LOCAL COMPETITION SCORETABLE
IN LOCAL COMPETITION GAMES THERE ARE 2 SCORETABLE POSITIONS

#1 SCORER | This person will complete the scoresheet

#2 TIMEKEEPER | This person is responsible for the scoreboard & possession arrow

#1 SCORER

SCORESHEET | Prior to the game, players will write their numbers next to their names on the scoresheet. Team A names will always be listed above Team B names, with Team A scores always to be recorded in the LEFT hand column and Team B scores in the RIGHT.

SCORING recorded on scoresheet

When a player scores:

2 points – mark the sheet with an / through new score

1 point – mark with a dot

3 points – mark the sheet with an / through new score and then circle the players number

WRITE THE PLAYERS NUMBER IN THE COLUMN BESIDE THE NEW SCORE

	A		B	
	1		1	
8	2	2		10
	3	3		
6	4	4		12
	5	5		
10	6	6		4
	7	●		4
4	8	8		
4	●	9		5
	10	●		6
9	11	●		6
7	●	12		
7	●	13		
	14	14	(10)	
8	15	15		

FOULS recorded on Scoresheet

Foul Codes:

P Personal Foul (no free throws)

P$_1$ Personal Foul (1 free throw)

T$_1$ Technical Foul (1 free throw)

P$_2$ Personal Foul (2 free throws)

U$_2$ Unsportsmanlike Foul (2 free throws)

Team A		Thunder							
Time Outs									
	First Half		X	X	3	4	5	6	7
	Second Half		1	2	3	4	5	6	7
	Extra Periods								

PLAYERS NAME	No	1	2	3	4	5
A. Player	4	P				
B. Player	5	P	P2	P1		
C. Player	6	P	P			
D. Player	7	P2				
E. Player	8	P				
F. Player	9					
G. Player	10	P				
H. Player	11					
I. Player	12					
J. Player	14	P				

Fouls are signaled to the bench by the referees.

All fouls are marked with appropriate code in the foul box against the individual players name.

Team fouls are recorded in the boxes numbered 1-7. Teams are allowed 7 per half. Once a team reaches 7 fouls in the half, any further fouls require 2 free throws.

TIMEOUTS recorded on scoresheet

Mark the time outs in the top left hand corner of the team lists. Please note that teams shall be permitted 1 x 1-minute time-out per half. No time-outs will be permitted in the last 3 minutes of the second half. Where a time-out is requested within the last four minutes of the second half, only the portion up to the last three minutes may be taken.

HALF TIME

At half time, underline the score as shown on diagram (left). Also, outline the personal fouls called in that half. Referees will tally and check scoresheet. It is recommended that you change the colour of pen for the second half.

#2 TIMEKEEPER

POSSESSION ARROW

The possession arrow points in the direction of play for the team entitled to the next possession when a jump ball situation occurs.

When the game commences at the jump ball, the possession arrow is turned to the team that DID NOT gain possession. From then, the possession arrow is turned in every jump ball situation e.g. held ball, unknown out of bounds, ball lodges between ring and backboard.

At the end of the first half, the arrow will be changed in front of the Referees as teams exchange baskets for the second half.

LIGHTS

There are 3 sets of lights on the bench, to indicate to the referees that a team requires substitution, time out or have too many fouls.

Flick the switch to turn on the lights for substitutions and time outs at a coach's request.

When a team reaches 7 fouls in the half, turn on the foul light.

SCOREBOARD

Teams are NOT put up on the scoreboard based on colour of singlets, but rather their placement in relation to the score bench. The team bench to the left of timekeeper, will be LIGHT and the team bench to the right will be DARK. Add on fouls, scores and time outs. To undo an action, hit the undo/reset button immediately after. If this does not work, repeat the action e.g. add a score, and then immediately hit the undo button.

For further information please contact Hills Basketball Association on 02 9894-8944.