# Greenvale Basketball Club (Junior Domestic) - Scoring Guide

## General

Ensure that all match details (at the top of the form) and the team names (top line of each team's scoring section) are correctly filled out. The doorkeeper at the venue should fill out these details, but scorers should check them.Team managers should fill out all player names and numbers prior to the game start. Please note that first and last names should be written (e.g. Bob Smith not B. Smith).

*To increase clarity it is recommended to score each period of play in a different coloured pen.*



## Scores

Scores are recorded in two places;

1. Personal scores against the player who scored (see ③ in the diagram above), and
2. Running score for each team (see ④ in the diagram above)

Personal scores are recorded in two separate sections for each half of the game, the running score for each team is kept for the entire game.

Personal player scores take precedence over the running score, so always record them first.

## Recording Personal Scores

Use the following symbols when recording personal scores;

2       Two point field goal
3       Three point field goal

For foul shots (free throws) draw a box.

If the first free throw is successful draw a diagonal line from the top left to bottom right of the square, if unsuccessful put a dot in the top left corner.

If the second free throw is successful draw a diagonal line from the top right to bottom left of the square, if unsuccessful put a dot in the top right corner.

# Greenvale Basketball Club (Junior Domestic) - Scoring Guide

In the case of three free throws, if the third free throw is successful draw a vertical line down the middle of the square, if unsuccessful put a dot in the top centre of the box.

For a single bonus shot (awarded when a shooter is fouled during the act of shooting and scores the basket) draw a circle. If the bonus shot is successful draw a diagonal line from the top left to bottom right of the circle, if unsuccessful put a dot in the centre of the circle.

So the possible combinations are;

| Symbol | Description |
|---|---|
| | Two free throws, none successful |
| | Two free throws, both successful |
| | Three free throws, none successful |
| | Three free throws, all successful |
| | Three free throws, only third successful |
| | Two free throws, only first successful |
| | Two free throws, only second successful |
| | Three free throws, only first successful |
| | Three free throws, only second successful |
| | Three free throws, only first and second successful |
| | One bonus shot, unsuccessful |
| | One bonus shot, successful |

# Greenvale Basketball Club (Junior Domestic) - Scoring Guide

## Recording the running score
Two points - draw diagonal lines across next two boxes forming a "V" (see example below).
Three points - draw horizontal line across next three boxes (see example below).
One point - draw vertical line through next box (see example below).
In all cases write the number of the player who scored above the box.



In the example above, number 4 has scored 2-points, number 7 3-points, number 4 2-points, number 13 2-points and number 13 a 1-point bonus.

The scorer may also feel comfortable using the alternative method of marking only every second box (in the case of a two-point shot, or every third box (in the case of a three-point shot). As in the first method you must record the scorers number above the box. In the case of a three-pointer, place a circle around the scorers number.

## Recording Fouls
Fouls are recorded in two places;
1.  To maintain each team's foul count (see ① in the diagram on first page),
2.  To maintain each player's personal foul count (see ② in the diagram on first page)

Team fouls are recorded in two separate sections for each half of the game, the player's personal foul section runs for the entire game.

## Recording Team Fouls

When recording team fouls, cross off the next box and write the number of the offending player alongside.

Bench technical fouls are not added to the team fouls.

Second half team fouls are scored on the equivalent boxes on the right hand side of the scoresheet.

When a team records it's eighth (8) team foul the scorer should notify the referees. All following fouls become a two free shot situation.



## Recording Player Fouls
When recording player fouls write the following letters over the next box for the offending player,
A circle or a "P" for a personal foul.
A cross or "X" for a shooting foul.
A "T" for a technical foul.
An "I" for an Intentional or Unsportsmanlike foul.
A "D" for a Disqualifying foul.



When a player receives their fifth (5) foul the referees should be notified and the player must leave the game.

# Greenvale Basketball Club (Junior Domestic) - Scoring Guide

## Recording Time-Outs

The scorer should record each time-out called by each coach (see ⑤ in the diagram on first page). Second half time outs are recorded on the boxes on the right hand side of the scoresheet.

Each coach is allowed two time-outs per half.

## Under 8's Differences

Whilst the principles are the same, the scoresheet used in the Under 8 competion is slightly different to allow for the following special rules,

1. Players are allowed seven (7) fouls each before being fouled off.

2. Players may only score 10 points each in a game. If a player who already has ten points scores again it does not count.

## Players Signatures

In all Junior Domestic grades other than the Under 8's the player names and numbers must also be written on the reverse of the scoresheet and players must sign the sheet in the space provided.

If a player does not sign, they do not receive credit for the game (it does not count towards the games required to qualify for the finals).

## Timing Rules

For fixured rounds (home and away games) and semi-finals;

1. Two (2) time outs of one (1) minute duration allowed per team for each 20 minute half.

2. Clock does <u>not</u> stop in the first half at all.

3. Clock <u>does</u> stop in the last three (3) minutes of the second half, but only for;
   - time outs
   - substitutions
   - foul shots

4. No time outs are allowed in the last two minutes of the first half.


For Grand Finals only;

1. Clock does stop during the game but only for;
   - all time outs
   - compulsory substitutions (e.g. injuries)

2. Clock stops on <u>every whistle</u> during the last three (3) minutes of the second half.