A SIMPLE GUIDE TO SCORING

TIPS FOR TEAM MANAGERS AND SCORERS

Before the game

- Locate the score sheet (it should be on your scoring bench).
- Fill in any missing player names and numbers on the score sheet.

If player's names are missing from the list, it is because the player has not yet registered. Games played by unregistered player do not count towards the number needed to qualify for finals and players cannot play more than three games without registering.

Each team must provide somebody to score

One person can do the scoresheet, the other can operate the clock and the possession arrow.

During the game

- Check with the other person on the score bench that you both agree with the score and foul count on each call.
- If you are ever in any doubt about anything, such as player clothing or parental behaviour, sound the siren on the first stoppage of play, stop the clock and call the ref over to clarify.
- When any player gets to three fouls, alert their coach. Do the same for a fourth foul. If any player gets five fouls, immediately alert the ref as the player must leave the court immediately for the rest of the game.

At half time

- DO NOT leave the score bench unattended.

At end of game

- Wait until the referees have checked and signed the score sheet before leaving the score bench just in case there has been an error made or they have any queries. The OFFICIAL score is the combined total of all the players. Neither the running total at the bottom of the sheet or the electronic score are the official score.
- Cross out any the names of any players who did not attend the game.

Helpful hints

- Always bring a pen
- Arrive 10 minutes early to allow plenty of time to fill out the score sheet.
- Be prepared to offer any assistance to other scorer.
- Check your scoresheet tally (player and team fouls, player and running totals) whenever you have the opportunity.

SCORING SYMBOLS

1. Write score in the personal column FIRST, then add to the running total (in the event of a discrepancy the personal scores count)

2. Write two points as '2', three points as '3'

3. Draw a square for foul shots

   □ then ◩ a line for a successful shot and ⬛ a dot for an unsuccessful shot

   You may end up with:

   ⬚ 0 of 2 free throws successful

   ◩ 1 of 2 free throws successful

   ⊠ 2 of 2 free throws successful

4. Draw a circle for a bonus shot ◯

   ⊘ bonus shot successful

   ⊙ bonus shot unsuccessful

5. Running score totals

   Mark two points diagonally across boxes

   Mark three points horizontally

   Mark fouls shots vertically

   It's a good idea to write the player number above or below the score in case of discrepancies.

RECORDING THE FOULS

1. Write the foul in the personal column FIRST by crossing a line through the next foul in that players list

2. Put a line through the next box in the team fouls column - or you can enter the player number.

3. Technical and unsportsmanlike fouls
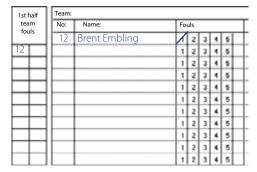
   A 'T' indicates a technical foul.

   A 'U' indicates an unsportsmanlike foul.

   If the bench is given a tech foul, write Bench in the name column and mark as usual

   Do not add bench tech fouls to the team fouls

If you are unsure ask the referee to explain what you should do.

RECORDING TIME-OUTS

1. Put a line through the time out box for the relevant half.
   Each team has two timeouts per half.

2. Writing the clock time above the box is a good habit.

TIMING REGULATION

- The clock does not stop in the first half. All the operator has to do is record fouls, scores and timeouts.
- In the second half the clock stops in the last three (3) minutes on every timeout, sub, foul and jumpball (possession arrow rule). That is, every whistle. It does not stop because a team scores a field goal!
- Note: timing rules are different in finals

ALTERNATING POSSESSION ARROW RULES

The alternating possession rule is a method of putting the ball in play with a throw-in rather then a jump ball. On the score bench there is a arrow and one of the scorers should be responsible for changing it. Talk to each other to determine who.

- The game will commence with a jump ball
- Switch the arrow to point in the direction of the goal of the team which does NOT obtain control of the initial jump ball.
- The team to be awarded the ball for the alternating possession throw-in shall be indicated by the alternating possession arrow (ie next time there is a jump ball situation the team with the arrow pointing in their direction is awarded the ball for the throw-in at the point closest to where the jump ball situation occurred).
- The direction of the arrow is reversed when the alternating possession throw-in ends – that is immediately after play resumes.
- At half time the scorers, in the presence of the referees shall reverse the arrow so that the team which was entitled to possession at the end of the first half will have possession at the beginning of the second half.
- At the beginning of the second half the team entitled to the next alternating possession shall be awarded the throw-in. Remember to change the arrow once play has resumed.

CODE OF CONDUCT WHEN ON A SCORETABLE

When on the scoretable, scorers should ensure that they abide by the Basketball Victoria's code of conduct

- Scorers should arrive at the venue at least 10 minutes before the game starts and should have no other commitments until the scoretable has been signed off at the end of the game.
- It is advisable for all scorers to bring their own pen.
- Food and drink must not be on the scoretable.
- Scorers should not leave the scoretable at half-time or full-time until the scoresheet is completed. The scoretable must be supervised during all intervals throughout the game.
- Scorers should conduct themselves in a professional manner and not become involved with the behaviour of others.

NOTE: This code applies to anyone sitting on the scoretable. When on scorebench duties, you are part of the referees team and must remain neutral.

