



## Scoresheet Training

### Basics:

- One absolute rule: Pay close attention to the game.
- Two sheets are used to keep score, one for each team.
- Prior to the game get the players numbers from each coach.
- If there is ever a discrepancy during the game, the home team score sheet is used.
- A general rule of thumb: The more information that is recorded the less likely it is that there will be a disagreement on the score sheet data.
- There are various styles of scoresheets. They all contain similar data but may be laid out differently.
- An example score sheet is available for reference on page 2.

### Key Stats:

- Score
  - Mark the running score 1<sup>st</sup>. Free throws are 1, field goals are 2, 3-pointers are 3. It is not necessary to mark every space. (Example 1<sup>F</sup>)
  - Mark player's score 2<sup>nd</sup>. To indicate free throws, draw a circle before the foul shot and fill in or draw a slash through the circle if the shot is made (Example 10<sup>F</sup>).
- Fouls
  - Personal fouls are marked for each player. Use a different mark to differentiate between 1<sup>st</sup> half and 2<sup>nd</sup> half fouls. (Example 10<sup>ca</sup>)
  - After each personal foul, mark the running team foul count for the half (Example 4<sup>ca</sup>).
  - Technical fouls on a player count both as a personal foul and as a team foul. Technical fouls on the bench count as team fouls. You can ask the referee for clarification. Two technical fouls is a game disqualification for a player and an ejection from the gym for coaches.
- Possession
  - The scorekeeper tracks possessions. There could be as many as 20 or more jump balls in a game (Example 5<sup>ca</sup>).
  - It is best to write down the possession (jump ball) and the time it occurred.
- Time Outs
  - Mark time outs by the team that took it, the quarter taken, the time it was called, and the type – 30-second or Full. (Example 6<sup>ca</sup>)
  - Teams get three full time outs (60 seconds each) and two 30-second time outs. Calling a time out after all five have been used is a technical foul on the bench.
- Quarter End
  - At the end of each quarter put a mark on the running score to indicate the quarter score and fill in the first quarter score box on both team's score sheet (Example 7<sup>ca</sup>). Put lines through the players score so that you know not to use the 1<sup>st</sup> quarter box again. Add up players point totals; write at bottom and circle. Verify against the running score totals (Example 8<sup>ca</sup>).
- End of Half
  - Repeat the end of quarter events. Fill in the 1<sup>st</sup> half personal fouls or otherwise use a different mark for the 2<sup>nd</sup> half personal fouls. Mark out the remaining 1<sup>st</sup> half team fouls.

