

## **SBA SCOREKEEPING**

On the game sheet (that is provided in the binder always left at the school with scoring equipment), please enter date and time on the top.

The coaches are responsible to fill out the mid-section of the score sheet. Players should be listed in numerical order as this makes things easier for the scorekeeper. Be sure that the team's number and uniform color are entered where applicable.

In the 'running score' section of the sheet, place the scorer's number in the box above (home team) and below (guest team). For example, if #5 on the home team scores the first basket, place a 5 in the box above the 2, if #9 scores the next basket for the home team, place a 9 in the box above the 4; and if #12 scores the next basket for the guests, place a 12 in the box below the 2. Baskets are worth two points. There are no foul shots at this level. If the refs call a shooting foul then the team that was fouled on will get 2 points – only when and if the refs tell you so.

There are no time-outs at this level, but the clock should stop during injuries and if the Referee calls a Referee Timeout.

Record fouls beside the player's name and number by marking P (for personal foul), T (for technical) in the appropriate boxes below "Fouls" section, which are beside players' names and numbers; and if five (5) fouls are received by one player, he is ejected immediately and cannot play the rest of the game.

It's good to remind the coaches of the following:

- His/her player has X-amount of fouls, if getting close to five;
- Time left in the shift, or game;

Shifts – each game has 10 shifts... of 4 minutes each... these are to be checked off on the score sheet (mid-section) after each is completed.

Scorekeepers are considered minor Officials. Therefore, are there to assist the Officials.

The referees should sign the sheet along with the scorekeeper and timekeeper. Completed score sheets can be left in the binder as the Division Coordinator will be needing them on occasion.

**THANKS FOR VOLUNTEERING!!**

## **SBA TIMEKEEPING**

There is a 10-minute warm-up (teams warm-up and play 1<sup>st</sup> half opposite of their bench). Each shift is four (4) minutes long, so clock is set for four minutes to start each shift (Shift #'s are recorded and checked off on the game sheet). The teams need to get into position quickly upon shift changes so we don't run into over time of the next game's schedule. Each game in U11 is allotted 1.25 hours. There is a 4-minute half time after 5<sup>th</sup> shift is over. Teams will switch direction of play for the 2<sup>nd</sup> half.

The clock will run straight for the 4-minute shift. Should there be an injury on the court and the Referee has blown his/her whistle, the clock should then stop. The clock may also stop upon a Referee's time-out. There are NO Coach Time-outs allowed.

Keep the running score on the flipchart provided. Be sure that the score sheet and the score chart match at all times. The left side of the score chart belongs to the team's bench on the left side of the court and visa-versa. Should there be a discrepancy between the sheet and the visible score chart, the score sheet shall prevail. If there is a wide spread between teams, the score is to be kept on paper, but the score chart does not have to continue showing the visible score.

Watch game closely and assist the scorekeeper by watching the scorer's number, as sometimes the scorekeeper may miss, or cannot see who scored. Remind scorekeeper to record fouls, etc., when necessary.

Time/scorekeepers are considered minor Officials, therefore, are there to assist the Officials. Both should try to remain as neutral as possible.

Assist the scorekeeper in all other duties that he/she has.

THANKS FOR VOLUNTEERING!!

