

# Manual for Basketball Scorers

## Equipment

Scorebook.

Pencils.

Electric siren or other device equally as effective.  
Substitution slips.

**NOTE:** These slips should be handed to the coaches before the game. They should provide space for the name, number and position of the substitute, name of player he is to replace, number of player he is to guard and any position changes that are to be made.

Insist on having a conveniently placed bench and good equipment so that this important work may be taken care of in a businesslike manner.

## Starting Each Half

### BEFORE THE GAME:

Provide opportunity for coaches to submit line-up at least two minutes before game time.

Do not permit changes in the line-up until after a play has ensued unless there is an injury or other emergency.

Report to the referee if the line-up is not submitted on time.

As play is about to start check the five players who appear to be ready to start and their numbers with the line-up in your book.

Notify referee if there is any discrepancy. It is not necessary for you to wait until he has tossed the ball.

### BEFORE THE SECOND HALF:

Check starting players with your line-up and report to the official if any new player is starting without having reported to you.

## Communication With Officials

### NOTIFY NEAREST OFFICIAL:

1. When a team has had five charged time-outs.
2. Immediately when a player is charged with his fourth personal foul.
3. As soon as the ball is dead in case there is a dispute about the score or in case there is doubt about an official's decision.
4. As soon as ball is dead or in possession of offending team in case a player is discovered who has not reported to the proper officials or who has changed his number without reporting it.

The official will indicate the number of free throws which are to be tried by standing at the free throw line with the proper number of fingers held up. The number indicates how many free throws remain.

He will indicate a personal foul by holding his hand above his head as specified in the rules.

He will indicate the number of the player who fouled by some system which he should explain to you before the game starts.

## 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  
T for technical fouls  
2 for each field goal  
O for a free throw attempt and an X inside the zero if the try is successful.

The running score should be available at all times.

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

## Making Substitutions

When a substitute has reported, signal as soon as the ball is dead. Allow substitute to go on court only when the official has signalled (usually by a nod or a glance at the scorer's table).

When a player is to take the place of one who is ready to attempt a free throw do not signal until after the throw has been made and the ball is dead after making or missing the basket. Do not signal when a free thrower has started his throw.

### 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.

It will help avoid mistakes if you will request the coaches to have a player who has fouled turn his back to the scorer's table so that his number may be seen.

### SITUATION: In a Tie Game with score 20-20:

- (1) The first overtime ends A 21-B 20.  
RULING: Team A is the winner.
- (2) The first overtime ends A 21-B 21 and in the second overtime A scores one point.  
RULING: A is the winner as soon as this second point is scored.
- (3) In the second overtime a double foul occurs and both free throws are made, leaving the score still tied. RULING: One additional point may end the game.

Hedeon-Lieberson-Porter