



A SIMPLE GUIDE TO SCORING

Some simple steps to help you through a game

Before the game

- Locate the score sheet (at most venues the sheet for the next game is kept on the score bench).
- Fill in player names and numbers on the score sheet. You **MUST** write the players full names – first and last name
 - Ie. Lucy Smith.
- Collect the team sheet money (ie \$4.50) from all your players and have it ready to be collected at half time.

Discuss with the other score person who will do the scoresheet, operate the clock and operate the possession arrow.

During the game

- Regularly check with the other person on the score bench that you both agree with the score and foul count.
- If you are ever in any doubt about anything sound the siren (on the scoreboard operating mechanism) and call the ref over to clarify.

At half time

- DO NOT leave the score bench unattended.
- Pay money to competition manager (at most stadiums the competition manager comes and collects the money, in some cases an envelope is provided and you fill out the required details).

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.

Helpful Hints

- Always bring a pen (it is not the stadiums responsibility to provide pens)
- Arrive 10-15 minutes early to allow plenty of time to fill out the score sheet and collect the team sheet money.
- Be prepared to offer any assistance to other scorer.

The Running scoresheet: 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

-  **First shot missed**
-  **First and second shot missed**
-  **First shot made**
-  **Both shots made**
-  **First shot missed, second shot made**
-  **Three shots all missed**
-  **All three shots made**
-  **First shot missed, second and third made**
-  **First and third shots made, second missed**
-  **First and second shots missed, third made**

4. Draw a circle for a bonus shot

Bonus shot symbol
 Bonus shot missed
 Bonus shot made

5. Running score totals



Mark two points diagonally across boxes
 Mark three points horizontally
 Mark foul shots vertically

Recording the fouls

Fouls are recorded against a player using the following

1st Half Team Fouls	
1	12
2	8
3	55
4	
5	
etc	

Indicate player number against all scores and fouls (this provides you with a 'double' check if there is a dispute).

Technical and unsportsmanlike fouls

A 'T' indicates a technical foul.

A 'U' indicates and 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

X	
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Timing regulation.

These are usually displayed on the scoretable.

- 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).
- **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 than a jump ball.

On the score bench there will be some method of indicating which team will gain possession of the ball when the next jump ball occurs, (this will vary from stadium to stadium from lights to arrows or a box with an arrow etc.)

It will be up to the scorers to decide who will take the responsibility of operating the arrow. Even if it is not your responsibility please help the other score person, cooperation will help the process to work smoothly.

- 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 immediately when the alternating possession throw-in ends.
- At the beginning of the second half the team entitled to the next alternating possession shall be awarded the throw-in.
The player taking the throw-in shall have one foot on either side of the centre line and shall be entitled to pass to a player anywhere on the court. Once this has happened remember to reverse the direction of the arrow.
- 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.

REMEMBER TO CHANGE THE DIRECTION OF THE ARROW AT HALF TIME AS THE TEAMS CHANGE ENDS.

Code of Conduct when on a Scoretable

When on the scoretable, scorers should ensure that they abide by the following VBSA (Victorian Basketball Scoretable association) code of conduct

- Scorers should arrive at the venue at least 20 minutes prior to the commencement of the game, 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.
- **Scorers should NOT barrack from the scoretable, must not offer any comments to the referees, or show reaction to the game situation. Remember, that as a scorer, you are an assistant to the referees and to the game.**
- 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
- Mobile phones are not to be taken to the scoretable.
- 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.

Please find attached a sample score sheet to assist you



Balwyn Blazers Basketball Club

Gender _____ Age Group _____ Grade _____
 Date _____ Time _____ Venue _____

1 st Half		2 nd Half		Extra Time		Total	2 nd Half	
Team Fouls	Team N°	Name	Fouls	First Half	Second Half	Coach	Team Fouls	Team N°
1	11		1 2 3 4 5				1	11
2	12		1 2 3 4 5				2	12
3	13		1 2 3 4 5				3	13
4	14		1 2 3 4 5				4	14
5	15		1 2 3 4 5				5	15
6	16		1 2 3 4 5				6	16
7	17		1 2 3 4 5				7	17
8	18		1 2 3 4 5				8	18
9	19		1 2 3 4 5				9	19
10	20		1 2 3 4 5				10	20

