

## Duties of the Recorder

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**According to the Official Gateball Rules 2019 Chapter 7 Referees, Article 23 Referees and Section V** [page 84].

**Clause 6 Duties of the Recorder** [page 33].

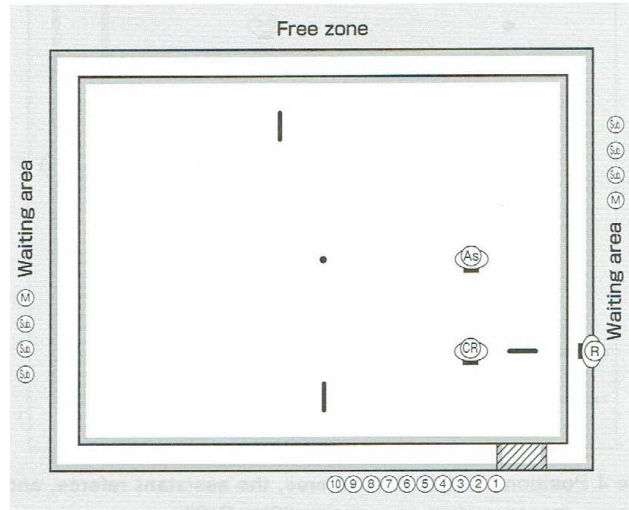
1. Inspect the ground.
2. Record the necessary items on the record sheet [refer figure 29, page 88].
3. Confirm and then call out successful passes through gates and successful finishes [Agaris].
4. Complying with announcements by the chief referee and assistant referee, confirming and repeating the announcement, and placing a tick by the score on the record sheet.
5. After the game has ended, adding up the points and handing the results to the chief referee and receive his/her confirmation.
6. Provide answers to items that the chief referee or assistant referee may need to confirm.
7. Responding to any queries by the chief referee or assistant referee about the record sheet.
  - i. Confirming the playing order and strokes.
  - ii. Confirming the score.
  - iii. Confirming player substitutions and advising the chief referee.
  - iv. Confirming records related to the gate line [refer figure 30 page 89].
  - v. Confirming absent players.
8. Assist and advise the chief referee and assistant referee in their decisions, announcement, and implementation of measures.
9. The recorder who realises that a referee error has taken place must immediately advise that referee.
10. Confirm a player substitute and advise the chief referee.
11. Keep time during the game.
12. Announce twice the time segments during a game [15 minutes left, 10 minutes left, 5 minutes left, and time up] are announced twice. The progression of the game shall be announced loud enough to reach the entire court, and done so twice, facing one direction and then the other one of which is facing towards the scoreboard keeper.
13. Game time is measured from the moment the chief referee announces “Play Ball”.
14. If the chief referee announces “Time” because of a game interruption, the recorder temporarily pauses counting game time.
15. If the chief referee announces “Play” to resume the game, the recorder resumes counting the game time.
16. Decide on and announce out-balls. Place the balls in an appropriate position with the number facing the inner field.
17. Give warnings to a manager or player who does not comply with the essential rules governing the manager and players.

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### Location of the Recorder

According to the Official Gateball Rules 2019 Section V, The Recorder [page 85].

#### Part 2 The Location of the Recorder [Refer Figure 3] [page 47].



1. In principle, the recorder shall be positioned in the outer field.
  - 1) The position shall be one in which the progression of the game, such as a successful pass through the gate, can be easily confirmed. The Recorder is to move around the court to keep up with the play, and shall be adjacent to where the play is occurring.
  - 2) Depending on the situation, the recorder advises and assists the chief referee and assistant referee in the inner field.

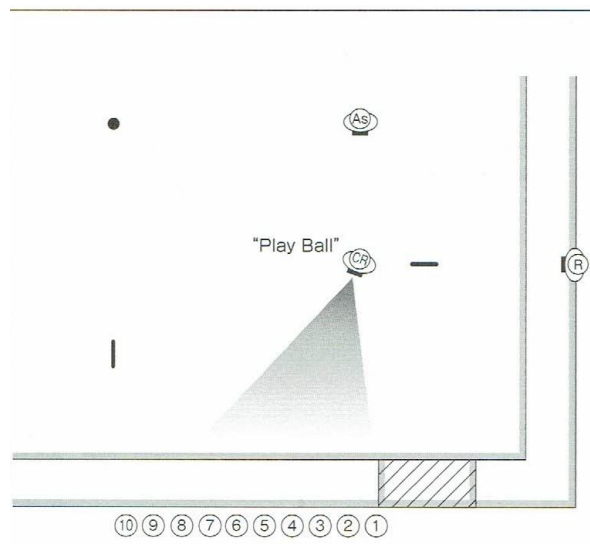


Figure 4, page 48

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### Entering the Record Sheet

According to the Official Gateball Rules 2019 Section V, The Recorder.

