

OFFICIAL
NCAA
BASKETBALL
SCOREBOOK

Published by the
National Collegiate Athletic Association



The Official National Collegiate Athletic Association Basketball Scorebook

Approved by the National Association of Basketball Coaches

Contemporary Format with Scoring Space for 40 Games/Official Scoring Rules and Instructions for Scoring



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How to use the Official NCAA Basketball Scorebook

(Refer also to the Official Scoring Rules and sample Scoring Sheet)

The Official NCAA Basketball Scorebook is published and distributed by the NCAA to provide coaches and officials with a uniform, official scorebook. Its use as the only official scoring form, especially for all collegiate games, will standardize basketball scoring and assure a proper and complete record of all games played, whether home or away.

The form includes all statistical columns along with the running score for which the official scorer is responsible, as stated in the official NCAA Men's and Women's Basketball Rules and Interpretations. Actual player statistics that are commonly recorded—such as field-goal attempts, rebounds and assists—should be handled by a separate individual or statistical crew and not by the official scorer.

GENERAL INFORMATION: The top boxes across both scoring pages give general information about the game being scored, including the teams involved and their coaches, the date, site and attendance, and the names of the officials involved in the contest.

SCORING BY PERIODS: In the boxes provided, record the number of points actually scored in each period of play. Only the final score should be cumulative, as the running score gives cumulative totals at the end of each period. A suggested method for scoring is to use a different ink color for each half and each overtime period.

NUMBER AND PLAYER COLUMNS: Before the start of the game, the last name and number of each squad member dressed for and eligible to play in the game should be recorded in the appropriate spaces. It is recommended in the official NCAA rules book that the squad members' names be entered in the scorebook in numerical order. Space is provided at the top of the roster for an official from each team (preferably a coach) to initial the approval of the roster before the game begins.

FOULS: Each time a personal foul or direct technical foul is charged to a player, make a slash through the next available number (1, 2, etc.) to keep a correct total of the number of fouls charged to each player. Some scorers differentiate second-half fouls from first-half fouls by making the slash in the opposite direction during the second half and extra periods. You may want to indicate a technical foul with a "T" or an intentional foul with an "I." Indicate technical fouls in the space labeled "Technical & Notes," noting whether they are direct or indirect.

FIELD GOALS: After each successful field goal by a player, mark a "2" or "3" in the field-goal column beside the name. Mark a "3" only if the shot is successful from beyond the three-point field goal line and is indicated as such by an official. Second-half and overtime goals should be recorded in the spaces provided and not continued in the first-half column.

FREE THROWS: Record each free throw attempted and made in the proper half or overtime space. Free-throw attempts should be recorded with a \bigcirc before the free throw is attempted. If the free throw is successful, put an X inside the \bigcirc . Indicate two-shot fouls by recording $\bigcirc\bigcirc$ and three-shot fouls by $\bigcirc\bigcirc\bigcirc$. Indicate bonus-situation fouls by \bigcirc before the shot is attempted, and by $\otimes\bigcirc$ if the first shot is successful, and by $\otimes\otimes$ if both shots are successful. If the second shot is unsuccessful, leave the marking as $\otimes\bigcirc$.

OFFICIAL SUMMARY COLUMNS: At the end of the game, the figures recorded for each player should be totaled and placed in the proper column in the official

summary area. Totals should be recorded for total field goals made, three-point field goals made, free throws made, free throws attempted, personal fouls and total points. Both two- and three-point field goal totals should be included in the total number of field goals made.

TOTALS LINE BENEATH SCORING AREA: Vertically total the field goals, three-point field goals and free throws for each half and enter on the totals line to check figures above with running score below.

TEAM FOULS: Mark off each personal, unsporting technical or contact technical foul charged to each team to determine bonus free-throw situations. Indicate the time of the foul or the players' jersey number who committed the foul in the space provided. After the sixth foul has been recorded in a half (in a college basketball game), each succeeding common foul (except a player-control or team-control foul) in that half will receive a bonus free throw. Starting with the 10th team foul, each common foul (except a player-control or team-control foul) in that half shall result in two free throws (except for a three-shot foul).

