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competition,	/ League / Tournar	nent				Date:			КОТі	me:	
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1**1**	Home – First Ha	alf **1**1	2**2**	lome –Second H	1016 ******	1**1**	Away First Hal	f **1**1	0**0** A	way – Second	11016 ******
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AR1:				Ref:							:AR2
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End or Ball		Captain - HO	ME – Colour		Home Score	Away Score		Colour - AW	AY – Captain		End or Ball
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Game End or Ball	/ League / Tournar	nent Captain - <b>HO</b>	ME – Colour	Iome –Second F	Home Score	Date: Locatio		Colour - AW	KOTi AY – Captain		End or Ball
Game End or Ball	/ League / Tournar	nent Captain - <b>HO</b>	ME – Colour		Home Score	Date: Locatio	on:	Colour - AW	KOTi AY – Captain	me:	End or Ball
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Game End or Ball 1**1** Cautions : Dismissals: # AR1: Notes: Inj ****** Ide Competition, Game End or Ball 1**1**	/ League / Tournar ID: Home – First Ha C1=Unsporting : D1=Serious Fo Code jury, Special In entification **** / League / Tournar ID: Home – First Ha C1=Unsporting : D1=Serious Fo	Captain - HO alf **1**1 g Behaviour C ul Play D2=Vio Time captain - HO captain - HO alf **1**1 g Behaviour C ul Play D2=Vio	ME – Colour 2**2** H 2=Dissent C3 lent Conduct # nissal Notes . Ball: ME – Colour 2**2** H 2=Dissent C3	Iome –Second H	Home Score talf **2**2 ingement C4- es D4=DOGSO Time xmin R Home Score talf **2**2 ingement C4- es D4=DOGSO	Date: Locatic Away Score 1**1** Delay Restart # Sub: G, ( Date: Locatic Away Score 1**1**	DN: Away First Hal C5=Failure to D5=DOGSO by F Code SK, ½, Injury, DN: Away First Hal C5=Failure to D5=DOGSO by F	Colour - AW f **1**1 give Distance coul D6=Offens Time	KOTi AY - Captain 2**2** A C6= Enters W ry, Special I KOTi AY - Captain 2**2** A C6= Enters W C6= Enters W	me: way - Second //ithout C7=Le or Gestures D Code //ithout C7=Le way - Second //ithout C7=Le or Gestures D	End or Ball Half **2**2 Aves Without 7=2 <sup>nd</sup> Caution Time AR2 AR2 AR2 AR2 AR2 AR2 AR2 AR2 AR2 AR4
Game End or Ball 1**1** Cautions : Dismissals: # AR1: Notes: Inj ****** Ide Competition, Game End or Ball 1**1**	/ League / Tournar ID: Home – First Ha C1=Unsporting : D1=Serious Fo Code jury, Special In entification **** / League / Tournar ID: Home – First Ha C1=Unsporting : D1=Serious Fo	Captain - HO alf **1**1 g Behaviour C ul Play D2=Vio Time captain - HO captain - HO alf **1**1 g Behaviour C ul Play D2=Vio	ME – Colour 2**2** H 2=Dissent C3 lent Conduct # nissal Notes . Ball: ME – Colour 2**2** H 2=Dissent C3	Iome –Second H	Home Score talf **2**2 ingement C4- es D4=DOGSO Time xmin R Home Score talf **2**2 ingement C4- es D4=DOGSO	Date: Locatic Away Score 1**1** Delay Restart # Sub: G, ( Date: Locatic Away Score 1**1**	DN: Away First Hal C5=Failure to D5=DOGSO by F Code SK, ½, Injury, DN: Away First Hal C5=Failure to D5=DOGSO by F	Colour - AW f **1**1 give Distance coul D6=Offens Time	KOTi AY - Captain 2**2** A C6= Enters W ry, Special I KOTi AY - Captain 2**2** A C6= Enters W C6= Enters W	me: way - Second //ithout C7=Le or Gestures D Code //ithout C7=Le way - Second //ithout C7=Le or Gestures D	End or Ball Half **2**2 Aves Without 7=2 <sup>nd</sup> Caution Time AR2 AR2 AR2 AR2 AR2 AR2 AR2 AR2 AR2 AR4
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Game End or Ball 1**1** Cautions : Dismissals: # AR1: Notes: Inj ****** Ide Competition, Game End or Ball 1**1** Cautions : Dismissals: #	/ League / Tournar ID: Home – First Ha C1=Unsporting : D1=Serious Fo Code jury, Special In entification ***** / League / Tournar ID: Home – First Ha C1=Unsporting : D1=Serious Fo Code	Captain - HO alf **1**1 g Behaviour Cc ul Play D2=Vio Time captain - HO alf **1**1 g Behaviour Cc ul Play D2=Vio Time g Behaviour Cc ul Play D2=Vio Time	ME - Colour  2**2** H  2=Dissent C3 Hent Conduct  #  ME - Colour  2**2** H  2=Dissent C3 Hent Conduct  #  2=Dissent C3 Hent Conduct  #  2=Dissent C3	tome -Second H	Home Score talf **2**2 ingement C4- es D4=DOGSO Time xmin R Home Score talf **2**2 ingement C4- es D4=DOGSO	Date: Locatic Away Score 1**1** Delay Restart # Sub: G, ( Date: Locatic Away Score 1**1**	DN: Away First Hal C5=Failure to D5=DOGSO by F Code SK, ½, Injury, DN: Away First Hal C5=Failure to D5=DOGSO by F	Colour - AW f **1**1 give Distance oul D6=Offens Time Colour - AW f **1**1 give Distance oul D6=Offens Time Time	KOTi AY - Captain 2**2** A C6= Enters W ive Language # ry, Special I KOTi AY - Captain 2**2** A C6= Enters W ive Language # C6= Enters W C6= En	me: way - Second //ithout C7=Le or Gestures D Code mcident, Disr *S me: way - Second //ithout C7=Le or Gestures D Code	End or Ball Half **2**2 aves Without 7=2 <sup>nd</sup> Caution Time AR2 Notes AR2 Find or Ball Half **2**2 Area without T=2 <sup>nd</sup> Caution Time Area without Time Area without Time Area without Time Area without Ar
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