

Scoring

Each team playing supplies one person to fill in the score sheet or operate the electronic scoreboard and control the possession arrow. The scorers choose which team is deemed to be “light” and which is “dark” (as indicated on the score board).

There are four main elements to scoring:

1. Goals (field goals)
2. Free throws
3. Fouls
4. Time outs

Goals:

Generally a field goal scores the team 2 points (if scored from inside the 3 point line). This is recorded (as a 2) against the player’s name/no. in the “First Half” column (for the 1st half “Second Half” for the 2nd half) and also by striking out two squares in the running score under the team. As a cross-reference, the player’s number is recorded above the running score.

E.g.

TEAM:																		
NO.	Name	Fouls					First Half											
5	John Basketballer	1	2	3	4	5	2											
		1	2	3	4	5												

5

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79

If a field goal is scored from outside the circle, it scores 3 points, recorded as 3 and a line through three squares on the running score.

E.g.

TEAM:																		
NO.	Name	Fouls					First Half											
5	John Basketballer	1	2	3	4	5	3											
		1	2	3	4	5												

5

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79

If a field goal is scored by a team in the opposition’s basket, i.e. an “own goal”, it is recorded against the captain of the benefiting team. If the captain is unknown record the goal against the first name on the score sheet for the benefiting team.

Free Throws:

Each goal scores the team 1 point. When a player is awarded a free throw draw a box on the line for that player. E.g.

TEAM:																		
NO.	Name	Fouls					First Half											
5	John Basketballer	1	2	3	4	5	□											
		1	2	3	4	5												

Free throws are marked with a line in the box if successful (e.g.) or a dot if missed (e.g.). 2 or 3 free throws may be awarded depending on whether or not the shooting foul occurred inside or outside the three point circle. So boxes may appear as follows:

None of 2 free throws successful

1 of 2 free throws successful

2 of 2 free throws successful

None of 3 free throws successful

1 of 3 free throws successful

2 of 3 free throws successful

3 of 3 free throws successful

Mark the running total as indicated; 1 shot in

5

<input checked="" type="checkbox"/>	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79

2 shots in

5 5

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79

3 shots in

5 5 5

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79

Bonus Shot:

May be awarded if a player is fouled while shooting a successful goal.

Draw a circle

No score

Successful

Strike a box on the running score if successful.

Team Foul Penalty:

If a team commits more than eight fouls in a half, then two free throws may be awarded to the other team. These are recorded using the box notation described above. Strike a box on the running score for each successful shot.

Fouls:

When a player fouls another the ref will indicate the number of the player and the team responsible. Record the foul against the player by putting a line through one foul box. The scorer must notify the refs if a player's individual foul total reaches five. E.g.

TEAM:							
NO.	Name	Fouls					First Half
5	John Basketballer	1	2	3	4	5	
		1	2	3	4	5	

A running total of fouls for the team is kept on the left hand side of the form for the 1st half and the right hand side for the 2nd half. Mark one foul box on the relevant running total. As a cross reference the players number is recorded next to the running total. The scorer must notify the refs if the team foul total for the half reaches eight.

TEAM	
FOULS	
5	1 11
	2 12
	3 13

Time Outs:

Each team is entitled to 3 time out calls per game (a maximum of 2 per half). When a coach calls a time out strike a line thru one time out box against the relevant half.

Second Half:

NB: At half time the refs will close off the score sheet for the first half.

During the 2nd half scoring continues as described on the right hand side of the form although individual fouls are recorded on the foul grid on the LHS, while the running total of team fouls is recorded on the RHS. Note also that when recording fouls in the 2nd half the line is draw across opposite corners of the box, for both the player fouls and the team fouls e.g.

TEAM	
FOULS	
5	1 11
	2 12
	3 13

Operating Electronic Score Board and Alternating Possession:

Clock:

The clock should be started at the beginning of each half when the ball is legally tipped, it will run until a siren sounds to note the end of the half. Do not stop the clock except in the last minute of the second half. During the last minute, the clock stops each time the ref blows his/her whistle and is restarted when play restarts (the ref will indicate when to start the clock by lowering his/her arm from vertical to by his/her side).

Points Total:

The timekeeper/scoreboard operator indicates points scored by each team. Confirm total points scored with the scorer after each score.

Fouls Total:

The timekeeper/scoreboard operator also indicates team fouls for the half. Confirm with the scorer after each foul.

Alternating Possession Arrow:

The alternating possession rule is a means of deciding which team gets control of the ball after a contested possession (previously known as a jump ball).

A jump ball occurs at the start of each half. When one team **gains control** of the ball **after** the tap the arrow is turned in the direction of the **opposing team's** scoring basket. In subsequent contested possessions the team whose scoring basket is indicated by the arrow gets possession of the ball. The scorer operating the clock is usually responsible for the Alternating Possession Arrow.

The scorer should reverse the arrow when the **inbound pass is touched in play**.

Scoring Anomalies:

If a major problem becomes apparent, wait for the first dead ball situation, sound the siren to notify the refs and stop the clock.

Finals:

Grand Finals:

During grand final matches the clock is stopped for all time outs and each time the ref blows his/her whistle in the last three minutes of the second half. This also applies to any extra time played.

If the scores are tied at the end of a finals match extra time of 5 minutes is played. Additional extra time periods are played until a result is reached. Finals matches may not end in a draw.

Semi Finals:

Same variation as for the grand final (see above) but the clock is not stopped for time outs except in the last three minutes of the second half.