

In BLACK, all admin, Q2, Q4 & overtime(s) In RED Q1 and Q3

Before the Game

GAME CODE SW2	GAME DATE 09/10/21	START TIME 13:01
PLAYING DIVISION U17 WEST	FINISH TIME 00:00	

Fill in every section of the score sheet header as well as the home and away team player squads; make sure you include their licence number, surname and first initial. As shown on the completed sheet

This should be done in numerical order, starting with the lowest number. All the writing should be done in capital letters so it is easier for others to read. In Tip Time, add the time the game started, not the expected tip time.

Once you have prepared the sheet, check with both coaches, home team first, get their starting five, mark this with an 'X'. Get the coaches signature next to their name.

LC87	SOMERFORD, P	<i>Prof</i>	COACH		
			ASSISTANT COACH		
			TEAM MANAGER		

The coach and assistant coach also needs to be added written in the same manor as you would a player. If a Team Manager is present, add their name and Licence No.

As the starting five are entering the playing court; circle the players in.

No.	PLAYER IN
4	
5	X
7	X

Recording of the Score

For the home team write the player number in the left box next to the score under column A. Away team to the right under column B.

Use a diagonal line over a field goal (2 or 3 points). Circle the player number for a three point score.

Recording a successful free throw with a solid dot over the score.

Team Fouls
1 X X = = = **2** X = = =

Time-Outs - First Half
1 = =

Time-Outs - Second Half
2 / 4 =

Player number
Score

	1	1	
15	2	2	12
	3	3	
15	4	4	5
	5	5	13
4	6	6	
	7	7	5
9	8	8	
	9	9	
16	10	10	13

End of each Period

At the end of each period mark off unused team fouls and draw a single line under the last basket scored for the first, second and third period and a double line to end the game. Circle the last score in every quarter. With the end of each period you are to record the period score. Marking down the points scored in each period. Not the overall score up to that point! Remember to put any extra period scores in and the Final Score at the end of the game. Record the winning team name.

Winning Team **GRANDE GIANTS**

A one B	A two B	A three B	A four B	A O/T B
4 10	15 14	15 4	10 16	11 14

No-show player and Empty Lines

If a player hasn't played the game but was on the squad list, a line from player in box through the five personal fouls is to be drawn to show that the player has not taken part. If there are not 12 players the remaining unused lines are to be lined through. Also see score sheet (over) for more than one empty player box.

Recording Personal/ Team Fouls (inc. Bench, Coach, Technicals and Unsportsmanlike Fouls)

Personal fouls are recorded by entering a letter in the personal foul box of the player or coach.



PERSONAL FOULS RESULTING IN 2 SHOTS

If a player comes off the bench to 'fight' it is recorded as an 'F'. This is also a B1 Technical

4 X P F F F F

5 X P₂ U₂ T₁ GD

U₂ UNSPORTSMANLIKE FOUL

T₁ C₁ B₁ TECHNICAL FOUL

F FIGHTING

GD GAME DISQUALIFICATION

At half time a solid line shall be drawn around the personal fouls recorded for the first half.

A player Technical or a player Unsportsmanlike foul will be recorded with a 'T' or 'U' with the number of shots to follow.

Two technical or two unsportsmanlike or a combination of the two is a Game Disqualification (GD) for individual players. If a player is disqualified the following foul box is filled with GD and the remaining boxes are lined out.

A Bench Technical is recorded as a B1

Y₁ YBL TECHNICAL (HALF COURT RULE SANCTION)

In certain YBL games, a Y tech is given for coaches/teams that do not adhere to the 'Half Court Rule'. While recorded next to the coach, these are not 'C' Coach technical's.

COACH	B ₁		
COACH			
TEAM MANAGER			

A coach can receive two Coach Technicals or three Bench technicals, or a combination of the two before he is removed from the game.

Team fouls are the first four fouls of each period duplicated into the Team Foul boxes. This is for your easy references when keeping track of each teams' Team Fouls.

Time-Outs

Time-outs are recorded by entering the minute in which they are taken in each quarter. Two are permitted in the first half, three in the second half. Only **two** time-outs allowed to be taken in the last two minutes of the fourth period. One time-out per team allowed in an extra period.

Team Fouls
1 X X = = = **2** X = = =

Time-Outs - First Half
1 = =

Time-Outs - Second Half
2 / 4 =

Unused time-out in the last two minutes

Licence Numbers and Signatures

The crew chief and referees along with the Table Officials should have their names written down along with their licence numbers before the game starts. A signature is required at the end of the game. The crew chief signs scoresheet last, which confirms the closure of the game.



When should you hear a buzzer?

Before the Game / During Half Time

- 03:00** A manual buzzer from the timekeeper, with a '3' signal
- 01:30** A manual buzzer from the timekeeper, with a '1' signal

In between quarters

- 00:30** A manual buzzer 30 seconds before the start of Q2, Q4 and any overtime period

During a time-out

- 00:50** A manual buzzer (if the clock has not got the function) ten seconds before the end of the time-out with a '10' signal.

