

Sec. 7. Only one free throw will be awarded for any personal foul. The referee must designate the offender by placing his hand on the offending player.

Sec. 8. The scorer shall record the number of goals made, the free throws made and missed, and keep a running summary of the points scored. He shall record the personal and technical fouls of each player and shall notify the referee immediately when the third personal foul is called on any player. He shall record the time-outs charged to each team, shall notify a team through the referee whenever that team takes a fourth charged time-out, and shall notify the official each time a team is granted a charged time-out in excess of the legal limit.

Sec. 9. The scorer shall keep a record of the names and number and position of players who are to start the game and of all substitutes who enter the game.

Sec. 10. The scorer shall be provided with a signal with which to attract the attention of the official when the ball is dead. This signal should be unlike signals used by the referee and timekeeper.

Sec. 11. Goal-III 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 for field goal, and 0 for free throw attempt with an X inside of the 0 if the throw is successful.

Sec. 12. The timekeeper shall be provided with a stop watch which shall be the game watch which shall be operated only by the timekeeper. At the beginning of the half or overtime period or at any other time when play is resumed by a jump ball after time is out, the game watch shall be started at the instant the official blows his whistle as the ball leaves his hands for the toss. If play is resumed by throwing the ball in from out of bounds