



KBAJ DOMESTIC BASKETBALL SCORESHEET INSTRUCTIONS

BEFORE THE GAME

Ensure that all match details, the team names, players names and numbers are correctly filled out. For the scoreboard determine and agree which team will be light and dark.

SAMPLE SCORESHEET:

PLAYER FOULS

When recording player fouls, insert the following over the next foul box for the offending player:

| NO. | NAME | FOULS |
|-----|----------------|-----------|
| 5 | Ron Eywup | / / / / / |
| 9 | Peter Dribbler | / / / / / |
| 11 | Sam Dunk | / / / / / |
| 13 | Luke Longshot | / / / / / |
| 21 | Mike Foul | / / / / / |
| 33 | Louis Pass | / / / / / |

- A personal foul, a forward slash "/"
- A technical foul, a "T"
- An unsportsmanlike foul, a "U"
- A disqualifying foul, a "D"

The referees must be notified immediately and the player

must leave the game if they receive either:

- 5 fouls
- 2 technical fouls (T), or
- 2 unsportsmanlike fouls (U),
- a disqualifying foul (D)

Note: Alert the coach when a player reaches 4 fouls.

COACH AND BENCH FOULS

Fouls committed by the coach or bench are recorded:

- against the coach, (add "coach" under the player's names (see sample scoresheet) and
- are **not** added to the team's fouls.

When recording coach and bench fouls, include the following next to the relevant coach:

- A technical foul for the coach's personal unsportsmanlike behaviour, a "C"
- A technical foul against the coach for any other reason, a "B"
- A disqualifying foul against the coach or team bench personnel, a "D"

The referees must be notified immediately if a coach meets any of these conditions:

- 2 "C" technical fouls
- 3 technical fouls (1 could be a "C")
- a disqualifying foul "D".

PERSONAL SCORES

Use the following symbols when recording personal scores:

- 2 (Two) point field goal
- 3 (Three) point field goal
- Foul shots (free throws), draw a box
- A bonus shot, draw a circle

SCORES

Scores are recorded in two places;

1. Personal scores against the player who scored; and
2. Running score for each team including player's no above.

Personal scores are recorded in two separate sections for each half of the game, the running score for each team is kept for the entire game.

RUNNING SCORE



Two points - draw diagonal lines across next two boxes
 Three points - draw horizontal line across next three boxes
 One point - draw vertical line through next box
Include the player's number above their score

FOULS

Fouls are recorded in two places;

1. In the player's personal foul section
2. In the team's fouls for that half. Team fouls tally resets at each half

TEAM FOULS

| TEAM FOULS | THALF | SHALF |
|------------|-------|-------|
| 21 | | |
| 5 | | |
| 23 | | |
| 11 | | |
| 5 | | |
| 21 | | |
| 21 | | |

When recording team fouls, write the number of the offending player in the foul box
Fouls given to the coach and bench are **not** added to the team fouls

Second half team fouls are recorded on the boxes on the right

The referees must be notified immediately when a team reaches 9 team fouls in a half

| Foul Shots Awarded | Shot | Successful | Unsuccessful |
|--------------------|----------|--------------------------|--------------------------|
| 1 bonus free shot | 1st shot | <input type="checkbox"/> | <input type="circle"/> |
| | 2nd shot | <input type="checkbox"/> | <input type="checkbox"/> |
| | 3rd shot | <input type="checkbox"/> | <input type="checkbox"/> |

Possible combinations:

- 1 bonus shot, unsuccessful
- 1 bonus shot, successful
- 2 free throws, none successful
- 2 free throws, both successful
- 2 free throws, first successful
- 2 free throws, second successful
- 3 free throws, none successful
- 3 free throws, all successful
- 3 free throws, only third successful
- 3 free throws, only first successful
- 3 free throws, only second successful
- 3 free throws, first and second successful





KBAJ DOMESTIC BASKETBALL SCORESHEET INSTRUCTIONS

TIMING RULES (BYLAW 9)

Game consists of 2 x 20 minute halves

The referee will:

- start the clock two (2) minutes before the starting time
- give both coaches a one (1) minute warning
- start the game clock **no earlier** than the game's starting time on the fixture

A late starting team is penalised one (1) game point per minute or part thereof after the starting time

If a game has not started after 10 minutes, an unnotified walkover will be deemed to have occurred

TIMING RULES (HEAT POLICY) (BYLAW 9.8)

Game consists of 2 x 18 minute halves

All other timing rules above apply.

