

# BAA BOYS' BASKETBALL OFFICIAL SCORE SHEET

12/9/13

**SCORE REPORTING:** Winning team reports score: e-mail: taximom104@gmail.com. Please report score the night of the game, no later than Saturday of that week. (Give Date, Grade level, Team Names & Scores) Drop off Scorecard at Creekside Center.

Gym: \_\_\_\_\_ Date: \_\_\_/\_\_\_/\_\_\_ Time: \_\_\_:\_\_\_ am / pm Grade Level: 3 4 5 6 7 8 9&10 11&12

<b>HOME</b> Scorekeeper: _____	<b>PLAYER ROTATION RULES:</b> Mark lines under Player scoring area to show actual playing time by half-quarter. <b>PLAYING TIME RULES:</b> 9-player roster: 4 OR 5 half-quarters; 8-player: 5; 7-player: 5 OR 6; 6-player: 6 OR 7.
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Team Name: \_\_\_\_\_ Jersey Color: \_\_\_\_\_ Coach: \_\_\_\_\_ Monitor: \_\_\_\_\_

Name of Player	No.	Team Fouls: 1 2 3 4 5 6 7 8 9 10					Team Fouls: 1 2 3 4 5 6 7 8 9 10					Overtime	Total Half qtrs	Total Points / Player		
		Time Outs: 1 2					Time Outs: 1 2					Time Outs: 1				
		1st Quarter Scoring		2nd Quarter Scoring			3rd Quarter Scoring			4th Quarter Scoring		Pers/Tech Fouls				
1																
2																
3																
4																
5																
6																
7																
8																
9																
<b>Quarter / Accum Totals</b>		<b>1</b>		<b>2</b>			<b>3</b>			<b>4</b>		<b>Total Points</b>				

Running	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	<b>Won Lost Tied</b>
Score	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	
	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	

<b>VISITOR</b> Timekeeper: _____	<b>PLAYER ROTATION RULES:</b> Mark lines under Player scoring area to show actual playing time by half-quarter. <b>PLAYING TIME RULES:</b> 9-player roster: 4 OR 5 half-quarters; 8-player: 5; 7-player: 5 OR 6; 6-player: 6 OR 7.
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	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	

Referee's Signature(s): \_\_\_\_\_ Incident? Y / N

**BAA Boys Basketball Scorekeeping**

**GUIDELINES FOR TIMEKEEPERS**

- Visiting team** shall provide the Timekeeper (operates the clock / electronic scoreboard). Prior to the start of the game, check the equipment (air horn, clock or electronic scoreboard) for proper operation. If there is any problem with timekeeping equipment, consult with coaches and referee. Call the Equipment Director - Vince Cannavo (home) 612-216-3904 [vcannavo@techie.com](mailto:vcannavo@techie.com)

**2. Quarter Playing Time:**

3rd & 4 <sup>th</sup> Grade	6-minute quarters running time (clock stops only on shooting fouls & time-outs). During the final minute of each quarter, the clock also stops on the referee's whistle). For Tournament games, use 5 <sup>th</sup> Grade rules (stop time).
5 <sup>th</sup> Grade	6-minute quarters, using stop time.
6 <sup>th</sup> , 7 <sup>th</sup> , 8 <sup>th</sup> Grade, Bantam & HS	5 minute half quarters, running time except for last 5 minutes of 4th quarter which is stop time.
Allow 1 minute between quarters, and 3 minutes at half time.	

- Timekeeper is responsible for the possession arrow. Change the possession arrow on jump ball, tie-ups, and quarters.
- Always watch the referees, they let you know (whistle or otherwise) when to start and stop the clock.

**START CLOCK**

- Jump ball: when the ball is legally tapped.
- Pass-in: when the ball touches a player on the court.
- Free throw: when the ball touches a player after a missed free throw and the ball is to remain in play.
- In cases the signal is not given clock should be restarted unless official signals otherwise.

**STOP CLOCK**

- When time expires** (stop clock and blow horn)
- Official blows whistle**
  - A foul
  - A tie-up (held ball, 2 opposing players both have possession)
  - To repair or adjust equipment
  - Time-outs, injured player, shoe-ties, and question on rules and procedures.
  - Ball out-of-bounds

**GUIDELINES FOR SCOREKEEPERS**

- Home team** shall provide the Scorekeeper (completes the official printed scoresheet). The scoreboard is not the official score.
- Get rosters (full names and jersey numbers) from both coaches ten (10) minutes prior to start of game.
- Before the start of the game both coaches shall sign the score sheet and each shall name a hall monitor whose name shall appear on the scorecard. The referee shall also ensure that hall monitors are present prior to the first jump ball, & the start of the 2nd half, except at an AC.
- Review with officials before the start of the game any questions, such as possession arrow direction.
- Record field goals, free-throws made, running summary of points scored, personal & technical fouls on each player, team personal fouls per half, & time-outs. On the seventh (7<sup>th</sup>) team foul per half, notify the referee. On the 10<sup>th</sup> team foul, also notify the referee - double bonus.
- Assist the Timekeeper to change the possession arrow as required (jump balls, tie-ups, and quarters).
- Frequently, & at the end of each quarter verify the running score against the individual scores (total each Player's score for the quarter). The score sheet is the official record. If any question or discrepancy occurs, notify the referee immediately on the next dead ball.
- Time-outs: 2 per half (non-accumulating); one per overtime. No overtime for 3<sup>rd</sup> and 4<sup>th</sup> grades during regular season.
- Substitutions: should be made only at the half-quarter mark; each player should play approximately equal time, as described on the reverse side.

**3<sup>rd</sup> & 4<sup>th</sup> GRADE SKILL DRILLS SCORING**

Skill Drills Event	Possible Points	Home	Visitor	Game Points	Home		Visitor		
				<i>Score reverts to 0 each quarter</i>	Actual Score	Quarter Points	Actual Score	Quarter Points	
<i>Winner = 2 points      Tie = 1 point each team</i>				<i>Winner = 8 points</i>					
<i>Total Skill Drill Points will be the Tie-breaker for equal Final Scores.</i>				<i>Tie = 5 points ea. team</i>					
Passing / Pass & Catch	0 / 1 / 2			1 <sup>st</sup> Quarter		2 / 5 / 8		2 / 5 / 8	
Lay-ups	0 / 1 / 2			2 <sup>nd</sup> Quarter		2 / 5 / 8		2 / 5 / 8	
Short Shot / Free Throw	0 / 1 / 2			3 <sup>rd</sup> Quarter		2 / 5 / 8		2 / 5 / 8	
Dribble Relay	1 each	1	1	4 <sup>th</sup> Quarter		2 / 5 / 8		2 / 5 / 8	
Defensive Shuffle	1 each	1	1	Final Score					
<b>Total Skill Drill Points</b> (Home + Visitor = 10)				<b>Total Quarter-won Points</b> (Home + Visitor = 40)					
<b>Home Total (Skills + Quarter) Points</b>				<b>Visitor Total (Skills + Quarter) Points</b>					

**INCIDENT REPORT**

Referee:	Coach:	Coach:	Date: