

# Basketball Scoresheet

## Before the game starts...

A. Enter Top info – Game: (Who’s playing)

Division: (Age Group [Bantam, Juvenile, Junior, Senior])

Played at: Central

Date: mm/dd/20yy

B. Enter Rosters – **VISITORS AT TOP, HOME AT BOTTOM** – Make sure they have jersey numbers written down. Get rosters from coaches and complete this as early as possible! Have coaches indicate starters \* ,captain, & sign/print at bottom.

**1. Jump ball - POSSESSION** – at the beginning of the game INDICATE who won the jump ball on the score sheet with ‘X’. Also, indicate possession with the ARROW SIGN. After the opening jump ball, point the arrow in the direction the losing team is going (CONFIRM WITH REF WHAT THEY WANT!). When a jump ball situation occurs again (ie held ball), the team that is going in the direction of the **possession arrow** gets the ball. The **arrow** then swaps to point for the other team after ball is inbounded. Switch at ½.

Visitor	X		X		X			
Home		X		X		X		

## 2. Scoring

2	--	--	2	4	6	--	9	12
1	2	3 4	--	--	--	6	--	--

**2 a)**

### Running Score

- ① When a point is scored, write down the current score.
- ② In the box for the team that didn’t score, put a dash.
- ③ When points are awarded, **add** to previous amount of points.
- ④ At the end of a quarter, draw a line separating the current quarter’s running score from the next.

### 2 b) Player Stats- Record Points and Personal Fouls:

Player	#	Personal Fouls	1 <sup>st</sup> Quarter	2 <sup>nd</sup> Quarter	Total
S. LOUGHEED	11	1 \ 2 / 3 (4) 5	22 ●	3 ○	8

<u>Personal Foul Symbols</u>		
1 <sup>st</sup> Quarter: \	3 <sup>rd</sup> Quarter: X	Unsportsmanlike: U
2 <sup>nd</sup> Quarter: /	4 <sup>th</sup> Quarter: O	Over Time: +

2 b) Tell coach once player is at 3 or 4 fouls (indicate **Technical = T**)

**2 c) Total each quarter score and half (circle - see example)**

**3. Team Fouls & Time Outs**

**3 a) Team Fouls**

Whenever someone gets a personal foul, you also mark down a team foul with the correct symbol. Once team reaches 5 = Bonus (foul shot). Technical count as a team Foul

TEAM FOULS	1 <sup>st</sup> Half	1	2	3	4	5
		1	2	3	4	5
1	2	3	4	5		
1	2	3	4	5		

**3 b) Timeouts: 2 timeouts in 1<sup>st</sup> half, 3 in 2<sup>nd</sup> half. Have scorekeeper use clock or phone to time = 1 minute.**

1 <sup>st</sup> half	1	2	2 <sup>nd</sup> Half	1	2	3	OT	1
TO	1	2	TO	1	2	3		1

**Basketball Set Up:**

14 chairs for both teams

Score Table with 4 chairs (ext.cord, arrow, score clock, 30 sec. clock, score sheet, pens)

**Clean Up:** Put away benches, chairs, table, clock, garbage!

**For Referees:** No restrictions on defense (ie zone, press) for all grades/genders

30 sec shot clock, 10 sec back court

**Score Keepers:** report scores via text to Mr. V at 604-818-9088 after each game, keep white sheet in book, give out pink/yellow to coaches.

**No distractions at table:** no phones/food, tell your friends no visiting!!