





# MANAGING THE SCORESHEET JUNIOR DISTRICT BASKETBALL

#### SOUTH ADELAIDE BASKETBALL CLUB

The official Scoresheet for BASA Junior District Basketball is the FIBA four guarter vertical sheet.

It consists of one original and two copies, on paper of different colours. The original, 1 white paper, is for BASA. The first copy, on yellow paper, is for the winning team and the second copy, on blue paper, is for the losing team.

Note: It is recommended that the scorer use a pen with 4 colours, one for each quarter, and never finish in red.



At least 20 minutes before the beginning of the game, the team manager shall obtain the relevant scoresheet from the doorkeeper. (\*\*See Blank Scoresheet example provided on the web site)

The team sheet will already allocate one team as Team A and the other as Team B.

<b>(4)</b>	Basketball Association of South Australia Inc.						
Team A	South Adelaíde	SCORESHEET Team B	North Adelaide				
Competition: Round: 10	U20 Men Place: Maríon	Date: 05/05/06 Tim	ne: <u>9:30 pw</u> Referee:				

The Team Manager shall inscribe the names of the members of their team on either the upper or lower part of the scoresheet dependant whether they they are Team A or Team B.

The Team Manager when inscribing the player's number in the Player No. column shall try to ensure the players are listed in numerical order.

In the second column, the Team Manager shall inscribe each player's name and initials, all in BLOCK letters, beside the corresponding number that the player will be wearing during the game.

At the bottom of each team's section, the Team Manager shall inscribe (in BLOCK letters) the names of the team's Coach and Assistant Coach (*if applicable*).

This information should be filled out in blue or black ink.

Tear			5	South Ade	laí	de	,							
Time	e-ou	uts Team Fouls												
1		2 Period 1 1 2 3 4							2	1	2	3	4	
3		4		Period 3	1	2	3	4		4	1	2	3	4
				Extra period	ls									
Play	er										F	oul	s	
No.		Players								1	2	3	4	5
7		1	4. 5	SMITH										
8				ONES										
9		B. PANTHER												
21		C. PRIDE												
22		B. JONES												
41		C. SMITH												
54	+	L. CUBS												
Coach: Bluey White														
Assis	stan	ıt:												

#### **Charged Time-Out**

The recording of charged time-outs shall be made as follows:

By inscribing a large 'X' inside the appropriate space. It is also recommended to write the time (taken from the score clock) that the time-out is taken alongside the relevant box, in case there is a discrepancy over time-outs during the game.

Teams are allowed 2 time-outs in the first half (and these can be taken in one quarter) and 3 time-outs in the second half (and these can be taken in one quarter).

At the end of each half, or of each extra period, unused spaces shall be iindicated by 2 parallel lines inside the space(s).

#### **Fouls**

Player fouls may be personal, unsportsmanlike, disqualifying or technical, and shall be recorded against the player(s).

Fouls by Coaches, Assistant Coaches, substitutes and the team followers are technical or disqualifying fouls and shall be recorded against the Coach.

Team /						
Time-o	uts 98 Te	am F	ouls	41	41	
1	2 Period 1 2 3 4	2		/	B	4
3	4 Period 3	4		2	3	4
	Extra periods 7 54 41 22 5	4	7			
Player				Foul	s	
No.	Players	1	2	3	4	5
7	A. SMITH	P <sub>1</sub>	P			
8	T. JONES	Р				
9	B. PANTHER	P <sub>1</sub>				
21	C. PRIDE	$P_2$				
22	B. JONES	P				
41	C. SMITH	Р	$P_2$	Р		
54	L. CUBS	Р	$P_2$			
Coach:	Bluey White					
Assista	nt:					
				_		

The recording of all fouls shall be made as follows:

- 1. A personal foul shall be indicated by inscribing a 'P'.
- 2. An unsportsmanlike foul shall be indicated by inscribing a 'U'.
- 3. A disqualifying foul shall be indicated by inscribing a 'D'.
- 4. A technical foul shall be indicated by inscribing a 'T'.
- 5. A technical foul for personal unsportsmanlike behaviour by the Coach shall be indicated by inscribing a 'C'.
- 6. A technical foul that is assessed against the Coach for any other reason shall be indicated by inscribing a 'B'.

Technical or disqualifying Fouls against a coach shall NOT be recorded as team fouls.

Any foul (personal, unsportsmanlike, disqualifying or technical) involving free throw(s) shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'P', 'U', 'D', 'T', 'C' or 'B'.

All fouls against both teams involving penalties of the same gravity and cancelled are indicated by adding small 'c' beside the 'P', 'U', 'D', 'T', 'C' or 'B'.

If a player(s) is disqualified form the game for leaving the team bench area (fighting):

- In each of that or those players' remaining foul spaces (boxes) shall be recorded an 'F'. (See example 1)
- If it is the player's 5<sup>th</sup> then an 'F' shall be inscribed inside the last foul space. (*See example 2*)
- If the player has already committed 5 fouls (fouled out) then a large 'X' shall be, drawn inside the last foul space and over the last foul (P, U, D or T). (See example 3)

Note. The disqualifying fouls shall NOT be recorded as team fouls.

At the end of each quarter, the scorer shall draw a heavy line between the spaces that have been used and those that have not been used.