First Half - Time Out 1 2 2nd Time Out 1 2

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

1 st Half		2 nd Half		Extra Time		Total	2 nd Half	
Team Fouls	Team N°	Name	Fouls	First Half	Second Half	Coach	Team Fouls	Team N°
1	11		1 2 3 4 5				1	11
2	12		1 2 3 4 5				2	12
3	13		1 2 3 4 5				3	13
4	14		1 2 3 4 5				4	14
5	15		1 2 3 4 5				5	15
6	16		1 2 3 4 5				6	16
7	17		1 2 3 4 5				7	17
8	18		1 2 3 4 5				8	18
9	19		1 2 3 4 5				9	19
10	20		1 2 3 4 5				10	20

First Half - Time Out 1 2 2nd Time Out 1 2

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

2 shots successful 0 of 2 shots successful
 1 of 2 shots successful Bonus (Unsuccessful)
 1 of 1 shot successful 2 of 3 shots successful
 3 shots successful 0 of 3 shots successful
 1 of 3 shots successful Technical Foul

Referee 1
 Referee 2
 Reference 1
 Reference 2

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 John Fields
- 6 Paul Hogan
- 9 Douglas Green
- 11 Scott Barker
- 22 Gray Watson
- 23 Josh Hill
- 33 Peter Brown
- 55 Len Forester

Team Black

- 4 Will Smith
- 7 Jack Alright
- 9 Michael Fulton
- 14 Nick Hays
- 15 Tom Gunton
- 22 Neil Fisher
- 51 David Crow
- 55 Tim Mills

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 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

End of game



Balwyn Blazers Basketball Club

Gender Boys

Age Group 16

Grade B

Date 14.5.06

Time 12.00

Venue BHS

1 st Half				2 nd Half			
Team Fouls	Team No	Name	Fouls	Team Fouls	Team No	Name	Fouls
1	5	John Fieldes	3	1	5	John Fieldes	3
2	23	Paul Hogan	3	2	23	Paul Hogan	3
3	5	Douglas Given	1	3	5	Douglas Given	1
4	22	Scott Pater	1	4	22	Scott Pater	1
5	55	Grey Watson	3	5	55	Grey Watson	3
6	55	Josh Hill	2	6	55	Josh Hill	2
7	17	Peter Brown	3	7	17	Peter Brown	3
8	18	Len Forester	3	8	18	Len Forester	3
9	19		3	9	19		3
10	20		3	10	20		3

1 st Half - Time Out				2 nd Half - Time Out			
1	2	3	4	1	2	3	4
1	1	1	1	1	1	1	1
2	1	1	1	2	1	1	1
3	1	1	1	1	1	1	1
4	1	1	1	1	1	1	1
5	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1
8	1	1	1	1	1	1	1
9	1	1	1	1	1	1	1
10	1	1	1	1	1	1	1

1 st Half				2 nd Half			
Team Fouls	Team No	Name	Fouls	Team Fouls	Team No	Name	Fouls
1	14	Will Smith	4	1	14	Will Smith	4
2	55	Jack Almynt	2	2	55	Jack Almynt	2
3	4	Michael Fulford	2	3	4	Michael Fulford	2
4	7	Nick Hayes	2	4	7	Nick Hayes	2
5	15	Tom Gubston	1	5	15	Tom Gubston	1
6	16	Neil Fisher	2	6	16	Neil Fisher	2
7	17	Dave Crow	2	7	17	Dave Crow	2
8	18	Tim Wilks	2	8	18	Tim Wilks	2
9	19		2	9	19		2
10	20		2	10	20		2

1 st Half - Time Out				2 nd Half - Time Out			
1	2	3	4	1	2	3	4
1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1
3	1	1	1	1	1	1	1
4	1	1	1	1	1	1	1
5	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1
8	1	1	1	1	1	1	1
9	1	1	1	1	1	1	1
10	1	1	1	1	1	1	1

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
3	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
4	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
5	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
6	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
7	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
8	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
9	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
10	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

- Reference 1
- 2 shots successful
 - 1 of 2 shots successful
 - 6 of 7 shots successful
 - 1 of 1 shot successful
 - 3 shots successful
 - 0 of 3 shots successful
 - 1 of 2 shots successful
 - 1 of 3 shots successful
- Reference 2
- 1 of 2 shots successful
 - 2 of 3 shots successful
 - 1 of 3 shots successful
 - 1 of 2 shots successful
 - 1 of 3 shots successful
 - 1 of 3 shots successful
 - 1 of 3 shots successful
 - 1 of 3 shots successful