

score, at which time he shall terminate his connection with the game.

Section 4. The referee shall have the power to call fouls on players, coaches, or spectators for unsportsmanlike conduct. Fouls may be called on any number of players at the same time.

Section 5. The referee shall require a player who has made four personal fouls or a disqualifying foul, to leave the game.

Section 6. The scorer shall—

- (a) Record the number of goals made, the free throws made and missed, and keep a running summary of the points scored.
- (b) Record the personal and technical fouls of each player and notify the referee immediately when the fourth personal foul is called on any player.
- (c) Record the time-outs charged to each team, notify a team, through the referee, whenever that team takes a fifth time-out, and notify the referee each time a team is granted a time-out in excess of the legal limit.

**SCORER'S
DUTIES**

Section 7. The scorer shall be provided with a signal with which to attract the attention of the referee when the ball is dead. This signal should be unlike signals used by the referee and timekeeper.

Section 8. The scorer shall keep a record of the names and numbers of players who are to start the game, and of all substitutes who enter the game.

Section 9. Goal-Hi scoring characters. The following characters should be used in keeping score: **P-1**, **P-2**, and so forth for personal fouls; **T** for technical fouls; **2** or **3** for field goal, and **○** for free throw attempt with an **X** inside of the **○** if the throw is successful.

Section 10. The timekeeper shall be provided with a stop watch which shall be the game watch and shall be operated only by the timekeeper. At the beginning of the half or over-time period, or at any other time when play is resumed by a