

KEEPING THE SCOREBOOK CORAL SPRINGS BASKETBALL CLUB

The team written on the left side of the book (home) should sit to the left of the score keeper.

Checking Players in at the Beginning of a Quarter

Mark a slash (/) in the appropriate quarter box to the left of the player's name as they check in.

Count to make sure five players checked in.

To avoid errors, each player should check in himself/herself (and only himself/herself).

If the player remains in for the full quarter, leave the mark in the box as a slash.

Overtime - Don't record who plays in overtime.

Substitutions in Midquarter (not an injury replacement)

Mark incoming substitutions with an X in the appropriate quarter box, don't mark time of sub.

Change the departing player's box from a slash (/) to an X, again, time is not important.

Injury Replacements

Injury replacements are not substitutions, check with referee if you are not sure if it's a sub or injury.

Injured players are credited with playing the full quarter (no change to the slash in the quarter).

Record the time of the injury in the margin by the player to the left of the quarter boxes.

The replacement player is marked with playing a partial quarter (X).

If injured player returns after one possession, write "1 possession" next to replacement player box.

Team Score (Also called running score)

Record the team score before player score since the team score is the official score of the game.

Mark with slashes (/) in the boxes numbered from 1 through 120 at the top of each page.

Continually check score with the time keeper to make sure you agree.

Individual Player Score

Record made baskets only - write a "2" or "3" (not "II" or "III") in the appropriate quarter column.

Free throws made are recorded by drawing a filled in circle.

Missed free throws are helpful to record – draw an empty circle.

Score at the End of the Quarter

Signify end of the quarter by putting a mark in the running score (a vertical line after the total score).

Total the individual player points scored per quarter and compare to the running score.

At the end of the game, write the winning team color and final score, and circle it.

Individual Player Fouls

The referee will state the fouling player's number and team color.

Mark fouls with a slash (/) to the right of player's name in appropriate box (1,2,3,4,5,6,T1, or T2).

At the end of the first half, change all the individual foul slashes to Xs

Continue using slashes to record individual player fouls in the second half

4 fouls – If happens in player's 1st quarter and player leaves, note the time in left side margin.

Team Fouls

Team fouls are recorded in each half by making a slash in the box at the bottom of the page.

Notify the referee when the 7th and 10th team foul is committed in each half.

At the end of the first half, draw a line through the unused team fouls.

Overtime fouls are recorded as a continuation of the second half fouls.

Timeouts

Mark timeouts at the bottom line on the score page with a slash in the appropriate box.

It is helpful to record the quarter and the time on the clock when the timeout is called.

Warnings

Record backcourt and "3 on 1" warnings with a "W" written at top of page, notify ref on 3rd warning.