



Score Sheet Training

Basics:

- One absolute rule: PAY ATTENTION TO THE GAME. Do not chat with the coaches or friends.
- A general rule of thumb: the more information that you can get down the less likely that there will be a disagreement on the score sheet data.
- You will keep two sheets, one per team.
- Prior to the game have the coach(s) fill out the player numbers for their roster. Numbers should be in numerical order.
- An example score sheet is available for reference on page 2.

Key Stats:

- Score
 - Mark the running score 1st. Free throws are 1, field goals are 2 (do not mark every space), 3-pointers are 3 (do not mark every space). Verify with the scoreboard keeper that you both agree. The home score sheet is **always** the correct score. (Example 1st).
 - Mark player's score 2nd. 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 2nd).
- Fouls
 - Personal fouls are marked for each player and should be differentiated between halves (Example 3rd).
 - After each personal foul, mark the running team foul count for the half (Example 4th).
 - 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 on 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 5th).
 - It is best to write down the possession (jump ball) and the time it occurred. Verify with the clock keeper that you both agree.
- Time Outs
 - Mark time outs in the quarter taken, by which team, the time it was called, and the type (Example 6th).
 - 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 quarter score and fill in the first quarter score box on both team's score sheet (Example 7th). Put lines through the player's score so that you know not to use the 1st quarter box again. Add up player's point totals; write at bottom and circle. Verify against running score totals (Example 8th).
- End of Half
 - Repeat the end of quarter events. Fill in the 1st half personal fouls or otherwise use a different mark for the 2nd half personal fouls. Mark out the remaining 1st half team fouls.

