

# EYBA – SCORE/TIME KEEPING INSTRUCTIONS

## SCOREKEEPER DUTIES:

### GAME SHEET MUST BE FILLED OUT PROPERLY AND COMPLETELY BEFORE THE GAME STARTS...

On the score sheet provided by EYBA, when the Score keeper gets the sheet to begin the game, the following information needs to be recorded on the top portion:

- Category (circle); Mini, Bantam, Midget, Juvenile
- Boys, Girls (circle)
- Division
- Date
- Location

The Scorekeeper should make sure that the Coaches have filled out their respective side of the sheet, listing their Team and the Players' names and numbers (written in numerical order is always easiest for the Scorekeeper). If a player is NOT on the score sheet, please advise the Official and/or the applicable Coach. ALL players MUST be listed on the score sheet.

### AS POINTS ARE SCORED...

It may be helpful for the Scorekeeper to list the color of each team on the top portion (see below diagram).

As the game is being played and as Teams are scoring, the Scorekeeper keeps track of the score along the top part of the numbered score sheet by printing a player's number above or below the boxes that note the score.

In the example illustrated below; If the home (WHITE) team's #5 scores the first 2-point basket, the Scorekeeper writes (5) in the box above the (2), if home team's #10 next scores a 3-point basket, the Scorekeeper writes a (10) above the (5). At this point, the score is (5) to (0). If the Visitor (GREEN) team's #4 scores one foul shot, the Scorekeeper writes (4) below the (1). In the below example, the score is now 5-1.

- Free Throws = 1 point
- Field Goals = 2 points
- Three Point Field Goal = 3 points (the Referees will put BOTH hands up high when a three-point field goal is scored (if neither Official does that, then a 2-point field goal is awarded).

Home team score	WHITE			5			10				
Running Score	1	2	3	4	5	6	7	8	9		
	1	2	3	4	5	6	7	8	9		
Visitor team score	GREEN		4								

### AS PLAYERS FOUL...

When a player commits a foul, the Referee will motion the foul and call to the Scorekeeper the number of the player that committed the foul. On the scoresheet, beside the Player's name & number, you are to mark fouls as follows:

- ✓ P = Personal Foul (these are most common)
- ✓ T = Technical Foul
- ✓ D = Disqualifying Foul

Advise Coaches and Officials if a player is coming close to a 5<sup>th</sup> foul. **Player ejection on their 5<sup>th</sup> foul.**

Player's Name	#	1	2	3	4	5
C. JOSEPH	6	P	P			
K. OLYNYK	9	P	P	P	P	
A. WIGGINS	22	P	T	P		

### TEAM FOULS...

When a player fouls, the foul must be marked next to their team under 'Team Fouls' in the appropriate quarter (see below diagram). When a team reaches their 5<sup>th</sup> foul, the other team is in bonus and shoots foul shots, therefore, it's important to advise the Referees of that 5<sup>th</sup> foul. Although a 5<sup>th</sup> foul means bonus shots are taken, they are NOT taken in the case of an Offensive 5<sup>th</sup> foul.

	Team Fouls					
Q1	<del>1</del>	<del>2</del>	3	4	5	(NO BONUS OBTAINED)
Q2	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	5	(NO BONUS)
Q3	<del>1</del>	<del>2</del>	<del>3</del>	<del>4</del>	<del>5</del>	(OPPOSING TEAM IN BONUS – free throws)
Q4	<del>1</del>	2	3	4	5	(NO BONUS)

NOTE: Officials ONLY need to know when a 5<sup>th</sup> team foul is reached. On Saville courts score boards, the Timekeeper does NOT keep marking up the foul count past (5).

### TIME OUTS...

Each team is allotted (1) time-out in the first half and (2) time-outs in the 2<sup>nd</sup> half. Having two TOs in the 2<sup>nd</sup> half is new for the 2017-18 season. Therefore, if using old game sheets, there is not a 2<sup>nd</sup> time-out box for the 2<sup>nd</sup> half. It's acceptable to just make an X beside the first box of the 2<sup>nd</sup> half, or draw in a box and mark it off if/when the Coach takes his/her 2<sup>nd</sup> time-out.

	Time-Outs	
1st half	X	
2nd half	X	X
OT		

### SCORE BY QUARTER...

There is a section to score the games by quarter. It's good practice to mark a line beside the last point scores in a quarter (on the top portion of the score sheet). If the score is 10-8 for the home team, under Q1 you would print (10) beside the home team score and (8) beside the Visitors

Home team score (WHITE)		5			10		2	2		6
Running Score	1	2	3	4	5	6	7	8	9	10
	1	2	3	4	5	6	7	8	9	10
Visitor team score (GREEN)	4		7		12		9	9		

HOME TEAM

Score by Quarter	
Q1:	<u>10</u>
Q2:	<u>25</u> <u>35</u>
Q3:	<u>10</u>
Q4:	<u>15</u> <u>60</u>

VISITOR TEAM

Score by Quarter	
Q1:	<u>8</u>
Q2:	<u>20</u> <u>28</u>
Q3:	<u>20</u>
Q4:	<u>15</u> <u>63</u>

\*\*In this example; the final score is 63-60 for the Visitors.



### **FINISHING THE GAME...**

After the 4<sup>th</sup> quarter buzzard (end of game), the final score and winning team needs to be noted near the bottom (right side) of the form where applicable.

Winning Team: TORONTO RAPTORS  
Final Score: 63 to 60

### **IMPORTANT:**

- ✓ Both the Score and Time Keepers names should be printed on the form.
- ✓ Please ensure that the Referees also print their names to finalize the game sheet.
- ✓ If any incident took place before, during or after the game being scored; an incident report must be checked off as well as any Ejections given to any Players or Coaches. The Officials will help if this is the case.
- ✓ In case of incident, the front &/or back of the white copy of the score sheet is to be used for any report written by Officials. A copy of any incident report MUST given to the appropriate Coach and in turn sent to their Zone Director.

The winning team keeps the white copy of the game sheet and another colored copy, while the losing team just gets a colored copy of the game sheet.

**\*\*NOTE:** In case of any discrepancies, present or future, the original score sheet should be kept by the winning team for the whole length of the current season.

**AS A SCORE OR TIME KEEPER**, you are a **MINOR OFFICIAL** and are there to assist the Officials. Although, we understand you are from one team or the other, you are to be respectful to the Officials/Coaches/Players and must remain as neutral as possible.

### **TIMEKEEPER DUTIES:**

- Learn the time keeping clock that you will be using, know where the stop/start buttons are.
- All games are stop time meaning the clock does NOT run after the whistle has been blown.
- Quarters: Mini/Bantam = 8 minute; Midget/Juvenile = 9 minute. All divisions; half time is 3-minutes.
- The score clock NEVER runs during foul shots. If there is a case of running the clock, ONLY the Officials will determine and advise the Score/Time Keepers' table.
- Clock starts when the ball touches a player that is on the court (Official will bring their hand down on every inbound that signals that the clock is to start). On EVERY whistle, the clock stops.
- Mark the score on the visible score board accordingly and always work with the Scorekeeper to ensure you have the board marked the same as the sheet. Work with the Scorekeeper and assist when needed.
- In the event of any discrepancies, the score sheet is always absolute.