TIMEOUTS: Mark each timeout charged to a team, and use the space below to indicate the time at which it was taken (from the game clock) to help substantiate the number recorded. Some scorers also record in this space the number of the player who called the timeout. Use the extra blank spaces to record timeouts in overtime games. Use the space provided on the lower-right side of the right hand pages to record each timeout called specifically for or used by broadcast media. Keep in mind that the number of team timeouts allowed depends on whether the game involves commercial electronic media. For more description, see the timeout chart at the end of the rules section.

TECHNICALS & NOTES: This is the official scorer's "free" space and may be used for the recording of any pertinent data relative to the game being played for which space is not otherwise provided. An example of this type of information is a foul charged to a coach, other bench personnel, a follower, a player ejected for fighting, or an injured player.

RUNNING SCORE: The running score is among the most important tasks of the official scorer, because it represents the actual game score as the game progresses and is the official score of the game at any point in time. Mark out the correct numbered squares as each point is scored. The optional spaces below may be used to indicate the number of the player scoring and the approximate time remaining in the half when the points were scored.

ALTERNATE POSSESSION: This space is used to keep track of team possession when a "held ball" situation occurs. Actual center jumps are used only to start the contest and to start each overtime period. The alternate-possession rule is used at every other occasion, making it important for scorers to record each change of possession in the space provided. Note: Space is provided to indicate the time at which a change of possession occurs.

The NCAA publishes a complete manual for the basketball statistician, the Basketball Statisticians' Manual, which is available for \$5 from NCAA Publishing, phone: 888/388-9748; www.ncaa.org.

Official Scoring and Timeout Rules

(Reprinted from the NCAA Men's and Women's Basketball Rules and Interpretations)

Section 12. Duties of Scorers

The scorers shall:

Art. 1. Record the names and uniform numbers of squad members who may participate and those of the starting five players.

Art. 2. Record the field goals made and the free throws made and missed, and keep a running summary of the points scored.

Art. 3. Record the personal and technical fouls called on each player and the technical fouls called on a coach, squad member, bench personnel or follower.

Art. 4. Notify an official immediately when the fifth foul, including any combination of personal fouls, direct technical fouls, intentional personal fouls and (men) intentional technical fouls; or the third technical foul is charged to a squad member or bench personnel.

A.R. 29. B1 commits a fifth foul [any combination of personal fouls, direct technical fouls, and (men) intentional technical fouls], which results in two free throws for A1. The official scorer and official timer fail to notify any of the game officials that a fifth foul has been committed. When the scorers realize the mistake, they inform the official timer to sound the game-clock horn. The official timer sounds the device as the first free throw is made or missed. The referee asks the scorers' table personnel to explain the problem. The referee is advised that B1 has committed five fouls, after which the referee advises the coach and player of Team B that B1 has five fouls. The coach replaces B1. Shall any free throws be awarded to Team A? **RULING:** No. This is a bookkeeping mistake for which B1 shall not be held responsible; no penalty shall be assessed.

A.R. 30. A player who has committed a fifth foul (any combination of personal fouls, direct technical fouls and (men) intentional technical fouls) continues to play because the scorers have failed to notify the officials. **RULING:** As soon as the scorers discover the irregularity, they should sound the game-clock horn after (or as soon as) the ball is in control of the offending team or is dead. The disqualified player shall be removed immediately. Any points that may have been scored while such a player was illegally in the game shall count. When other aspects of the error are correctable, such as permitting the wrong player to attempt a free throw, see Rule 2-11.

Art. 5. Notify an official immediately when a second direct technical foul is charged to a coach, squad member or any bench personnel.

Art. 6. (Men) Notify an official immediately when two intentional technical fouls or a combination of one intentional technical foul and one direct technical foul have been assessed to a squad member.

Art. 7. Notify an official immediately when a combination of any three technical fouls has been assessed or when three bench direct technical fouls have been called on a team.

Art. 8. Record any ejection for fighting.

