

Using the FIBA Scoresheet

PRE-GAME

- First named Team is the A team.
- Second named Team is the B team.
- If a team presents fewer than 12 players, draw a line through the remaining spaces for the number, name etc.

END OF EACH PERIOD

At the ends of each period, circle ('O') the last score for both teams. Using one thick line underlining both the score and the number of the player who scored those points.

Enter score of that period in the designated box at the bottom of the scoresheet.

Rule a vertical line at the end of player's fouls for the 1st, 2nd and 3rd period.

Place 2 parallel lines = for unused time-outs of each half.

POST-GAME

At the end of the game, circle ("O") the score for both teams using thick lines = underline both the score and the number of the player who scored those points.

Draw a diagonal line to the bottom of the column (running score).

Place 2 parallel lines = through unused time-outs and team fouls.

Place 1 line through unused player, coach and assistant coach foul boxes.

Enter the final score and the name of the winning team.

All Scoretable Officials shall print their name in upper case on the scoresheet.

SCORING

	A	B	
	1	1	
6	2	2	
	3	3	
	4	4	
⑦	5	5	
8	6	6	
	7	7	

2 Points scored to Number 6.

3 points scored to number 7

1 Free throw made to number 8.

Missed free throws are NOT recorded.

FOULS

- Personal fouls are recorded beside the player's number and in the Team Foul boxes.

P	Personal Foul – Side Ball
P ₁	Personal Foul – One Free Throw
P ₂	Personal Foul – Two Free Throws
P ₃	Personal Foul – Three Free Throws
T ₂	Technical Foul against a Player – Two free throws and mid court possession.
U	Unsportsmanlike Foul – Number of Free Throws as directed by the referee and mid court possession.
D	Disqualifying Foul – Number of Free Throws as directed by the referee and mid court possession.

** Coach Technical Fouls and Bench Technical Fouls are recorded against the coach and are **NOT Team Fouls**.

B ₂	Bench Technical Foul - Two Free Throws and mid court possession – recorded against the coach .
C ₂	Coach Technical Foul – Two Free Throws and mid court possession – recorded against the coach

Team Fouls are recorded in the boxes below the Teams Name. Whenever a player commits a personal, technical, unsportsmanlike or disqualifying foul, the scorer shall record the foul against the team of that player by marking a large 'X' in the designated spaces in turn.

1st Quarter	X	X	X	X
2nd Quarter	X	X	=	=

At the end of each quarter: place 2 parallel lines = in unused team foul boxes

TIME-OUT

Time-outs are recorded in the boxes below the team's name by entering the minute of the playing time of the period or extra period in the appropriate boxes below the team name.

1 st Half	5	=
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2 nd Half	4	7	=
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At the end of each half or extra period, unused time-outs shall have 2 parallel lines = drawn inside the boxes

SCORESHEET FURTHER INFORMATION

- At least 5 minutes before the game both coaches shall:
 - Confirm their agreement with the names and the corresponding numbers of their team members. If there is a player listed on the scoresheet who is no longer participating in the tournament please put a line through their full name in order for them to be removed from the scoresheet for future games.
 - Include the names of the coach and assistant coach on the scoresheet
 - Indicate the five (5) players who are to start the game by marking a small 'x' beside the player's number in the 'Player in' column.
 - Sign the scoresheet
 - The coach of team 'A' shall be the first to provide the above information.
- At the beginning of the game, the scorer shall circle the small 'x' of the five (5) players in each team who are to start the game.
- During the game, the scorer shall draw a small 'x' (not circled) in the 'Player in' column, beside the number of a player when he/she enters the game for the first time as a substitute
- Red and black (or red and blue) pens should be used on the scoresheet – it is important to alternate each quarter – start with red and finish with black/blue
- Important information in regard to jump balls and alternating possession in which the scoretable personnel need to be aware of includes:
 - The team that does not gain control of the live ball on the playing court after the jump ball which began the first period will start the alternating possession.
 - The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow is reversed immediately when the alternating possession throw-in ends.
 - The team entitled to the next alternating possession at the end of any period shall start the next period with a throw-in at the centre line extended, opposite the scorer's table. Ensure the direction of the arrow is immediately reversed after the throw-in.
 - End of 2nd quarter, adjust arrow due to teams swapping baskets – advise referees when this has been done
- At the end of the game the scorer shall complete the summary sheet and check all player points totals add up to the game total. Please ensure all players are listed on the summary sheet in order of player number and not the order in which they score points.