



USING THE FIBA SCORESHEET



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Pre-Game and the Scoresheet

The official Scoresheet, mentioned in Art. 4.D.5. is the one approved by the World Technical Commission of FIBA, the International Basketball Federation.

Note: It is recommended that the Scorer use two pens of different colours, (alternating the colours each quarter.)

1. Earlier than 10 minutes before the beginning of the game the scorer shall prepare the Scoresheet in the following manner:
2. The first team mentioned first on the program or draw shall be team "A" and the second team shall be team "B".
 - a. If the team names, players, referees etc are not on the scoresheet then the scorer will need to inscribe the names of the two teams in the space at the top of the Scoresheet.
 - b. The first team named shall always be the home team and sit on the team bench to the left side of the score table and warm-up and shoot at the basket to the right of the score table for the first half of the game.
 - c. If the game is part of a tournament or a specific competition, the Scorer shall inscribe:
 - I. The name of the competition.
 - II. The number of the game.
 - III. The date, the time and the place of the game.
 - IV. The names of the Referee and of the Umpire.
3. At least 10 minutes before the game, the Coaches shall:
 - a. Confirm their agreement with the names and the corresponding numbers of their players.
 - b. Confirm the names of the Coach and Assistant Coach.
 - c. Indicate by an "x" the five (5) players who are to start the game, the team captain and any players who will play in contact lenses.
 - d. Sign the Scoresheet.

Time-outs		Team fouls								
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7	Period ①	X	X	X	X	②	X	X	X	X
8	Period ③	X	X	X	X	④	X	X	X	X
4	Extra periods									
10										
Licence no.	Players	No.	Player in	Fouls	1	2	3	4	5	
001	MAYER, F.	4	X	P ₂						
002	JONES, M.	5	X	P	P	P ₂				
003	SMITH, E.	6	X	P ₂	U ₂	P	P ₁			
004	FRANK, Y.	7	X	T ₂	P ₂					
010	NANCE, L.	8	X	P	P	U ₁				
012	KING, H. (CAP)	9	X	P ₁	P					
014	WONG, P.	10								
015	RUSH, S.	11	X	P ₃	P ₂					
		12								
021	MARTINEZ, M.	13	X	P ₂	P	P ₂	T ₂			
022	SANCHEZ, N.	14	X	P ₂	P ₂	P ₂	P	U ₂		
024	MANOS, K.	15	X	P ₂	D ₂					
Coach	LOOR, A.						C ₂	B ₂		
Assistant Coach	MONTA, B.									

The Coach of Team "A" shall be the first to provide this information.

The Scorer shall circle the 'x' marked by the coach, as the players make their way onto the court to start the game to confirm the starting five.

He shall repeat this procedure whenever a substitute enters the game for the first time, by drawing a small 'x' (No circle).

Charged Time-out

The recording of charged time-outs shall be made as follows:

- a. The scorer must inscribe the minute of playing time that a team is granted a time-out.
- b. Charged time-outs granted during the first half shall be indicated in the appropriate spaces, below the team's name.
- c. The same process shall be followed for the second half and for any extra period(s).
- d. At the end of each half or each extra period, two parallel lines inside the space(s) shall indicate unused spaces.
- e. Both teams can now request a substitution or time-out if the last or only free throw is successful provided that request is made before the ball is at the disposal of the player throwing the ball into court.
- f. During the last two minutes of the fourth period or each extra period, both teams can be granted a time-out or substitution if possession at halfway is part of a foul penalty, between the completion of free throws and half court possession, whether or not the shot was successful.

Fouls

- a. Player fouls may be personal, unsportsmanlike, disqualifying or technical and shall be recorded against the player(s).
- b. Fouls by Coaches, Assistant Coaches, substitutes and team followers are technical or disqualifying fouls and shall be recorded against the Coach.
- c. The recording of all fouls shall be made as follows:
 1. A personal foul shall be indicated by inscribing a 'P'
 2. An unsportsmanlike foul shall be indicated by inscribing a 'U'.
 3. A disqualifying foul shall be indicated by inscribing a 'D'
 4. A technical foul shall be indicated by inscribing a 'T'.

