

## Scoring Technique

Become familiar with the technique outlined in the scorebook you are using. You should observe the following:

### FUNDAMENTALS:

- Use: P for personal fouls.  
 X in loop of P when two free throws are awarded.
- T for technical fouls.
- 2 for each field goal.
- 0 for a free throw attempt and an X inside the zero if the try is successful.

Have running score available at all times.

List the number of charged time-outs for each team.

### Making Substitutions

When a substitute reports, signal as soon as the ball is dead, except that the signal should never be sounded for a substitution after a field goal, or after a successful free throw such that the ball would have continued in play if the throw had been unsuccessful.

Allow substitute to go on court only when the Official has signalled (usually by a nod to the Scorer).

Do not signal after a free thrower has started his throw. In the case of multiple throw or throw for a double foul, a substitution may be made between throws. If the thrower is to be replaced, be sure that it is permissible for another player to attempt that particular throw. The Scorer is not to recognize a substitute unless the substitute is ready to enter the game for immediate competition.

### QUESTIONS:

May the Scorer signal for a substitution when the ball is in possession of the substitute's team but not dead? Answer: No.

May he signal after a successful goal before the opponent throws the ball in? Answer: No.

Should Scorer sound his horn if a substitution is made during a period when time is out? Answer Yes.

### Miscellaneous

Do not take chances by guessing at the Official's decision. If there is doubt relative to data which must appear in your book consult the nearest Official as soon as the ball is dead.

In order to avoid mistakes it is mandatory for the Official to designate the player who has committed the foul by having the player turn his back to the Scorer's table so that his number may be seen.