**Part 3**      **Entering the Record Sheet** [page 88] refer to page 6 of this document.

**1. Details to be entered before the game:**

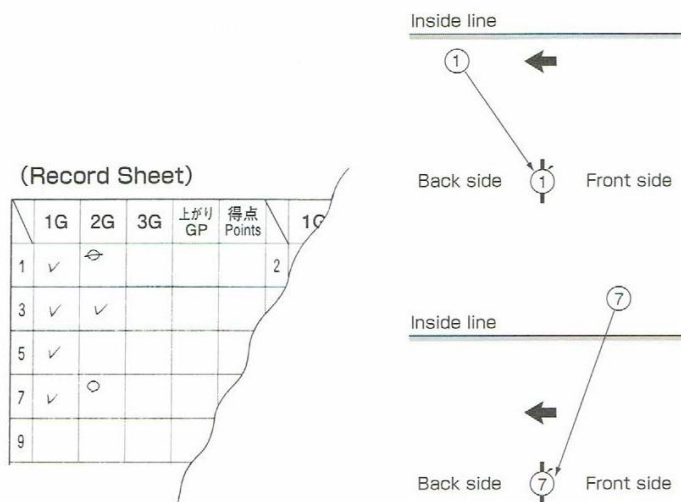
- 1) Competition name, venue name and date.
- 2) Court number and game number.
  - (1) Either 'game' or 'round' to be circled.
- 3) Name of the referee for that game.
  - (1) If a linesman is present, this is to be entered into the "Remarks" column.
- 4) The coin toss.
  - (1) Place a tick in the appropriate box to show if the team won the right to choose to lead or follow by the coin toss chose to lead or follow.
- 5) Details to be entered from the playing order sheet:
  - (1) Enter the team's name.
  - (2) Enter the names of the players, the substitute players, and the manager.
  - (3) The captain's playing order number [or the substitute player] is circled.

**2. Details to be entered once the game has started:**

- 1) The time that the game started.
- 2) The number of rounds.
  - (1) When the first player is called to stroke, the number of rounds is deleted with a tick.
- 3) The score.
  - (1) Once a successful pass through the gate and a successful finish ("Agari") is confirmed and the confirmation repeated [announced loud enough to reach the entire court towards the scoreboard keeper], a tick is entered into the appropriate box.

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- 4) Any information related to the gate-line is entered. **[Refer Figure 30]** [page 89]  
 Ball on gate-line whether the ball came from the front of the gate or whether the ball came from the back of the gate or whether the ball came in from an out-ball position.



- 5) Substitution of players.
- (1) If there is a notification of a substitution, the substituting player is confirmed, and the playing order, and the number of substitution(s) is entered into the section on the appropriate substitute player as “XX [playing order] – XX (the number of substitution(s))”.
  - (2) When the chief referee announces the substitution, draw a line in the appropriate score section.

### 3. Details to be entered after the game:

- 1) The time that the game ended.
- 2) The points earned for each playing order.
- 3) The overall score achieved by each team.
  - (1) The chief referee confirms the details in the record sheet, and circles the winning team’s total score.
- 4) The captain’s signature.
  - (1) The captain confirms the details of the record sheet, and then adds his/her signature.
- 5) Chief Referee’s signature.
  - (1) The final action is the Chief Referee confirms that all the details in the record sheet are completed accurately and adds his/her signature.

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### 4. Other details to be entered:

- 1) Tie-breaker.
  - (1) With the first round of the tie-breaker, the number of the player who achieved a successful pass through the first gate is deleted with a tick.
  - (2) If the winner is not determined in the first round of the tie-breaker, the playing order to determine the winner is entered as “Round XX number XX”.
- 2) Remarks column.
  - (1) The name of the linesperson.
  - (2) The time that the game was interrupted and the reason [Example – \*\*:\*\* hours and minutes, reason e.g. interrupted due to thunderstorm].
    - a. The time that the game resumed following the interruption [Example – \*\*:\*\* hours and minutes, game resumed].
    - b. The reason why the game was postponed following the interruption [Example – Game postponed as the weather didn’t improve].
    - c. The reason for a called game after the interruption [Example Called game as the weather didn’t improve].
  - (3) The time that the game was forfeited and why [Example – \*\*:\*\*, hours and minutes, reason e.g. the team announced its intention to abandon the game].
  - (4) The time that a player became absent, his/her playing number, and the reason for the absence [Example – \*\*:\*\* hours and minutes, player number XX absent due to injury].
  - (5) Others.

