

Introducing the Standardised European Score Notation: Catch/No Catch System

The Standardised European Score Notation is a new way of spelling out the score for quidditch games, which the European NGBs decided to implement near the end of the 2016-2017 season. Below you'll find an explanation as to how the system works.

Overall points will be written out by adding up all points and listing them in a certain number. If a team for example managed 8 goals and caught the snitch, that will lead to a total of $80+30=110$ points, just like you're used to.

The number of game periods (regulation time, overtime, second overtime) is denoted by the amount of symbols after said points. If the game consisted only of regulation time (most quidditch games), there will only be one symbol per team (meaning two in total for the entire score notation). If there was both regulation time and overtime, there will be two symbols per team. If the game proceeded all the way to second overtime, there will be three symbols per team.

There are two types of symbols: a symbol for catching the snitch during a certain game period, the asterisk (*), and one for not catching the snitch during a certain game period, the degree symbol (°).

A couple of examples:

Game 1 was a fairly regular game, which did not proceed to overtime. Team A scored 7 goals and caught the snitch, Team B scored 9 goals, meaning that the final score is noted as:

Team A 100* - 90° Team B

*During a game in which there was no overtime, the score notation may be simplified to the notation we have been regularly using in the past by leaving out the degree symbol (°). As such, a simplified notation for game 1 would be **Team A 100* - 90 Team B**. This is the only instance in which the degree symbol can be left out.*

Game 2 went to overtime after Team A scored 7 goals and caught the snitch, with Team B having 10 goals. In overtime, neither team managed to catch the snitch, and overtime ended after 5 minutes with Team B having managed a single goal, which results in the final score:

Team A 100*° - 110°° Team B

Game 3 imagines Game 2 a little more complex. Let's assume both teams managed to score a single goal in overtime, meaning after 5 minutes the score would still be tied. The game now proceeds to second overtime. Team B manages to catch the snitch before either team scores, ending second overtime, which brings the game's final score to:

Team A 110^{°°} - 140^{°°*}

As you can see from the examples above, the score notation will always clearly show how many periods a game had, regardless of whether or not a snitch was actually caught in said period, eliminating the need for additions like "(OT)".

Helpful tips for typing the degree symbol (°):

Mobile: the degree symbol is usually found either together with the other symbols (such as the page where you also find the asterisk (*)), or as an option by hovering over the 0 key. For some localised keyboards neither option works. You can get around this issue by switching to an international keyboard, or downloading the app Google keyboard.

Windows: the keyboard shortcut is Alt-0176 or Alt-248, meaning you hold down the Alt-key while typing out 0176 or 248. When you release the Alt-key, the degree symbol should appear.

Mac: the keyboard shortcut is Shift-Option-8. You can also find the degree sign through the Special Characters menu (called the Emoji & Symbols menu in newer versions), which you can find by either Edit > Special Characters or Edit > Emoji & Symbols in the menu bar, or using the keyboard shortcut Control-Command-Space.

If you're having trouble figuring out how to type the degree symbol, Google offers a lot of help.

On behalf of the European NGBs,

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