

## AVYFA TEN PLAY GAME CHART

## INSTRUCTIONS

### THE FORM:

- AREA:** Enter the area such as Boron, Big Bear, etc. of the team you are going to monitor.
- DIVISION:** Enter either Freshmen, Sophomore, Junior, or Senior.
- HEAD COACH:** Enter the name of the person in charge of the team for the game you are going to monitor.  
DO NOT OMIT.
- OPPONENT:** Enter the name of the area of the opponent. During regular season games you are not monitoring the opponent with this form. During playoff games, if you are on the opponent's sideline, you are monitoring the opponent with this form. (See Article IV, Section 9, Paragraph B in AVYFA Rules and Procedures)
- DATE:** Enter the date of the game.
- JERSEY #:** Enter in numerical order, the player's jersey numbers. You should get these entered as far in advance of the game as possible. Your job will be much easier if you keep them in numerical order. Talk to the head coach and find out if a number will not be playing. Do not enter the number of any player that will not be playing. Line out an absent player if his number is already entered.
- COLUMN 1 DOTS:** The little dots in the center of column 1 indicate the player is not in the game. Since at the beginning of the game, no player is in, all the rows have dots.

### FIRST PLAY FROM SCRIMMAGE:

All dead ball penalties do not count for ten plays. When the first measured down is about to begin, fill the box of each player in the game with a large X. Draw it through the DOT in the center. Count the X's. You should have 11.

### WITH EACH PLAY:

- 1.) A player comes out of the game: Enter a centered DOT in the next available box of that player's ROW.
- 2.) A player goes in the game: Enter a large X THRU the DOT at the end of that player's ROW.
- 3.) Players remaining in the game: Enter a large X in the next available box at the end of that player's ROW.
- 4.) Players remaining OUT of the game: Do nothing. There will already be a DOT at the end of that player's ROW.

You do not need to find each number on the field. For each player who has just entered the game you will have COVERED a DOT with an X as the last entry on that player's ROW. For each player who has remained in the game, you will have ADDED an X in the next box which is the last entry on that player's ROW. All other players will have a DOT as the last entry on their ROW. For each player, the current box is the rightmost box with a dot or an X. The next available box is the leftmost box that does not have an X in it. You should always have eleven current boxes with X's. All the rest should have dots. Each player should have as many X's in his ROW as the number of plays he has been IN the game. No player should have more than ONE DOT in his ROW which means he is OUT of the game.

### CHECKING YOUR PROGRESS:

- 1.) During the game, if you have time to check the numbers on the field, they should be the same as the numbers that have an X in the current box. Count the X's in the current boxes. You should have 11 as each play begins.
- 2.) Check the bench from time to time. Players on the sidelines should be the same ones that have dots in the current box.

### UNDERSTANDING THE PROCESS:

The vertical columns on the chart represent ONLY plays that a player has been in the game. An X is placed in the next available column IF that player is ALREADY IN the game and STAYS IN. When a player COMES OUT of the game you place a DOT in the next available column. You DO NOT put a DOT in the next available column if the player STAYS OUT. When a player GOES IN you place an X on TOP OF the DOT. You are NOT keeping track of how many plays a player is OUT, you are only keeping track of how many plays a player is IN. When a player has been in 10 times you no longer need to track him/her. When ALL players have been in 10 times, you no longer need to continue keeping track since ALL players have satisfied the rule.

For example, as the fourth play of the game begins, players who started the game and stayed in for all four plays would have X's in the first four columns (boxes). A player who played the first and second play, then came out and has not gone

back in would have X's in the first TWO columns and a DOT in the third column. A player who played the first play and then came out for two plays and then went back in would have two X's. One for the first three plays when he was in, one ON TOP OF A DOT for the play he re-entered the game. This would be the second play the player was in the game, the fourth play of the game in this example. A player who had not yet entered the game would have ONE dot in the first column.

When a player who is out goes in, you cover a dot with an X. If the player stays in for the next play, you add an X. When a player comes out you add a DOT and do not add more dots. You COVER that DOT with an X when the player goes back in.

For any given play in the game, you should have X's at the END of only eleven ROWS and DOTS at the end of all other ROWS.

JERSEY #	1	2	3	4	5	6	7	8	9	10	11
1	X	X	X	X							
3	X	.									
6	X	X	X	X							
10	X	.									
12	X	X	X	X							
20	X	X	.								
22	X	X									
30	X	X	X	X							
44	X	X	X	X							
55	X	X	X	X							
56	X	X	X	X							
72	X	X	.								
77	X	X	X	X							
88	X	X	X	X							
89	X	X									
90	.										
92	.										
93	.										
99	.										
	.										

Has played four plays and is currently in (1)

Has played one play and is currently out

Has played four plays and is currently in (2)

Has played one play and is currently out

Has played four plays and is currently in (3)

Has played two plays and is currently out

Has played two plays and is currently in (4)

Has played four plays and is currently in (5)

Has played four plays and is currently in (6)

Has played four plays and is currently in (7)

Has played four plays and is currently in (8)

Has played two plays and is currently out

Has played four plays and is currently in (9)

Has played four plays and is currently in (10)

Has played two plays and is currently in (11)

Has not entered the game yet

Has not entered the game yet

Has not entered the game yet

Has not entered the game yet