A technical foul for personal unsportsmanlike behaviour by the Coach as per Art. 38.3.2, Penalty 38.4.2 shall be indicated by inscribing a 'C'.

A technical foul, which is assessed against the Coach for any other reason, shall be indicated by inscribing a 'B'.

Technical or disqualifying fouls against a coach shall NOT be recorded as team fouls

5. Any foul (personal, unsportsmanlike, disqualifying or technical) involving free throw(s) shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'F', 'U', 'D', 'T', 'C' or 'B'.
6. All fouls against both teams involving penalties of the same gravity and cancelled according to Art. B.8.3.8, shall be indicated by adding a small 'c' beside the 'F', 'U', 'D', 'T', 'C' or B.
7. If a player(s) is disqualified from the game for leaving the Team Bench Area (Art. 39 Fighting):
 - a. In each of that or those players' remaining foul spaces (boxes) shall be recorded an 'F'. (See example 1).
 - b. If it is the player's 5th foul, then an 'F' shall be inscribed inside the last foul space. (See example 2).
 - c. If the player has already committed 5 fouls (fouled out), then a large 'F' shall be entered in the column after the last foul. (See example 3)

In addition with the above examples a technical foul is entered as one B₂ foul against the coach (no matter how many players or team followers are disqualified from the game).

If only the coach is disqualified under Art. 39 Fighting, D₂ is entered and in all remaining spaces F is entered.

If only the assistant coach is disqualified under Art. 39 Fighting, B₂ is entered alongside the coach and F is entered in all the assistant coach's spaces.

If both the coach and the assistant coach are disqualified under Art. 39 Fighting, D₂ is entered against the coach followed by F in all remaining spaces of the coach and assistant coach.

Note: The disqualifying fouls under Art. 39.3.3 shall NOT be recorded as team fouls.

A disqualifying foul against a substitute (not including Art.39) shall be recorded as D against the player and B₂ against the coach.

A disqualifying foul against an assistant coach (not including Art 39) shall be recorded as D for the assistant coach and B₂ against the coach.

A disqualifying foul against an excluded player after his fifth foul (not including Art. 39) shall be recorded with a D in the space outside the foul columns and B₂ against the coach.

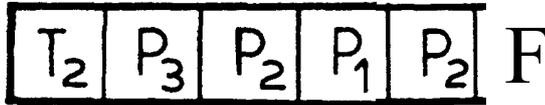
Example 1



Example 2



Example 3



At the end of each quarter, the Scorer shall draw a heavy line between the spaces that have been used and those that have not been used.

At the end of the game, the Scorer shall obliterate the remaining unused spaces with a heavy horizontal line.

Team Fouls

For games played in four (4) ten (10) minute periods:

- Whenever a **player** commits a foul, either personal unsportsmanlike, disqualifying (except for where a substitute leaves the bench and is involved in a fight on the court, as stated in art. 39.3.3) or technical, the Scorer shall also record the foul against the team of the offending player.

He shall use the spaces provided for that purpose on the Scoresheet, immediately under the name of the team and above the players' names.

Four sets of 4 spaces are provided, one for each of the 4 periods (and eventual Extra Periods).

The Running Score

- The Scorer shall keep a chronological running summary of the points scored by both teams.
- There are four columns for this running score on the Scoresheet.
- Each column contains four vertical spaces:
 - The twin spaces on the left are for team 'A' and the twin spaces on the right are for team 'B'.
 - In the centre spaces is the running score (160 points) for each team.
 - The Scorer shall **FIRST** draw a diagonal line / for a valid field goal scored and a darkened circle ● for any valid free throw scored. This shall be done over the **NEW TOTAL** number of points as accumulated by the team that just scored.

