



# LOXTON AMATEUR BASKETBALL ASSOCIATION

## Managing a Basketball Scoresheet

It is recommended that scorers use a pen with 4 colours one for each quarter OR a different colour pen to be used for each quarter of play. The running score, times outs and team fouls are to be closed off – ruled through at the ends of each period.

### Team Manager

It is recommended at least 20 minutes before the beginning of the game; the team manager should obtain the scoresheet from the scoring table and complete the following;

- Write the names of the members of their team on either the upper or lower part of the scoresheet dependant whether they are Team A or Team B. Besides the corresponding name include the players number that they will be wearing during the game.
- At the bottom of each teams section, the team manager to include the names of the teams Coach and Assistance Coach (*if applicable*).
- This information should be filled out in blue or black ink.

Team A: <b>LIGHT</b>		Team
Time-outs		
① / ②	③ / ④	⑤ / ⑥ / ⑦ / ⑧ / ⑨
⑩ / ⑪	⑫ / ⑬	⑭ / ⑮ / ⑯ / ⑰
Extra Period		
Name of Players		No.
A. Smith		6
T. Jones		8
S. White		11
M. Tall		20
H. Ford		21
Coach: <b>Murray Cod</b>		
Assistant Coach:		
Team B: <b>DARK</b>		Team
Time-outs		
① / ②	③ / ④	⑤ / ⑥ / ⑦ / ⑧ / ⑨
⑩ / ⑪	⑫ / ⑬	⑭ / ⑮ / ⑯ / ⑰
Extra Period		
Name of Players		No.
W. Yellow		4
D. Brown		7
J. White		9
T. Green		27
E. Short		33
Coach: <b>Bluey White</b>		
Assistant Coach:		

### Recording the Score

#### Field Goal

- The symbol / is to be recorded in the running score whenever a field goal is made then write the number of the scoring player next to the running score section. ie 11.
- A field goal resulting in a 3 point basket put a circle around the number of the scoring player. ie 6
- A field goal scored by a team into their own basketball shall be recorded as scored by the captain of the opposing team.

#### Free Throw

- The symbol / is to be recorded in the running score sections and the scoring players number to be recorded next to the LAST symbol. ie 11
- At the end of each period the scorer shall draw a heavy darkened circle '0' around the last number of points scored by each team and a heavy horizontal line under those points as well as under the number of players who scored those last points.
- The scores at the end of each period are to be recorded in the score period section. Scores for that period only are recorded and are NOT cumulative.

Scores:	①	Period	A	9	B	6	②	A	6	B	10
	③	Period	A	7	B	6	④	A	12	B	7
	Extra Periods		A		B						

	A	B
1	1	7
11	2	
3	3	9
20	4	9
5	5	
6	6	33
6	7	
8	8	4
20	9	
10	10	4
20	11	4
12	12	
11	13	
14	14	7
21	15	9
16	16	9
6	17	
18	18	33
8	19	
8	20	9
21	21	33
21	22	33
23	23	
6	24	7
25	25	
6	26	7
27	27	7
28	28	
11	29	4
30	30	
20	31	
20	32	
33	33	
11	34	
35	35	
36	36	
37	37	
38	38	
39	39	
40	40	



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- Draw lines through unused foul and timeout boxes.

Team Fouls

①	<del>1</del>	<del>2</del>	3	4	5	②	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>
③	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>	④	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>

- At the beginning of each quarter the scorer is to change to a different colour pen and continue the process.
- At the end of the game put a circle around the final score for each team and rule a double line underneath. Further the scorer shall draw a diagonal line to obliterate the remaining running score for each team.
- At the end of the game write the final score and the name of the winning team in the space provided.

Final Score:	Team A	<u>34</u>	Team B	<u>29</u>
Name of Winning Team:	<u>LIGHT</u>			
Referee:	_____			
Umpire:	_____			
Coach Signature in case of protest:	_____			

Whenever possible, the scorer should check their running score with the visual scoreboard. If there is a discrepancy, and the scorers total is correct, they shall immediately take steps to have the scoreboard corrected.

If in doubt or if one of the teams raises objections to the correction, they shall inform the referee as soon as the ball is dead and the game clock is stopped.

## Recording Fouls

Personal Foul:

- The symbol P is to be recorded next to the offending individual player
- The symbol / is to be recorded in the team foul section
- A dot symbol (.) is to be recorded next to the shooting players score shot. ie 20

		Fouls				
No.		1	2	3	4	5
6	P	P	P	P		
8	P	P				
11	P	P				
20	P	P				
21	P	P				

Personal Foul:  
When Shooting

- The symbol P is to be recorded next to the offending individual player
- The symbol 2 is to be recorded next to the P. ie P2
- This represents 2 free throw shots allocated to the shooting player.
- The symbol / is to be recorded in the team foul section

Personal Foul:  
When Scoring

- The symbol P is to be recorded next to the offending individual player.
- The symbol 1 is to be recorded next to the P. P1
- This represents the additional 1 shot allocated to the scoring player.
- The symbol / is to be recorded in the team foul section

