

# Collegian Sports Score-Keeper Instructions

*These instructions are intended for collegian basketball*

## BEFORE THE GAME:

### 1. Please fill in as much information as you know:

- Name of coach
- Player name & uniform number
- Names of officials
- Name of scorer & timer
- Location

## DURING THE GAME:

- **Keep the running score** at the top of each page for both teams – this is highly critical since referees look at this before looking at player scoring stats. Make sure the scoreboard and your running score agree/match. If they do not, immediately alert the timer to blow the horn at the **next dead ball** so the discrepancy can be resolved.
- **Player who scored and how much he/she scored (i.e.: 2pt. or 3pt.).** When a player attempts a “free throw”, put an “O” down in the book. If the player misses, simply leave it blank. If the player makes the “free throw”, fill in the circle. For all other made shots, simply write a “2” or “3” depending on the value of the shot.
- **Fouls:**
  - **Personal** – fill in each box with a “/” in the 1<sup>st</sup> half and an “X” in the 2<sup>nd</sup> half. This shows which half the players received the fouls and aids the scorer in determining the bonus.
  - **Technical** – same as “Personal”. Technical fouls on players also count toward the bonus (see section “c”), as well as the player’s personal foul count.
    - **Bench Technicals** are charged indirectly to the head coach, who is allowed three; or two direct technicals to himself. The Bench technical(s) count(s) as 1 foul towards the bonus for each situation. If multiple technicals are assigned to several players on the bench at one time, it will only count as one foul towards the bonus.
  - **Bonus** – a team shoots a “1 and 1” when the opposing team has committed its 7<sup>th</sup>, 8<sup>th</sup>, or 9<sup>th</sup> team foul in each half. Tell the timer to turn the “Bonus Light” on after the 6<sup>th</sup> team foul of each half. Notify the referee when he calls the **7<sup>th</sup> team foul** of the “1 and 1 situation”. A team shoots double bonus “2 shots” when the **10<sup>th</sup> foul** is committed during a half. Let the referee know of this situation as well.
  - **Fouling out** – A player is disqualified after his **5<sup>th</sup> personal** or **2<sup>nd</sup> technical foul**. Notify the referee of this situation.
- **Timeouts** – each team is allowed 3 full time outs (1 minute in length). Write down the time the time-out was called, and the player/coach who called the time out.
- **Alternating Possession Arrow** – after the jump ball, write the color/name of the team who obtained control, and direct the arrow towards the basket of the team who did **not** obtain control. When the next held/jump ball is called, wait until the ball has been in-bounded before changing the arrow. Then, write down the name of the team who received the ball in the next space. *Make sure the referee changes the direction of the arrow at halftime.*