

Saint John Men's Touch Football League (www.sjmtfl.com) Scoresheet Version 7

TEAM: _____

Names:	No.	Scoring	Sacks	Ints
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
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	Ints
1.				
2.				
3.				
4.				
5.				
6.				
7.				
8.				
9.				
10.				
11.				
12.				
13.				
14.				
15.				
16.				
17.				
18.				
19.				
20.				
TOTALS:				
FILL IN TOTALS!!!				

Half-Time Score: _____

Final Score: _____

Team Rep: _____

*****NOTE*****

- (1). Second team listed on the Schedule is the HOME team and will have choice 2nd Half (Receive Ball or Choose Side)
- (2). Ensure "TEAM", "DATE" and "TOTALS" columns are filled in after each game. (**If not, a penalty will be applied to the winning team.**)
- (3). WINNING TEAM is RESPONSIBLE (Both Teams are required to keep score) for HANDING in SCORE SHEETS to Ken Lawrence (President) or Josh Wells (League Statistician) no longer than 1 WEEK MAXIMUM AFTER the GAME is PLAYED.
 If not, the game counts as a NOT PLAYED for BOTH TEAMS.
- (4). Persons showing up late for a game are still eligible to play.
- (5). Official Team Roster additions to be submitted no later than September 30th. Players must play 2 reg. season games to be eligible for post season.
- (6). Once you play one game with a team you cannot switch teams.
 ***Playing on different team? 1st Time: 1 Game Suspension and Team forfeits game. 2nd Time: Ejected for Season and Team forfeits game.
- (7). Teams with Missing Refs: 1st Time: Penalty. 2nd Time: Penalty and -1 in Standings. 3rd Time: Penalty and Removal from League and Playoffs.