Technical Foul:  
Individual

- The symbol T is to be recorded next to the offending individual player.
- The symbol / is to be recorded in the team foul section



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Technical Foul:
 

- The symbol T is to be recorded next to the coach/assistance coach.
- The symbol / is to be recorded in the team foul section

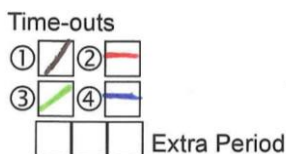
Team Foul:
   
Bench
   
The accumulation of team fouls can not exceed 4 for a period. Once the allocated 4 fouls have been exceeded and recorded any additional fouls DO NOT require recording in the team foul section

Team Fouls:
   
The accumulation of team fouls cannot exceed 4 for the period. Once the allocated 4 fouls have been exceeded and recorded any additional fouls. DO NOT require recording in the Team Foul section.



## TIME OUTS

Team Time Outs:
   
The symbol / is to be recorded in the Time out section of the requestion team. Each team is allowed 1 time out per period. The time clock is to be stopped for the duration of the Time out.



Umpire Time Out:
   
An Umpires time out can be called at the Umpires discretion and is NOT recorded.

The referee shall be the last to sign the score sheet and this act terminates the administration of the game.

**Please know that players, coaches, committee and spectators appreciate your efforts in supporting the Loxton Amateur Basketball Association**

**THANK YOU FOR YOUR SUPPORT**



# LOXTON AMATEUR BASKETBALL ASSOCIATION



## OFFICIAL SCORESHEET RIVERLAND BASKETBALL LEAGUE



Team A LIGHT

Team B DARK

Competition: U/16 Boys Date: 4/10/15 Time: 8:30pm Referee: P. Ready  
 Game No.: - Place: Loxton Stadium Umpire: S. Whistle

Team A: LIGHT

Time-outs:  1  2  3  4

Team Fouls:  1  2  3  4  5  6  7  8  9  10

Extra Periods:

Name of Players	No.	Fouls	1	2	3	4	5
A. Smith	6	P	P	P	P		
T. Jones	8	P	P				
S. White	11	P	P				
M. Tall	20	P	P	P			
H. Ford	21	P	P				

Coach: Murray Cod  
 Assistant Coach:

Team B: DARK

Time-outs:  1  2  3  4

Team Fouls:  1  2  3  4  5  6  7  8  9  10

Extra Periods:

Name of Players	No.	Fouls	1	2	3	4	5
w. Yellow	4	P	P				
D. Brown	7	P					
J. Whyte	9	P					
T. Green	27	P					
E. Short	33	P					

Coach: Bluey White  
 Assistant Coach:

Scores: ① Period A 9 B 6 ② A 6 B 10  
 ③ Period A 7 B 6 ④ A 12 B 7  
 Extra Periods A    B   

Most Valuable Player: \_\_\_\_\_

3 Votes: \_\_\_\_\_  
 2 Votes: \_\_\_\_\_  
 1 Vote: \_\_\_\_\_

RUNNING SCORE											
A		B		A		B		A		B	
1	1.7	41	41	81	81	121	121				
11	2	42	42	82	82	122	122				
3	3.9	43	43	83	83	123	123				
20	4.9	44	44	84	84	124	124				
5	5	45	45	85	85	125	125				
6	6.33	46	46	86	86	126	126				
6	7	47	47	87	87	127	127				
8	8.4	48	48	88	88	128	128				
20	9	49	49	89	89	129	129				
10	10.4	50	50	90	90	130	130				
20	11	51	51	91	91	131	131				
12	12	52	52	92	92	132	132				
11	13	53	53	93	93	133	133				
14	14.7	54	54	94	94	134	134				
21	15.9	55	55	95	95	135	135				
16	16.9	56	56	96	96	136	136				
8	17	57	57	97	97	137	137				
18	18.33	58	58	98	98	138	138				
8	19	59	59	99	99	139	139				
8	20	60	60	100	100	140	140				
21	21.33	61	61	101	101	141	141				
21	22	62	62	102	102	142	142				
23	23	63	63	103	103	143	143				
6	24	64	64	104	104	144	144				
25	25	65	65	105	105	145	145				
6	26	66	66	106	106	146	146				
27	27.7	67	67	107	107	147	147				
28	28	68	68	108	108	148	148				
11	29	69	69	109	109	149	149				
30	30	70	70	110	110	150	150				
20	31	71	71	111	111	151	151				
20	32	72	72	112	112	152	152				
33	33	73	73	113	113	153	153				
11	34	74	74	114	114	154	154				
35	35	75	75	115	115	155	155				
36	36	76	76	116	116	156	156				
37	37	77	77	117	117	157	157				
38	38	78	78	118	118	158	158				
39	39	79	79	119	119	159	159				
40	40	80	80	120	120	160	160				

Final Score: Team A 34 Team B 29  
 Name of winning team: LIGHT  
 Referee: \_\_\_\_\_  
 Umpire: \_\_\_\_\_  
 Coach Signature in case of protest: \_\_\_\_\_