to effectively keep track of the score, game time, and penalties.

Throughout its history, the role of scorekeeper in quidditch has mainly fallen to random spectators in the audience. The goal was simple: keep track of the score. However, with an evolving rulebook and faster-paced gameplay, it is necessary to heighten all officials on the field, including the scorekeeper. The IRDP believes that highly-trained scorekeepers are necessary for the further development of quidditch officiating.

The following guide trains an individual on how to keep score, game time, and penalties. If you are so lucky as to have extra help, it is highly advised to divide responsibilities.

# Professionalism

Before diving into the technical aspects of scorekeeping, it is necessary to first establish that as a scorekeeper, you are an official of the field. Like the head, assistant, and snitch referees, the scorekeeper must have an aura of professionalism when conducting his/her duties. Players, coaches, and spectators respect those officials that emphasize professionalism. Remember, everything that you do as a scorekeeper reflects upon your referee team and the IRDP. Watch the game intently and refrain from socializing with people in proximity. Concentrating on your duties in a professional manner will do wonders for the advancement of quidditch gameplay.

# Being Prepared

As mentioned earlier, scorekeeping is no longer just about keeping tallies. The scorekeeper is involved in a lot of different aspects of the game. As such, the scorekeeper needs to be prepared with a list of materials necessary for scorekeeping a match.

## 1) Pen/Pencil and paper.

- Pencils allow you to erase errors, while pen is easier to read. Whatever your preference, try to obtain a back-up pen or pencil in case you break a point or run out of ink.

## 2) Scorecard

- Odds are, if you are in a tournament, a tournament director ("TD") will have provided scorecards that are filled out after each match and sent to headquarters. Make sure that you have the scorecard and immediately fill out your name, name of the head referee, team names, and captains.

## 3) Stopwatch or other timing device.

- Having an actual physical stopwatch is very important, due to the fact that penalty time, seeker floor, and other general stoppages require the scorekeeper to stop the clock. In addition, use an additional watch to keep track of overall game time (this will be described later).

\*Through technology, stopwatches are easily accessible through phone widgets/apps, but here are some aspects to remember about using a phone-based timer:

- Sleep: Based on your phone settings, your screen may "time-out" if there hasn't been any activity after a certain amount of time. Remember to adjust your sleep/inactivity setting before starting the match. Any disruption of the screen will distract you from the game, and you will be at risk for scorekeeping errors.
- Incoming calls: Make sure to turn-off phone notifications so that incoming calls/text messages do not override the timer on the screen. Again, this prevents you from being distracted from the events in the game

- Charge your battery: Often, you will scorekeep for an entire tournament. Make sure that if you use your phone that you are aware of the battery life.

#### 4) Scoreboard

- Hopefully, the TD has equipped you with a sturdy scoreboard.

In most cases, the scoreboard will not be high quality. Before the match, make sure the digits are intact and function properly.

# Pre-game

First and foremost, make sure to arrive at least 10 minutes early to your scheduled match. On the scorecard, indicate the necessary information on the scorecard:

- 1) Home Team
- 2) Away Team
- 3) Name of Snitch
- 4) Name of Head Referee
- 5) Time and Date of Match
- 6) Name of Tournament (if necessary)
- 7) Seeker Floor Time
  - a. This will be determined by the recent version of the rulebook.
- 8) Snitch Handicap Schedule
  - a. This may vary on a tournament by tournament basis.

In addition, if there is no designated space on the scorecard, draw a table with two columns (one for each team) on a separate piece of paper so that you can keep track of penalties for each team.

# Starting the Game

Once you are prepared with all your materials, indicate to the head referee that you are ready. Make sure that the scoreboard is clearly visible to the head referee. Also make sure that your stopwatch is set to zero.

After the referee goes through their cadences, it is now time to begin the game. Your responsibilities begin once the head referee yells "Brooms Up!" At this moment, start your stopwatch, and write down the actual game time when the game starts (e.g. 12:30PM).

# Seeker Floor

Once the game starts, the first milestone that you are looking for with your stopwatch is the seeker floor, which is the mandatory length of time that the seekers must stay on the pitch before pursuing the snitch. Typically, seeker floor times will be 10-15 minutes, depending on tournament rules (if it is a single match, please reference the rulebook). If the head referee stops the game at any time (indicated by two short whistle blasts), you must stop the clock. When the referee resumes play (indicated by one long whistle blast), you may start the clock again.