### NOTE:

On the following page is an example of the Gateball Record Sheet as well as an example of a completed Gateball Record Sheet with Guidance; Notes on what and where comments are detailed (recorded). The following sheet is an excellent tool to assist in the training of people who are to perform the role of a recorder.

## Duties of the Recorder

### GATEBALL RECORD SHEET

Competition Name: <input style="width: 90%;" type="text"/>	Court No. <input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/>	Start: <input style="width: 20px;" type="text"/> : <input style="width: 20px;" type="text"/>
Ground: <input style="width: 90%;" type="text"/>	Date: <input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/>	Round No. <input style="width: 20px;" type="text"/> <input style="width: 20px;" type="text"/>
		End: <input style="width: 20px;" type="text"/> : <input style="width: 20px;" type="text"/>

Leading Team	Round										Following Team													
Toss											Toss													
No.	Player's Name										No.	Player's Name												
1											2													
3											4													
5											6													
7											8													
9											10													
ALT 1	Captain Sign:					Team Points:					ALT 1	Captain Sign:					Team Points:							
ALT 2											ALT 2													
ALT 3											ALT 3													
MANAGER											MANAGER													
															TIEBREAKER					SET No.				
															1 3 5 7 9					of				
															2 4 6 8 10									

CHIEF REFEREE	ASSISTANT REFEREE	RECORDER	WINNING TEAM	REMARKS:

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EXAMPLE RECORD SHEET [with Guidance Notes]

記録表 / SCORE SHEET

競技名 / Competition Name: 15th WORLD GATEBALL CHAMPIONSHIP		コート番号 / Court No.: 07	開始時刻 / Start: 13:10
会場名 / Venue: RAINBOW STADIUM		年月日 / Date: Sept. 18 - 19, 2030	試合回数 / Match No.: 03

先攻チーム / Leading Team						後攻チーム / Following Team					
トス Toss: <input checked="" type="checkbox"/> H. Family Club						トス Toss: <input type="checkbox"/> GB Bears					
No.	競技者名 PLAYERS NAME					No.	競技者名 PLAYERS NAME				
①	James White	1G	L	L	L	5	2	L	L	0	2
3	Cushla Hyland	3G	L	L		2	4	L	L	0	2
5	Angela Hyland	5G	L	L	L	3	6	L	L	L	5
7	Colin Hyland	7G				0	8	L	L	L	3
9	Wong Mye hua	9G	L	L		2	10				0
交1	7-1 Mark Smith	主将サイン / Cap. Sign: J. White		総得点 / TEAM POINTS: 12		主将サイン / Cap. Sign: Sm		総得点 / TEAM POINTS: 12		交1	8-2 Shetty Negues
交2		同点決勝 / Tiebreaker: 12-15 7-10		決定打順 / Set-No.: 2 巡目 6 番						交2	8-1 David Nelson
交3										交3	
監督 / Manager	Paul Blain					監督 / Manager	Jeff Bent				
主審 / Chief Referee: Tomas Johnson		副審 / Assistant Referee: Rika Toyota		記録員 / Recorder: Bob Adams		特記 / Remarks: Linesman Amy Harris					

After the coin toss, place a tick in the box of the team that won the right to choose to lead or follow.

When a substitution is notified, confirm the substituting player and note his/her playing order and the number of substitution(s) for that playing order.

Confirm the captain and indicate this with a 'O' around the playing order.

Draw a line when the chief referee announces the substitution.

Number of the current game. Number of games to be played.

Check off one number each time the first player (Ichi-ban) is called to stroke.

Ball stops on Gate Line, the Recorder enters a small circle inside the box [upper left] in the score check column.

If the outer edge of the ball which has been entered into the record with a O then moves away from the gate line, a horizontal line is drawn through the O symbol.

If a linesman is used, state so in the "Remarks" column.

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