

Basketball Scoring

Who do we need?

1. One person operates the clock & operates as a spotter, and watches the game for:
 - the number of the player who scores
 - or the number of the player who is charged with a foul
2. One person writes on the score sheet

Note: If there is an error with the score on the score board the referee will always go with what the score sheet says, unless a recognised error has been made and the scoresheet is adjusted.

Communication:

The score bench people need to talk and regularly check the clock matches the scoresheet.

When in doubt ask the referee to clarify help and / or explain. A referee can stop a game at any time if a desperate need arises. E.g. When there is an injury or if the bench has a significant problem.

Timing of the Game:

Please always check with the referee at the start of the game for timing rules as they may change.

First Half: 18 minutes; running clock.
Clock is only stopped for time outs or if the referee asks for the clock to be stopped.

Second Half: 18 minutes; 16 minutes running clock; 2 minutes fully timed.
Clock is stopped for time outs and for the last 2 minutes of the game the clock is stopped every time the whistle is blown.
The clock is started again when the ball touches the hands of a player on the court.

The last 2 minutes can be critical to a result so it is suggested the timer keeps their finger on the start stop button and concentrates on the time first and foremost.
Scores can be put up when you can.

The Directional Arrow

The Arrow indicates which team will be receiving the ball in jump ball situation and at the Start of the Second Half. Its direction is changed after a jump ball and after the second half starts.

Hand Signals:

Hand signals are used by the referees to communicate with the players and the scorebench, along with verbal instructions.

1. Violation: A flat open hand held straight up; This indicates a stop in play for a violation.
2. Foul: A closed fist held straight up; The referee will indicate the number of the player who committed the foul.
3. Numbers: The referee uses a combination of finger signals to indicate the number of points scored or the number of the player who committed a foul.

Substitutions:

- A coach can make as many substitutions as they like.
- Substitutions can only be made during a stop in the game.
- You cannot substitute after a team has scored.
- The coach must request a sub through the score bench.
- Players stand next to the score bench.

What to do:

- When there is a stop in the game, the clock person presses the siren to get the referees attention.
- Call out "SUB" and hold up crossed arms. This indicates a SUB is requested.
- The referee will indicate whether the sub is allowed.
- Players must wait until they are called onto the court by the referee.

Time Outs:

Time outs are awarded by the referee.

- The coach must request a time out through the score bench.

What to do:

1. When there is a stop in play hit the siren/buzzer and call "time out"
2. Point to the bench that requested the time out.
3. When the referee calls time out & gives the hand signal – STOP the CLOCK.
4. Cross one box on the score sheet for the time out.
5. Time out is for 1 minute only.
6. The clock is started again when the referee gives the signal to start the clock (referee will drop their arm) or when the ball touches the hands of a player on the court.
7. START the Clock.

Please check with referee at the start of the game to see how many time outs are allowed in the game. Rules are always changing.

Fouls:

What to do:

1. Write the letter P in one box next to the number of the player that committed the foul. The P stands for Personal foul. A T is written for a Technical foul.
2. Put a line through one of the boxes in the team foul boxes.

When a player has committed 3 personal fouls tell the coach of the team.
When a player has committed 4 personal fouls the coach must be informed. 5 Fouls – Tell the referee immediately (as player must be sent off the court).

When a team commits 8 team fouls tell the referee – the opposition team is then entitled to free throws for all the fouls committed by the team on 8 fouls when in DEFENSIVE only.

Free throws are not given when a team with 8 team fouls commits an OFFENSIVE foul. That is when they are in attack with the ball.

Scoring:

What to do:

- Cross the number off the progressive score list.
- Write down the number of the player who scored the points in the blank box next to the crossed number.

Scores:

1 point – for a free throw

2 points – for a basket scored inside the 3 point line

3 points – for a basket scored from anywhere outside the 3 point line.