	A		B
	1	●	6
	2	●	6
6	3	/	3
	4	/	4
11	5	/	5
11	●	●	5
	7	/	7
10	8	/	8
	9	/	10
	10	/	10
10	11	/	11
	12	/	7
4	13	●	7
5	●	14	
5	15	/	6
	16	/	16
5	17	/	17
	18	/	6
6	19	/	19
	20	/	9
	21	/	21
11	22	/	9
	23	●	9
11	24	/	24
	25	/	7
	26	●	7
5	27	/	27
	28	/	6
10	29	/	29
	30	/	8
4	31	/	31
	32	/	5
4	33	●	5
4	●	34	
	35	/	10
10	36	/	36
	37	/	12
	38	/	38
10	39	/	12
10	●	●	12

d. THEN, in the blank space on the same side of the new total number of points (beside the new / or ●), the Scorer shall inscribe the number of the player who scored the field goal or the free throw.

The Scorer must follow these additional instructions:

1. A field goal for 3 points scored by a player shall be recorded by drawing a circle around the number of the player in the appropriate column.
2. A field goal scored by a team into his own basket shall be recorded as scored by the Captain of the opposing team.
3. Points scored when the ball does not enter the basket (Art. 31 'Interference with the Ball on Offence and Defence') shall be recorded as scored by the player who attempted the shot.
4. For games played in 4 x 10 minutes, at the end of each period the Scorer shall draw a heavy darkened circle 'O' around the last number of the points scored by each team.
5. At the end of the first half, the Scorer shall draw a heavy darkened circle 'O' around the last number of the points scored by each team and a heavy horizontal line under those points as well as under the number of the players who scored those last points.
6. At the beginning of the Second Half and eventual Extra Period(s), the Scorer shall continue the process (as per above) from the point of interruption.
7. At the end of the game, the Scorer shall draw two heavy horizontal lines under the final number of points of each team and the number of the players who scored those final points. Further, he shall draw a diagonal line to cross out the remaining running score for each team.
8. Whenever possible, the Scorer should check his running score with the visual Scoreboard. If there is a discrepancy, and his score is correct, he shall immediately take steps to have the Scoreboard corrected. If in doubt or if one of the teams raises objections to the correction, he shall inform the Referee as soon as the ball is dead and the game clock is stopped.

Correctable Errors

Errors on the scoresheet are correctable when:

1. Unmerited free throws have been awarded
2. The wrong player has been permitted to attempt a free throw
3. Failure to award merited free throws
4. Erroneous awarding or cancelling of points by officials

7	70	70	6
7	71	71	
7	72	72	6
	73	73	
9	74	74	
	75	75	
11	76	76	
	77	77	
	78	78	
	79	79	
	80	80	

There is a strict time period when these situations can be corrected. It is;

- Error Occurs - All errors occur during a dead ball period
- Ball live - Error is correctable
- Game clock starts or continues to run - Error is correctable
- Dead ball - Error is correctable
- Ball live - Error is no longer correctable

Summing Up

1. At the end of the First Half, the Scorer shall inscribe the score obtained by the two teams in the proper section at the lower end of the Scoresheet.
2. He shall also inscribe the score of the Second Half and, eventually, the Extra Periods.
3. At the end of the game, he shall record the final score and the name of the winning team.
4. The Scorer shall then sign the Scoresheet and shall have it countersigned by the Timekeeper, the 24-second Operator, the Umpire and the Referee.
5. The Referee shall be the last to sign the Scoresheet, and this act terminates the administration of the game.

Scorekeeper	<u>N. MAIER</u>	Scores	Period ①	A <u>15</u>	B <u>18</u>
Assistant scorekeeper	<u>O. SABAY</u>		Period ②	A <u>19</u>	B <u>10</u>
Timekeeper	<u>R. LEBLANC</u>		Period ③	A <u>26</u>	B <u>19</u>
24" operator	<u>K. AUSTIN</u>		Period ④	A <u>16</u>	B <u>25</u>
			Extra periods	A <u>/</u>	B <u>/</u>
Referee	<u>M. Wade</u>	Final Score	Team A	<u>76</u>	Team B <u>72</u>
Umpire 1	<u>[Signature]</u>	Name of winning team	<u>HOOPERS</u>		
Umpire 2	<u>[Signature]</u>				
Captain's signature in case of protest					

Note: Should one of the Captains sign the Scoresheet under protest (using the space marked "Captain's Signature in case of Protest"), the Scorer, the Timekeeper, the 24-second Operator and the Umpire shall remain at the disposal of the Referee until he gives them permission to depart.