Art. 9. Record the timeouts charged to each team and notify a team and its head coach, through an official, when such team takes its final allowable charged timeout.

Art. 10. Signal the nearest official each time a team is granted a charged timeout in excess of the allowable number.

Art. 11. Signal the nearest official in each half when a player commits a common foul (except a player-control or team-control foul), beginning with the team's seventh foul and the team's 10th foul, including any combination of personal fouls,

direct technical fouls, (men) intentional technical fouls and flagrant technical fouls.

Art. 12. Designate that the scorebook of the home team shall be the official scorebook, unless the referee rules otherwise. The official scorebook shall remain at the scorers' table throughout the game, including all intermissions.

A.R. 31. At halftime, the official scorer, who is a member of the home-team faculty, removes the scorebook from the scorers' table: (a) of his or her own volition; or (b) at the request of the home-team coach. **RULING:** In (a), when the removal is inadvertent and momentary, there should be no penalty. When there is evidence that the official scorer removed the scorebook to take it to the home-team locker room, an indirect technical foul shall be assessed to the head coach. In (b), when the home-team coach instructs the official scorer to remove the scorebook, the head coach shall be assessed a direct technical foul. The indirect technical foul charged in (a) does not count toward the coach's ejection.

Art. 13. Compare their records after each goal, each foul and each charged timeout, notifying the referee at once of any discrepancy. When no error can be found, the referee shall accept the record of the official scorebook, unless the referee has knowledge that permits another decision. When the discrepancy is in the score and the error is not resolved, the referee shall accept the progressive team totals of the official scorebook.

Art. 14. Correct a scoring or bookkeeping mistake any time before the referee approves the final score.

A.R. 32. The official scorer fails to record two points awarded to Team A by an official during the first half as a result of basket interference by B2. **RULING:** The bookkeeping mistake shall be rectified.

A.R. 33. After two minutes of the first extra period, it is discovered that during the second half of regulation play, the official scorer failed to record one point as a result of a made free throw by Team A. **RULING:** The score shall be recorded and play shall be continued at a designated spot from the point of interruption.

Art. 15. Keep a record in the scorebook of the names and uniform numbers of players who are to start the game and of all substitutes who enter the game.

a. It is recommended that squad members' names be entered in the scorebook in numerical order.

Art. 16. Notify the nearest official when there is an infraction of the rules pertaining to submission of the roster, substitutions or uniform numbers of players.

Art. 17. When necessary, signal the officials with a sounding device unlike that used by the referee and umpire(s). This sounding device may be used immediately when (or as soon as) the ball is dead or is in control of the offending team.

A.R. 34. When may a scorer signal? **RULING:** When the scorer desires to call attention to a player who is illegally in the game, the scorer may signal the official when the ball is in control of that player's team or when the ball becomes dead. When it is for a substitution, the scorer may signal when the ball next becomes dead and the clock is stopped. When it is for conferring with an official, the scorer may signal when the ball is dead. When the scorer signals while the ball is live, the official shall ignore the signal when a scoring play is in progress. Otherwise, the official may signal for the game clock to be stopped to determine the reason for the signal.

A.R. 35. The game-clock horn sounds while the ball is live. **RULING:** Players should ignore the game-clock horn since it does not cause a dead ball. The officials shall use their judgment in blowing the ball dead to consult with the scorers and timers. When the players on both teams do not ignore the game-clock horn and stop playing, the officials shall award the ball to the team in control at a designated spot nearest to where the dead ball occurred.

Art. 18. When a correctable error is called to the official scorer's attention by a coach while the game clock is running, the timer shall not use the game-clock horn until the ball has become dead.

Art. 19. For ease of identifying the official scorer, one of the following shall be placed on the floor in front of the individual's spot at the scorers' table:

- a. An "X" composed of 12-inch line segments that are 2 inches in width.
- b. An NCAA logo that is a minimum of approximately 8 inches in diameter.
- c. An NCAA Basketball logo that is a rectangle approximately 1-1/2 feet by 2-1/2 feet.

