

Saint John Men's Touch Football League (www.sjmtfl.com) Scoresheet Version 3

Team: _____

Names:	No.	Scoring	Sacks	Intercptns
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
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10.				
11.				
12.				
13.				
14.				
15.				
16.				
17.				
18.				
19.				
20.				
TOTALS:				
FILL IN TOTALS!!!				

Half-Time Score: _____

Final Score: _____

Team Rep: _____

DATE: _____

Team: _____

Names:	No.	Scoring	Sacks	Intercptns
1.				
2.				
3.				
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18.				
19.				
20.				
TOTALS:				
FILL IN TOTALS!!!				

Half-Time Score: _____

Final Score: _____

Team Rep: _____

*****NOTE*****

- (1). Ensure "TEAMS", "DATE" and "TOTALS" columns are filled in after each game.
 If not, a penalty will be applied to the winning team.
- (2). WINNING TEAM is RESPONSIBLE for calling in scores to the newspaper (645-3306) and (Both Teams are required to keep score) for HANDING in SCORE SHEETS to Josh Wells (Outlaws) or Ken Lawrence (Raiders) no longer than 1 WEEK MAXIMUM AFTER the GAME is PLAYED.
 If not, the game counts as a NOT PLAYED for BOTH TEAMS.
- (3). Persons showing up late for a game are still eligible to play.
- (4). Official Team Roster additions to be submitted no later than September 30th.
 If not, a penalty will be applied to the team.
- (5). Once you play one game with a team you cannot switch teams.
- (6). Teams with Missing Refs: 1st Time: Penalty. 2nd Time: Penalty and -1 in Standings. 3rd Time: Penalty and Removal from League and Playoffs.