At the end of the game, the scorer shall obliterate the remaining spaces with a heavy horizontal title.

#### **Team Fouls**

Whenever a player commits a foul, either personal, unsportsmanlike, disqualifying (except for fighting) or technical, the scorer shall also record the foul against the team of the offending player.

They shall use the spaces provided for that purpose on the score sheet, immediately under the name of the team and above the players' names. Four sets of four spaces are provided, one for each quarter (and eventual extra period)

The scorer shall progressively inscribe a large `X' inside (the spaces, from 1 to 4 as fouls are committed by players on the team. After that, when the 5<sup>th</sup> foul and subsequent team fouls are committed the opposing team shall have foul shots for each defensive foul committed against it.

### The Running Score

The scorer shall keep a chronological running summary of the points scored by both teams.

ne scorer						
	Α		В			
8	<b>1</b>	1				
8	<b>-</b> 2		51			
	3	3				
54	,	,	51			
	5	5				
54	8	8	23			
	7	7				
54	8	80	24			
	9	9				
54	10	10				
	11	7	24			
9	1/	12	)			
9	13	18	24			
	14	14				
22	18	10	24			
	16	16				
41	11	11	52			
	18	18				
9	12	19	52			
9 (	<b>₽</b> 0	20	51			
	21	21				
8	22	22	52			
8	<b>2</b> 3	23				
	24	24	52			
8	25	25				
	26	26	20			
7	21	27				
	28	28	4			
7	29	29				
	30	X	20			
	31	31				
114	2	~	E 1			

There are four columns for this running score on the score sheet.

Each column contains four vertical spaces.

The twin spaces on the left are for team 'A' and twin spaces on the right are for team B.

In the centre spaces is the running score (160 points) for each team.

The scorer shall FIRST draw a diagonal line / for a valid field goal scored and a darkened Circle 0 for any valid free throw scored.

This shall be done over the NEW TOTAL number of points as accumulated by the team that just scored.

THEN, in the blank space on the same side of the new total number of points (beside the New / or 0), the scorer shall inscribe the number of the player who scored the field goal Or the free throw.

A field goal for 3 points scored by a player shall be recorded by drawing a circle around the number of the player in the appropriate column.

A field goal scored by a team into his own basket shall be recorded as scored by the Captain of the opposing team.

Points scored when the bail does not enter the basket (goal tending) shall be recorded as Scored by the player who attempted the Shot.

At the end of each period the scorer shall draw a heavy darkened circle '0' around the last number the points scored by each team and a heavy horizontal line under those points as well as under the number of the players who scored those last points.

At the beginning of each period the scorer shall continue the process (as per above) from the point of interruption.

At the end of the game, the scorer shall draw two heavy horizontal lines under the final number of points of each team and the number of the players who scored those final points. Further, the scorer shall draw a diagonal line to obliterate the remaining running score for each team.

ht are for								
		Α		В				
		41		52				
		42	42					
	21	13	13	41				
		44	44					
	9	15	15	<b>51</b>				
	54	<b>6</b>	46					
		47	M	24				
	9	18	48					
		49	19	24				
	7	50	50					
	8	<b>5</b> 1	51	24				
	1	52	52					
	54	53	53	51				
	41	5	54					
	4	55	55					
	4	56	56					
	4	57	57					
	щ	58	58					
	4	59	59					
	_	60	60					
	_	61	61					
	$\perp$	62	62					
	$\vdash$	63	63					
	_	64	64					
		65	65					
		66	66					
		67	67					
		68	68	$\vdash$				
		69	69	$\sqcup$				
		70	70	lacksquare				
		71	71	Ш				
		72	72	$\vdash$				
		73	73	Щ				
		74	74	$oldsymbol{+}$				
		75	75	${f H}$				
		76	76	Щ				
		77	77					
		78	78					
		79	79					
		80	80					

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.

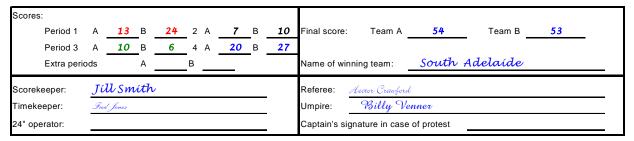
If in doubt or if one of the teams raises objections to the correction, they shall inform the referee as soon as the ball is dead and the game clock is stopped.

## **Summing Up**

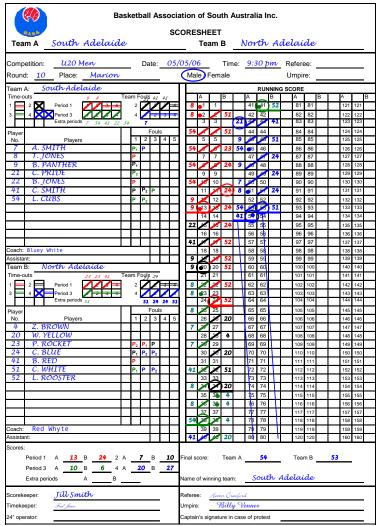
At the end of each period the scorer shall inscribe the score obtained for that period by the teams in the proper section at the lower end of the score sheet.

At the end of the game, they shall record the final score and the name of the winning team.

The scorer shall then sign the score sheet and shall have it countersigned by the timekeeper, the umpire and the referee.



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



See full size example provided on the web site