Note: It is recommended that only the person at the scorers' table permitted to wear a black-and-white-striped garment be the official scorer and that he or she be seated next to the official timer.

Section 11. Charged Timeouts

Art. 1. Time shall be out and the game clock and shot clock, if running, shall be stopped when:

- a. A player or head coach requests a timeout, such request being granted only when the player's/coach's team is in possession of the ball (this includes that team's throw-ins and its free throws) or when the ball is dead.
- b. An injured player or a player who is bleeding or has a uniform that is saturated with blood has that condition remedied and is permitted to remain in the game.

A.R. 127. Both teams remain in their huddles after a timeout even though the official administering the throw-in has alerted them that play shall resume. (a) Before or (b) after the ball is placed at the designated spot, Team A or Team B indicates it desires a timeout. **RULING:** In (a), either team may request and be granted a timeout. In (b), only the team entitled to the throw-in shall be granted a timeout after the throw-in count has started.

Art. 2. A timeout shall not be granted until after the jump ball that begins the game and the conditions as described in Rule 5-9 are in effect.

Art. 3. In games not involving electronic media and also those with typed Internet coverage but **without** audio or video broadcast, the timeout format shall be:

- a. Four 75-second timeouts and two 30-second timeouts for each team per regulation game.
- b. The four 75-second timeouts may be used at any time.
- c. The two 30-second timeouts may be used at any time.
- d. A player or a coach from the same team may request successive 30-second timeouts.
 1. When successive timeouts are granted, players are permitted to sit on their bench only when the request has been made in advance.
 2. When successive 30-second timeouts are granted, a warning signal shall be sounded 15 seconds before the expiration of the final 30-second timeout.
- e. When there is an extra period(s), each team shall be entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously.
 1. The extra timeout shall not be granted until after the ball becomes live to begin the extra period(s).
- f. Cheerleaders and mascots are permitted on the playing court only during a full timeout or an intermission.

- g. Bands/amplified music are permitted to play or be played only during any timeout or intermission.

Art. 4. In games involving electronic media (i.e., radio, television, or Internet audio or visual broadcast), when the electronic-media format calls for at least three electronic-media timeouts in either half, the following shall be in effect: (TELEVISION, RADIO OR INTERNET AUDIO OR VISUAL BROADCAST MUST BE PRESENT TO USE THIS ELECTRONIC-MEDIA TIMEOUT FORMAT.)

- a. When television is employed, there shall be four electronic-media timeouts in each half. These electronic-media timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks when the game clock is stopped.

1. The first timeout requested by either team in the second half shall become the length of a timeout called for by the electronic-media agreement.
2. When the first timeout requested by either team in the second half is granted and creates the first dead ball after one of the 16-, 12-, 8- or 4-minute marks, the electronic-media timeouts for those specified times shall occur after the next dead ball.

Note: For NCAA Division I tournament games, the men's or women's Division I basketball committee may make the first team-called timeout in both halves an electronic-media timeout.

- b. When radio or Internet audio or visual broadcast is being used, electronic-media timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks or after the 15-, 10- and 5-minute marks, when the game clock is stopped, depending on the electronic-media agreement.

1. The first timeout requested by either team in the second half shall be 75 seconds long or longer when called for by the electronic-media agreement.
2. When the electronic-media agreement calls for fewer than three electronic-media timeouts in one half, these electronic-media timeouts shall occur at the first dead ball after the minute marks specified by the electronic-media agreement.

- c. Each team shall be entitled to four timeouts, 30 seconds each in length.
- d. Each team may carry up to three 30-second timeouts into the second half.
- e. Each team shall be entitled to one 60-second timeout that may be used any time during the game.
 1. No conference shall be permitted to extend the 60-second timeout by electronic-media agreement in electronic-media games.
- f. A player or a coach from the same team may request successive 30-second timeouts.

1. When these successive timeouts are granted, players shall be allowed to sit on their bench only when the request has been made in advance.
2. When successive 30-second timeouts are granted, a warning horn shall be sounded 15 seconds before the expiration of the final 30-second timeout.