Please note, 3 points are not awarded in games until they reach Junior comp (high school)

Note: Sometimes a basket will be scored and a referee will wave their arms and callout “no basket”. The points are not added to the score sheet.

Trouble shooting:

If a player’s name and number is left off the sheet consult the court supervisor as they may not be cleared to play.

If a player’s number is wrong consult the coach and correct the error.

If you cannot see the number of the player who scores, ask the referees, coach or players they will be only too happy to tell you.

If you are unsure of the number of a player who is charged with a foul ask the referee or the coach.

The Score Sheet Markings

St Pius X College
Score Sheet

Team A Pius

Time-outs First Half Second Half Extra Periods

Team Fouls

	1	2	3	4	5	6	7
	1	2	3	4	5	6	7

Players Name	No	1	2	3	4	5
Jonny	4	P				
Tommy	6					
Benny	7	P	P	P		
Anthony	18					
Henry	22	T				

Coach: _____
Asst Coach: _____

Team B Miami

Time-outs First Half Second Half Extra Periods

Team Fouls

	1	2	3	4	5	6	7
	1	2	3	4	5	6	7

Players Name	No	1	2	3	4	5
Daniel	4					
Thom	5	P				
Brae	8					
Darcy	9	P				
Charlie	10	P				
Lui	11					
Jono	12					

Coach: _____
Asst Coach: _____

Scores

1 st Half	A		B
2 nd Half	A		B
Extra Period	A		B

A 'T' is used when a player is charged with a TECHNICAL FOUL.

A 'P' is marked in the boxes next to a players number when they are charged with a FOUL.

Team _____
Venue _____
Date _____

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

Final Score: _____

Winning Team: _____

Referee _____

Chairperson _____

Cross off the team fouls each time a FOUL is charged to a player. The number of team fouls should equal the total of all individual fouls.

Cross the progressive score

Players number who scored 2 points

Player 9 scores a 3 point shot.

Circle the players number as well as crossing the progressive score

A dot is used for successful FREE THROWS. One point per successful Free Throw.

DO NOT CROSS OFF EVERY NUMBER ON THE PROGRESSIVE SCORE COLUMNS. THE NUMBER OF POINTS SCORED PER SHOT MUST BE IDENTIFIABLE. E.G. When 1 Point, 2 Points or 3 Points were scored and by who.

Half Time Markings

St Pius X College																				
Score Sheet																				
Team A _____			Pius																	
Time-outs		Team Fouls																		
<input checked="" type="checkbox"/> First Half	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> <tr> <td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td><td>/</td> </tr> </table>						1	2	3	4	5	6	7	/	/	/	/	/	/	/
1	2	3	4	5	6	7														
/	/	/	/	/	/	/														
<input type="checkbox"/> Second Half																				
<input type="checkbox"/> Extra Periods																				
Players Name	No	1	2	3	4	5														
Jonny	4	P																		
Tommy	6																			
Benny	7	P	P	P																
Anthony	18																			
Henry	22	T																		
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> A box drawn around the FOULS at the end of the First Half. </div>																				
Coach _____																				
Asst Coach _____																				
Team B _____																				
Time-outs		Team Fouls																		
<input type="checkbox"/> First Half	<table border="1" style="width: 100%; text-align: center;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td> </tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>						1	2	3	4	5	6	7							
1	2	3	4	5	6	7														
<input type="checkbox"/> Second Half																				
<input type="checkbox"/> Extra Periods																				

Team _____	
Venue _____	
Date _____	
A	B
1	1
4	9
3	3
18	12
7	5
7	6
7	9
22	11
9	9
6	10
11	11
7	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26

The markings made at Half Time help the Referee and the Scorer to identify what happens in the Second Half.

The Half Time Score is written in the boxes at the bottom left of the Score Sheet.

Team A = 12 Team B = 10

A line is drawn below the TWO teams scores at half time.

AT HALF TIME THE SCORE SHEET MUST BE GIVEN TO THE REFEREE TO CHECK.