TIME-OUT RULES (BYLAW 9.4 & 9.1)

- Two time-outs per team per half are allowed
- Record timeouts called by each coach under the relevant half
- No timeouts in the last minute of the first half. If a timeout is in progress, it is to cease immediately and play is to resume

TIME-OUT RULES (HEAT POLICY) - (BYLAW 9.8)

- The referee will call a compulsory timeout midway through each half to give players the chance to rest and rehydrate
- All other time-out rules above apply.

CLOCK STOPS

The clock should stop when the referee blows the whistle and should not be restarted until the ball becomes "live" again (after the ball touches or is touched by a player on the playing court), as indicated in the following table:

| When | Regular Season | Heat Policy (regular season) | Finals (including heat policy) |
|--------------|--|--|---|
| 1st half | N/A | Compulsory timeout (called by referee) | <ul style="list-style-type: none"> • All timeouts • The last minute, all whistles |
| 2nd half | Last 2 minutes: <ul style="list-style-type: none"> • Timeouts • All whistles (unless mercy rule is active, then timeouts only) | <ul style="list-style-type: none"> • Compulsory timeout (called by referee) • Last 2 minutes: <ul style="list-style-type: none"> – Timeouts – All whistles (unless mercy rule is active then timeouts only) | <ul style="list-style-type: none"> • All timeouts • Last 3 minute, all whistles |
| Extra period | N/A | N/A | <ul style="list-style-type: none"> • Timeouts • The last minute, all whistles |

EXTRA PERIODS (FINALS ONLY) - PLAYED UNTIL RESULT ACHIEVED

When the final siren sounds, if the score is a draw then an extra period will be played:

- 5 minutes duration and one (1) time-out per team per extra period allowed
- All fouls remain from 2nd half (individual and team fouls count do not reset)
- Clock stops for all whistles in the last one (1) minute of each period.

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JUMP BALL SITUATION AND ALTERNATING POSSESSION

Starting the game:

- A jump ball starts the game and the arrow should be pointing straight up
- Once a team has possession of the ball, point the arrow in the opposite direction of their goal end

Jump ball situations during the game:

- the arrow will determine which team is given possession of the ball
- scorers should wait until the ball is live and then change the direction of the arrow



Starting the second half: (or additional periods)

- The team entitled to the next alternating possession at the end of the period will start the next period with a throw-in at the centre line. The direction of the arrow is NOT changed at the end of the period, so the team whose goal end is the opposing direction of the arrow starts with the throw in.

SCOREBENCH ROLES & RESPONSIBILITY

- Each team must provide a person to score, scoring involves:
 - completing the scoresheet
 - operating the scoreboard; and
 - alternating the possession arrow
- The scorers work as a team and should help each other by saying out loud:
 - the singlet number of the player shooting
 - the singlet number of the player the referee signals as giving a foul
- Both scorers must ensure the scoreboard and scoresheet reflect the same result, (check the running score with the visual scoreboard).
- If there is a discrepancy, and the scoresheet is correct, immediately take steps to have the scoreboard corrected. If in doubt or if one of the teams raises an objection to the correction, sound the siren at the next referee's whistle to seek clarification
- Scorers need to remain at the score bench at half time and after the game to assist referees in checking the scoresheet

Note:

- The referees control the game and scorers must record what the referee signals
- If there is a discrepancy/dispute that cannot be resolved, the boxed score (individual scores) is taken as the official game score
- During the regular season, players can join the game at any point but their name must be added to the scoresheet before they can take the court. Only 10 players per team.
- During finals:
 - only players whose names are listed on the scoresheet and who have qualified can play. If a player's name appears on the scoresheet with NQ then they have not qualified and cannot play.
 - players can join the game at any point but their name must be listed on the scoresheet and they must have qualified.

MERCY RULE (BYLAW 6.13 AND 6.14) DOES NOT APPLY IN GRADING OR FINALS GAMES

The leading team is required to fall back behind the three (3) point line when the trailing team in-bounds the ball. No defence may be applied until the ball is dribbled or passed across the centre line. This rule applies, at the discretion of the trailing coach and only during the competitive season (not grading or finals games):

- In Under 10's, when a team is leading by 10 or more points;
- In Under 12's and above, when a team is leading by 20 or more points.