You must call out the remaining seeker floor time at 5 minutes, 1 minute, 30 seconds, and a countdown starting from 10 seconds. Once the seeker floor is over, shout "The Seeker Floor is Over!"



# Scorekeeping

The most important task is scorekeeping. If you ask any player what their main concern is, it is that the score is correct. Because the result of the game is dependent on the score of the quaffle game when the snitch is caught, it is imperative that both teams and the head referee know what the score is at all times. When following gameplay, your main concentration should be on the head referee. When, and only when, the referee indicates the goal sign and issues a long whistle blast, administer 10 points to the scoring team.

Sometimes, a goal will be disallowed due to a decision by a goal ref or assistant referee. In any case, keep your eyes on the head referee. They will indicate if the goal was no good, and that's when you can correct the score.

# Penalties

The head referee will sometimes issue penalties throughout the game that will require players to be sent to the penalty box. The referee will display a yellow or red card penalty and indicate the offending player. The player will approach the scorer's table, and at this time, record the player's number and the time of the penalty. Also indicate if it is a yellow or red card offense.

For yellow card offenses, the player must stay in the penalty box until a full minute has expired OR the opposing team scores a goal. Once either situation occurs, indicate to the player that they may leave the box.

For red card offenses, the player must stay in the penalty box for a full two minutes. Please remember that even though the opposing team may score a goal, the offending player still must serve the full two minute penalty time.

\*Remember: if the head referee stops play at any point, penalty box time also stops. Once the head referee starts play again, penalty box time resumes.

If a player receives a second yellow card, you must indicate this to the head referee. In this case, the two yellow cards results in a red card to the offending player, and the instructions above for a red card offense take hold.

# Snitch Handicap

To help with tournament planning, TD's will often indicate when the snitch should start handicapping itself in order to shorten the game. The example below is a typical snitch handicap schedule:

27<sup>th</sup> minute of actual gameplay: Snitch puts one hand behind its back.

33<sup>rd</sup> minute of actual gameplay: Snitch puts both hands behind their back.

39<sup>th</sup> minute of actual gameplay: Snitch must stay along the center line of the pitch.

Again, the handicap schedule above may differ from tournament to tournament. In any case, you must yell to the head referee when these milestones are met.

## End of Game

When the snitch is caught and is confirmed by the head referee (head referee blows the whistle three times), **do not** change the score (unless a goal occurred beforehand). The head referee at this point is calculating who has won the game based on the snitch catch. Once they have confirmed, you can adjust the score.

Once the game ends, you must obtain the signatures of the head referee, the captains of both teams, and the snitch. Write down the total game time as well as the score. Also, indicate which team caught the snitch by placing an asterisk next to their score. Below are some examples:

NYU 170 – Hofstra 180\*

Harvard 200 – UMD 50\*

At this point, you must take the completed scorecard and take it to the gameplay group of the tournament. For single matches, you may give it to the head referee or other quidditch official.

## First Overtime

Both teams switch sides at the beginning of overtime. Since the scores at this point are tied, there is no need to adjust the scoreboard. Teams are given a five minute break before overtime starts. When this time is over, alert the head referee.

For the first overtime, the seeker floor is 30 seconds. The first overtime lasts **5** minutes of game time or until the snitch has been legally caught. Similar to the scorekeeper calling out the seeker floor in regulation, the scorekeeper must give periodic updates on the time left in the first overtime. The scorekeeper should alert the field at 3 minutes, 1 minute, 30 seconds, and a countdown from 10 seconds. As a reminder, anytime the referee stops play with a double-whistle blast, you must stop the clock as well.

\*Special rule: During the first overtime (and the first overtime only), the referee may call advantage during a penalty. The head referee will indicate an advantage call by raising one arm in the air above their head. When the referee does this, you must STOP THE CLOCK. Once the advantage is over, the referee will stop play and administer the penalty. When the head referee restarts play, you may resume the timer.

## Second Overtime

In the second overtime, teams do not switch sides. There is no seeker floor in the second overtime. The first team to score wins.

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