SAMPLE GAME SCENARIO

Below we have assembled a sample game scenario. The information given is possibly how events in a game of basketball might occur. Try to complete this using a blank score sheet.

SCENARIO

Team Red

5	Thomas Welsh
6	Martin Metzler
9	Todd Louis
11	Vincent Tran
22	Sean Clay
23	Andrew Okeke
33	Louis Brehm
55	Dale Estep

Team Black

4	Chris Rhodes
7	Jamie Lavery
9	Brandon Arteaga
14	Aidan Behringer
15	Tom Garnica
22	Zach Towry
51	Ethan Shiavone
55	Noah Abadi

First half

- Foul 5 red
- 2 points 7 black
- Foul 14 black. 2 shots 6 red
  first shot scored, second shot missed
- 2 shots 22 red
- 2 points 15 black
- 2 points 15 black
- 2 points 7 black
- Time out red
- Foul 55 black side ball
- 2 points 33 red with foul 4 black
  1 bonus shot 33 red, scored
- 2 points 22 black
- Foul 23 red side ball
- 2 points 9 red
- Foul 7 black, 2 shots 55 red,
  missed first, missed second
- 2 points 51 black
- 2 points 51 black
- Foul 5 red, 2 shots 51 black,
  scored first, scored second,
- 2 points 9 black
- Foul 22 red, side ball
- 2 points 22 red
- Foul 55 red
- Foul 55 red, 2 shots 4 black,
  missed first, missed second
- 2 points 5 red

Second half

- 2 points 22 red
- 2 points 22 red
- 2 points 22 red, foul 4 black,
  bonus shot 22 red, missed
- 2 points 9 black
- Foul 22 red, side ball
- Foul 22 black side ball
- Time out black
- 2 points 51 black
- Foul red 6, side ball
- 2 points 11 red
- Foul 9 black, 2 shots 5 red,
  scored first, scored second
- 2 points 22 red
- Foul 4 black, side ball
- Tech foul 4 black, 2 shots 6 red,
  missed first, missed second
- 2 points 55 red
- Foul red 33 side ball
- 2 points 5 red
- 2 points 15 black
- Foul 22 black side ball
- Foul 55 black, 2 shots 55 red
  missed first, scored second
- Foul 51 black
- 2 points 22 red
- Foul 22 black, 2 bonus shots 23 red (ie 9th
  team foul) first scored, missed second
- Time out black
- 2 points 7 black
- 2 points 9 black
- 2 points 6 red

Official Score Sheet

Date   Time   Venue

Grade

Comp

Team:

No:	Name:	Fouls	First half	Second half	Extra period	Total

Fouls: 1 2 3 4 5

1st half team fouls

2nd half team fouls

Time outs   1   2 (First half)

Time outs   1   2 (Second half)

Scoring columns:
61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120

Team:

No:	Name:	Fouls	First half	Second half	Extra period	Total

Fouls: 1 2 3 4 5

1st half team fouls

2nd half team fouls

Time outs   1   2 (First half)

Time outs   1   2 (Second half)

Scoring columns:
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120

Official Score Sheet

Date		Time		Venue	
Grade					
Comp		SHOULD BE PRINTED - IF NOT ADD			

Team 1

No:	Name:	Fouls	First half		Second half		Extra period	Total
5	THOMAS WELSH	1 2 3 4 5	2	2	4 2	4		6
6	MARTIN METZLER	1 2 3 4 5	2	2 2	1	3		3
9	TEDD LOUIS	1 2 3 4 5	2		1 2	2		2
11	VICENT TRAN	1 2 3 4 5			22	1		14
22	SEAN CLAY	1 2 3 4 5	22		22 22	10		2
33	ANDREW OKEKE	1 2 3 4 5	20		1	1		3
55	LOUIS BREHM	1 2 3 4 5			2	3		3
55	DALE ESTEP	1 2 3 4 5						

First half team fouls: 5, 23, 5, 22, 55, 55

2nd half team fouls: 22, 33, 6, 14, 4, 9, 22, 4

Time outs (first half): 1 ~~2~~

Time outs (second half): 1 ~~2~~

First half total: 12
Second half total: 22
Total: 34

Scoring progression: 6 22 33 9 22 5 22 22 11 5 5 22 55 5 55 22 23 6

Team 2

No:	Name:	Fouls	First half		Second half		Extra period	Total
4	CHRIS RHODES	1 2 3 4 5	2		1			
7	JAMIE LAVERY	1 2 3 4 5	22		4 2	2		6
9	BRANDON ARTEAGA	1 2 3 4 5	2		2 22	4		6
14	AIDAN BEHRINGER	1 2 3 4 5			1	1		1
15	TOM GARNICA	1 2 3 4 5	22		4 2	2		6
22	ZACH TOWRY	1 2 3 4 5	2		2	1		2
51	ETHAN SHAKONE	1 2 3 4 5	22		6 2	2		8
55	NOAH ABADI	1 2 3 4 5			1	1		1

1st half team fouls: 7, 4, 55, 14

2nd half team fouls: 22, 55, 51

Time outs (first half): 1 2

Time outs (second half): X X

First half total: 18
Second half total: 10
Total: 28

Scoring progression: 7 15 15 7 22 51 51 9 9 51 15 7 9