

How it works

All teams start with a spirit rating of 5 and points can be added or subtracted according to the criteria listed in the SRS table. You are asked to check off each of the criteria that best describe aspects of your game, then to add the respective pluses and minus. The Spirit score then becomes:

$$\text{Spirit Score} = 5 + (\text{total_plus}) - (\text{total_minus})$$

Plus 1	+/-
Opponents understand the rules, if not, have a willingness to learn them	_____
No disputes occurred or were kept to a minimum when calls were made.	_____
Captain was helpful when disputes occurred.	_____
The team cheered us at the end of the game or made us play a fun little game like "SPLAT"	_____
All the players exhibited outstanding sportsmanship.	_____
The game was one of the most fun so far.	_____
TOTAL_PLUS	_____
Minus 1	+/-
Opponents do not know the rules, don't care to learn them	_____
Calls were seriously disputed, enough to disrupt play.	_____
The team was late and/or tried contesting points scored for late arrival	_____
The team took off without a cheer or any decent farewell.	_____
At least one player was a pain in the neck with dangerous plays.	_____
Repeated unjustified calls were made.	_____
Something about the game made it less than fully enjoyable, even though there were no major problems.	_____
TOTAL_MINUS	_____