- g. Unused 30-second team timeouts from the second half may be used in extra period(s).

- h. A team-called 30-second timeout or a 60-second timeout (excluding the first timeout of the second half that becomes an electronic-media timeout) in a game involving electronic media can be shortened when the captain/coach notifies the official of the team's intent to do so.
 - 1. When a request has been made to shorten a timeout for a purpose other than a substitution(s), a warning signal shall be sounded immediately and 15 seconds later a game-clock horn shall be sounded to resume play.
 - 2. When a request is made to shorten any timeout for a substitution(s), the signal for shortening a timeout shall be given and play shall be resumed immediately.
- i. Each team shall be entitled to one additional 30-second timeout during each extra period.
 - 1. The extra timeout shall not be granted until after the jump ball that begins the extra period and the conditions as described in Rule 5-9 are in effect.
 - 2. The first timeout requested in any extra period may become an electronic-media timeout when called for by the electronic-media agreement.
- j. Cheerleaders and mascots are permitted onto the playing court only during an electronic-media timeout or intermission.
- k. Bands and amplified music are permitted to play or be played only during any timeout or intermission.

Note: (men) For Division II Men's NCAA tournament games, the format described in Rule 5-10.4 may be used without the presence of electronic media.

Art. 5. When the electronic-media agreement calls for fewer than three electronic-media timeouts in one half, the format shall be as follows:

- a. Four 75-second timeouts and two 30-second timeouts for each team per regulation game.
- b. The four 75-second timeouts can be used at any time.
- c. The two 30-second timeouts can be used at any time.
- d. When there is an extra period(s), each team is entitled to one extra 75-second timeout per extra period in addition to any timeouts it has not used previously.
- e. When the electronic-media agreement calls for either two or one timeout(s) in either half, those timeouts shall occur at the first dead ball after the minute mark specified in the electronic-media agreement. When either of the teams uses a 75-second timeout(s) in either the first or second half, that timeout shall replace the next agreed-upon electronic-media timeout(s) for that half.

Art. 6. In games involving electronic media, when a foul (personal or technical) is committed that causes the ball to become dead at one of the specified time marks on the game clock for electronic-media timeouts, that electronic media timeout shall be taken and then the free throw(s) shall be administered after the timeout.

Art. 7. In games involving electronic media, when a timeout has been recognized to be shortened for the sole purpose of making substitutions and the timeout causes the first dead ball after one of the specified time marks for electronic-media timeouts (16-, 12-, 8-, 4-), that timeout shall become an electronic-media timeout.

Art. 8. When a 30-second timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood or a correctable error, and it is the first 30-second timeout granted during the second half of the game, that timeout shall become an electronic-media timeout.

Art. 9. When a 30-second timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood or a correctable error, and that timeout is granted at the first dead ball at one of the specified time marks on the game clock for electronic-media timeouts, that timeout shall become an electronic-media timeout.

Art. 10. A single charged full timeout in games not involving electronic media shall not exceed 75 seconds.

Art. 11. A single charged 60-second timeout in a game involving electronic media shall not exceed 60 seconds.

Art. 12. A single charged 30-second timeout shall not exceed 30 seconds.

Art. 13. Only one 75-second timeout, in games not involving electronic media, or either one 30-second timeout or 60-second timeout, in games involving electronic media, shall be charged in Rule 5-9.2.a, regardless of the amount of time consumed when an injured player remains in the game.

Art. 14. A warning signal to alert teams to prepare to resume play shall be sounded 15 seconds before the expiration of any charged or electronic-media timeout.

Art. 15. A second game-clock horn shall be sounded at the end of any charged or electronic-media timeout and play shall resume immediately.

Art. 16. Substitutions shall not occur after the warning signal to prepare to resume play until at least one live-ball period has occurred and the ball becomes dead.

Art. 17. During a 30-second timeout, players shall stand inside the boundary lines.