When does the clock stop running?

Upon hearing a whistle from the referee.

After a time-out request (before the basket is made) after a made basket for the opposing team.

After a made basket in the last two minutes in the fourth quarter or in the last two minutes in any overtime period.

THE CLOCK DOES NOT STOP AFTER A BASKET, UNLESS STATED ABOVE

When does the clock start running?

On the first tip of the ball (at the start of Q1), when the referee lowers their hand and the ball touches a player on court.

When the referee lowers their hand on an inbound (sideline or baseline) ball. After the last free-throw, after touching the ring, when the ball touches a player.

FINAL SCORE
55

A BIRMINGHAM WILDCATS II

Team Fouls
1 **XX** == = 2 **X** == = = 3 **XX** == = 4 **XXXX**

Time-Outs - First Half 1 == =
Time-Outs - Second Half 2 **5** == =
Time-Outs - Overtime E1 **11** E2 = E3 =

Uniform Colour
WHITE

Licence No.	Player's Last Name, First Initial	No.	PLAYER IN	Personal Fouls
				1 2 3 4 5
LP55001	TAYLOR, T	4	X	P
LP55002	NICHOLSON, H	5	X	
LP55003	ALDRIDGE, M	7	X	P P ₂ P ₂ P ₂
LP55004	MARTIN, A	9	X	
LP55005	WEBB, M	12	X	
LP55006	O'DRISCOLL, W (CAPT)	14	X	
LP55007	ALLEN, K	15	X	P ₂ P ₂ P ₂
LP55008	BROWN, R	16		
LP55009	RICHARD'S, A	22	X	
LP55010	BRIDGES, A	23	X	
LP00011	GEE, H	45	X	P ₂ U ₂ T ₁ GD
LC87	SOMERFORD, P			COACH
				ASSISTANT COACH
				TEAM MANAGER

GAME CODE **SW2** GAME DATE **29/10/2022** START TIME **13:01**

PLAYING DIVISION **U17 WEST** FINISH TIME **14:43**

1	1	5	41	41	5	81	81
15	2	12	42	42		82	82
	3		43	43		83	83
15	4	5	44	44	13	84	84
4	5	13	45	45		85	85
	6		46	46	4	86	86
	7	5	47	47		87	87
9	8		48	48	13	88	88
	9		49	49		89	89
16	10	13	50	50	13	90	90
7	11		51	51		91	91
7	12		52	52	5	92	92
	13	13	53	53	5	93	93
22	14		54	54		94	94
	15		55	55	11	95	95
22	16	13	56	56		96	96
	17		57	57		97	97
22	18	13	58	58	11	98	98
7	19	13	59	59		99	99
23	20	13	60	60		100	100
	21		61	61		101	101
23	22	4	62	62		102	102
	23		63	63		103	103
23	24	5	64	64		104	104
	25	4	65	65		105	105
4	26	4	66	66		106	106
	27		67	67		107	107
	28	5	68	68		108	108
5	29		69	69		109	109
	30	4	70	70		110	110
	31		71	71		111	111
5	32	5	72	72		112	112
	33		73	73		113	113
22	34		74	74		114	114
	35	13	75	75		115	115
	36		76	76		116	116
5	37		77	77		117	117
	38	5	78	78		118	118
7	39		79	79		119	119
	40	5	80	80		120	120

B GRANDE GIANTS

FINAL SCORE
58

Team Fouls
1 **XX** == = 2 **X** == = = 3 **XX** == = 4 **XXXX**

Time-Outs - First Half 1 == =
Time-Outs - Second Half 2 / 4 =
Time-Outs - Overtime E1 = E2 = E3 =

Uniform Colour
ORANGE

Licence No.	Player's Last Name, First Initial	No.	PLAYER IN	Personal Fouls
				1 2 3 4 5
LP4490	SMITH, D	4	X	P ₂ P P ₂ P ₂
LP4491	SMITH, K	5	X	P P P
LP44092	STYLE, A	6	X	P P P ₂
LP4489	BROWN, O	11	X	P ₂
LP44489	GARDNER, G	12	X	
LP8456	COLES, C (CAPT)	13	X	P P
LP1	DAVIES, I	99	X	
C8912	STUART, C			COACH
C8913	STUART, B			ASSISTANT COACH
B8712	MOSES, A			TEAM MANAGER

Winning Team **GRANDE GIANTS**

A one B	A two B	A three B	A four B	A O/T B
4 10	15 14	15 4	10 16	11 14

Crew Chief Licence No. **LR7861** Name **DAVIES, J** Signature

Referee 1 Licence No. **LR7619** Name **GIBBS, K** Signature

Referee 2 _____

Tutor/Commissioner _____

Scorer **T7618** **BROAD, K** Signature

Timekeeper **T893** **GREENE, T** Signature

24" Shot Clock Operator _____

UNDER PROTEST? _____

