SCORER (SCORESHEET)

- Task performed by Away Team or Team B

* The Scorer will complete the official scoresheet – this can be either be an actual scoresheet or an electronic app such as courtside. Score bench must communicate with each other to ensure the scoresheet and visuals are always the same.

* Team A (Team listed first) on the scoresheet and usually sit to the left-hand side of the bench while team B will sit to the right and be listed second on the sheet.

* Players for each team are usually listed by the team manager for Junior competitions. All players should have playing numbers listed next to their names and the coach should have marked their starting five with a "x" and nominated team Captain. (Usually either an experienced chairperson will obtain this information or the referees)

* Scoresheet records the fouls committed, baskets scored, timeouts and player in. It is the official record of the game.

* Display the corresponding foul bats for players personal fouls. Be sure to hold bats for 3rd and 4th fouls a little longer so coaches are aware.

* Inform the chairperson when the following occurs:

  - A player has five fouls or when a player has received combination two Tech or Unsportsmanlike fouls

  - A team has 4 fouls in a period (they will use the bonus light to indicate this)

  - A coach has used all his timeouts for the half.

Tip 1. Always use two different colored pens and alternate each quarter – this will help when checking for any errors (e.g, Black for Qtr1, Blue for Qtr2, Black in Qtr3 etc.). Always box the fouls at the end of the half so its easy to see as to when players received their fouls.

Tip 2. If there is a discrepancy between the scoreboard and scoresheet that cannot be reconciled at the next stoppage in play alert the referees. If no resolution is found the referees will always use the scoresheet.

Tip 3. Answer coaches' questions respectfully (e.g., how many fouls a player has or how many time outs do they have left) their questions should not distract you from your task of scoring and they may need to wait for an answer at the next stoppage of play if there is too much happening on the court.

*Tip 4. Sometimes it helps to write the colour that the referee is going to call on the scoresheet next to Team names and then also at the top of each scoring column. If you make a mistake mark with * and neatly cross out error*

Is important to mark all players as they take the court – starters will already have a "X" indicating they were starting so just circle this as they take court for initial jump ball. All other players can be marked with an "X" as they sub on. This only needs to be done for the first time they take the court however in U12s there is a rule that all players must play in both halves (otherwise can forfeit any win) so this would need to be repeated for the second half.

SCORESHEET – cheat sheet

➢ At the start of the game ensure all payers are written on the scoresheet and should have playing number noted. Starting five and captains should also be marked. Do not forget to mark players as they take the court for the first-time including starters. (please do both halves for U12 competetions)

➢ To record the score put a "/" diagonal line through the new score (do not use every box just the new score)

- For 2 pts record the players number next to the box just marked

- For 3 points record the players number but also circle their playing number

- For free throws use a dot coloured in over score rather than line

➢ For fouls any foul by a player on the court counts as a team foul and need to be marked both against the player and against the team fouls. Any bench or coach tech fouls are marked against the coach and do not count towards the team fouls. Once the team has reached their maximum fouls bonus foul shots are rewarded to the opposition. In Junior rep games notify the chairperson when a team has received their 4th foul and the bonus foul light will be signaled so that the referees are aware that that team is in foul bonus. Fouls are recorded as follow:

- P   Indicates a personal foul.

- P_2 followed by a number (can be 1,2 or 3) indicates personal foul with free throws.

- T_1 Technical foul on a player C_1 or B_1 is a coach or bench technical foul.

- U_2 Unsportsmanlike Foul

➢ Time outs – In the time out box enter the minute of the game when the time out was awarded.

- To work this out simply deduct the minutes (disregard the seconds) on the game clock from the actual length of the period being played. E.g., if a time out is awarded at 6.20 showing on the game clock you would enter 4 for 10-minute quarters or 2 for 8-minute quarters.

- Time outs allowed are as follows:

  12s and 14s – two in the first and second halves

  16s and 18s – two in the first half and three in the second half but with a maximum of 2 can be used in the last two minutes of the game. If a coach has not used his first time out available in the second half before the last two minutes of the fourth quarter, they loss one and this is signaled on the score sheet with two = lines placed in the time out box and recorded on the scoreboard.

➢ At the end of each quarter circle the last score for both teams and using one thick line underline both the score and the number of the player who scored the points. Enter the designated for that period in the box at the bottom of the page. (please note these are quarter scores not cumulative. All 4 quarters should add to final score at end of the game. Draw a line through any unused team fouls for that period. At half time also box around the players personal fouls. Draw two vertical lines for any unused timeouts for that half.

➢ At the end of the game underline the last score and scorer but this time with two = lines and circle final score. Draw a diagonal / line through the remaining used score in that column. Add up all qtr scores and write the name of the winning team. Place two = lines through unused t/o and team fouls place 1 line through any unused player or coaches' foul boxes. All score table officials should print their name in the corresponding section at bottom of scoresheet.