

**GENERAL INFORMATION:** The top boxes across both scoring pages give general information about the game being scored, including the teams involved and their coaches, the date, site and attendance, and the names of the officials involved in the contest.

**SCORING BY PERIODS:** In the boxes provided, record the number of points actually scored in each period of play. Only the final score should be cumulative, as the running score gives cumulative totals at the end of each period. A suggested method for scoring is to use a different ink color for each half and each overtime period.

**NUMBER AND PLAYER COLUMNS:** Before the start of the game, the last name and number of each squad member dressed for and eligible to play in the game should be recorded in the appropriate spaces. It is recommended in the official NCAA rules book that the squad members' names be entered in the scorebook in numerical order. Space is provided at the top of the roster for an official from each team (preferably a coach) to initial the approval of the roster before the game begins.

**FOULS:** Each time a personal foul or direct technical foul is charged to a player, make a slash through the next available number (1, 2, etc.) to keep a correct total of the number of fouls charged to each player. Some scorers differentiate second-half fouls from first-half fouls by making the slash in the opposite direction during the second half and extra periods. You may want to indicate a technical foul with a "T" or an intentional foul with an "I." Indicate technical fouls in the space labeled "Technical & Notes," noting whether they are direct or indirect.

**FIELD GOALS:** After each successful field goal by a player, mark a "2" or "3" in the field-goal column beside the name. Mark a "3" only if the shot is successful from beyond the three-point field goal line and is indicated as such by an official. Second-half and overtime goals should be recorded in the spaces provided and

not continued in the first-half column.

**FREE THROWS:** Record each free throw attempted and made in the proper half or overtime space. Free-throw attempts should be recorded with a before the free throw is attempted. If the free throw is successful, put an X inside the . Indicate two-shot fouls by recording and three-shot fouls by . Indicate bonus-situation fouls by before the shot is attempted, and by if the first shot is successful, and by if both shots are successful. If the second shot is unsuccessful, leave the marking as .

**OFFICIAL SUMMARY COLUMNS:** At the end of the game, the figures recorded for each player should be totaled and placed in the proper column in the official summary area. Totals should be recorded for total field goals made, three-point field goals made, free throws made, free throws attempted, personal fouls and total points. Both two- and three-point field goal totals should be included in the total number of field goals made.

**TOTALS LINE BENEATH SCORING**

**AREA:** Vertically total the field goals, threepoint field goals and free throws for each half and enter on the totals line to check figures above with running score below.

**TEAM FOULS:** Mark off each personal, unsporting technical or contact technical foul charged to each team to determine bonus free-throw situations. Indicate the time of the foul or the players' jersey number who committed the foul in the space provided. After the sixth foul has been recorded in a half (in a college basketball game), each succeeding common foul (except a player-control or team-control foul) in that half will receive a bonus free throw. Starting with the 10th team foul, each common foul (except a player-control or team-control foul) in that half shall result in two free throws (except for a three-shot foul).

**TIMEOUTS:** Mark each timeout charged to a team, and use the space below to indicate the time at which it was taken (from the game clock) to help substantiate the number recorded. Some scorers also record in this space the number of the player who called the timeout. Use the extra blank spaces to record timeouts in overtime games. Use the space provided on the lower-right side of the right hand pages to record each timeout called specifically for or used by broadcast media. Keep in mind that the number of team timeouts allowed depends on whether the game involves commercial electronic media. For more description, see the timeout chart at the end of the rules section.

**TECHNICALS & NOTES:** This is the official scorer's "free" space and may be used for the recording of any pertinent data relative to the game being played for which space is not otherwise provided. An example of this type of information is a foul charged to a coach, other bench personnel, a follower, a player ejected for fighting, or an injured player.

**RUNNING SCORE:** The running score is among the most important tasks of the official scorer, because it represents the actual game score as the game progresses and is the official score of the game at any point in time. Mark out the correct numbered squares as each point is scored. The optional spaces below may be used to indicate the number of the player scoring and the approximate time remaining in the half when the points were scored.

**ALTERNATE POSSESSION:** This space is used to keep track of team possession when a "held ball" situation occurs. Actual center jumps are used only to start the contest and to start each overtime period. The alternate-possession rule is used at every other occasion, making it important for scorers to record each change of possession in the space provided. Note: Space is provided to indicate the time at which a change of possession occurs.

**REBOUNDS:** Mark an (R) for every time a player grabs a rebound from a shot taken. A rebound is scored when a player gains full possession from a ball rebounded from a shot. A rebound is not awarded on tipped ball by another player.

**ASSISTS:** Mark an (A) for every time a player assisted on a shot taken. An official assist is when one player passes the ball to another player and is followed up by an immediate shot taken. If the player dribbles the ball from receiving the pass then there is no assist awarded.