

5 Point Spirit Scoring

There is also a standard 5-point Spirit score that we used in our Leagues up until 2006. *We will continue to use these rules of Spirit scoring for events outside of TUC league such as the Mid-Season Tournament, where online capability is not an option.* The 5-point Spirit Scoring Guidelines are written below.

These guidelines are designed to help teams determine an appropriate spirit score at the conclusion of each game. Any score is allowed in the range of 0 - 5, including fractions. It is rare that a team precisely fits into one of the following categories.

The following guide is written from a personal perspective because determining a spirit score is a team activity and all team members should have some input. One convenient way to do this is to have the team stand in a circle (e.g. while working on the cheer) and then ask everyone to indicate a score with the fingers (plus thumb) of one hand. The team score would then be the average number of digits shown.

It is mandatory that both teams report the game score and a spirit score for their opponent to the league convener. Captains, in the interest of encouraging and maintaining good spirit, please discuss the game with each other. This is especially required if there were any incidents demonstrating poor spirit.

Spirit Rating = 5

Criteria

- I enjoyed playing against all of the players on the other team.
- The other team showed up on time, exhibited great sportsmanship throughout the game and cheered us at the end.
- The other team was knowledgeable about the rules OR was receptive to learning them.

Action to be taken

- Invite the other team to join you for a beer.

Spirit Rating = 4

Criteria

- I enjoyed playing against almost all of the players on the other team.
- The other team showed up on time and exhibited good sportsmanship throughout the game.
- The other team was pretty knowledgeable about the rules OR was pretty receptive to learning them.

Action to be taken

- The captains should discuss the particular incident which led to a less than perfect score.
- Invite the other team to join you for a beer.

Spirit Rating = 3

Criteria

- I enjoyed playing against most of the players on the other team.
- The other team showed up on time and generally exhibited good sportsmanship.
- The other team was reasonably knowledgeable about the rules.

Action to be taken

- The captains should discuss the game.

Spirit Rating = 2

Criteria

- I enjoyed playing against only a few of the players on the other team.
- The other team showed up late and often exhibited poor sportsmanship.
- The other team was generally not knowledgeable about the rules AND was not receptive to learning them.

Action to be taken

- The captains should discuss the game.
- Your captain should report the reason(s) for the low spirit score to the league convener.

Spirit Rating = 1

Criteria

- I did not enjoy playing against the other team.
- The other team showed up late and generally exhibited poor sportsmanship throughout the game.
- The other team was not knowledgeable about the rules AND did not want to learn them.

Action to be taken

- The captains should discuss the game.

- Your captain should report the reasons for the low spirit score to the league convener.

Spirit Rating = 0

Criteria

- I didn't enjoy playing against anybody on the other team.
- The other team showed up very late or not at all.
- The other team displayed a complete lack of sportsmanship and initiated dangerous play on more than one occasion.
- The other team was ignorant of the rules AND did not want to learn them.
- This is the least spirited team I have ever played against.

Action to be taken

- Your captain should provide a full game report to the league convener.