Art. 18. During any timeout, bench personnel and players shall locate themselves inside an imaginary rectangle formed by the boundaries of the sideline (including the bench), end line, and an imaginary line extended from the free-throw lane line nearest the bench area meeting an imaginary line extended from the coaching-box line.

Art. 19. Successive charged timeouts shall not be granted after the expiration of playing time for the second half or after the expiration of any extra period.

A.R. 128. After the second half expires with the score tied, A1 is charged with a flagrant technical foul. Either Team A or Team B then re-quests and is granted a timeout. At the expiration of the timeout, B1 attempts the first free throw, which is either successful or unsuccessful. After the free throw, either Team A or Team B re-quests and is granted a timeout. **RULING:** Illegal. The second timeout is considered to be immediately after the first timeout.

A.R. 129. After the second half expires with the score tied, Team A requests a 30-second timeout. The official grants and reports the timeout to the table, after which Team A requests either a 60-second timeout in an electronic media game or a 75-second timeout in a nonelectronic media game. **RULING:** : Because the first timeout was granted and reported to the table, the second timeout request would be a successive timeout and should not be granted by the official.

Art. 20. The team that requests a timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent.

- a. When a request has been made to shorten any timeout for a purpose other than for substitution(s), a warning signal shall be sounded immediately and 15 seconds later another signal shall be sounded to resume play.
- b. When a request is made to shorten any timeout for a substitution(s), the signal for shortening a timeout shall be given and play shall be resumed immediately.

Art. 21. A timeout shall be charged to a team for either length or fraction thereof consumed under Rules 5-9.4 and 5-9.5, regardless of the amount of time consumed.

Art. 22. In games not involving electronic media, one 75-second timeout or one 30-second timeout, when the 75-second timeouts have been utilized, and in games involving electronic media either one 30-second or 60-second timeout shall be charged to the team making the appeal in Rule 5-9.6, when no correction is made or when the time limit for correcting an error under Rule 2-11 expires.

A.R. 130. Team A coach requests a timeout for an official to assess whether a correctable error has occurred. The error is (a) correctable or; (b) not correctable. **RULING:** In (a) when the error is correctable, no timeout shall be charged to Team A. In (b) when the error is not correctable, a timeout shall be charged to Team A. When any portion of that timeout remains after the review of the request has been conducted, Team A shall be entitled to use that time. When the review requires the length of a timeout or longer, play shall resume immediately from the point at which it was interrupted at a designated spot.

TIMEOUT COMPARISON CHART

Type of Game	Team Timeouts 1st Half	Team Timeouts 2nd Half	Team Timeouts Extra Periods	Electronic Media Timeouts 1st Half	Electronic Media Timeouts 2nd Half	Media Timeouts Extra Periods
No electronic media or Internet coverage without audio or video. (Rule 5-11.3)	Four 75-second and two 30-second timeouts per team per regulation game. All carry over to second half if not used in first half.	Any not used in first half.	Any not used in regulation or any prior extra period(s) plus one 75-second timeout per team for each extra period.	None	None	None
Radio, Internet with audio or visual broadcast and media agreement that calls for fewer than three timeouts in at least one half.	Same as above.	Same as above.	Same as above.	Either two, one or none, depending on the media agreement. The length shall be determined by media agreement. Each shall occur at the first dead ball after the minute mark specified in the media agreement. When either team uses a 75-second timeout in the half, that timeout replaces the next agreed-upon media timeout of the half.	Either two, one or no more, depending on the media agreement. The length shall be determined by media agreement. Each shall occur at the first dead ball after the minute mark specified in the media agreement. When either team uses a 75-second timeout in the half, that timeout replaces the next agreed-upon media timeout of the half.	The first team-called timeout in each period becomes a media timeout, if that is part of the media agreement.
Television	Four 30-second timeouts and one 60-second timeout per team.	Each team carries over any unused timeouts from the first half but no more than three 30-second timeouts each. The fourth is lost if it was not used in the first half. The first 30-second timeout requested by either team in this half only becomes a media timeout, the length of which is determined by the media agreement.	Any not used in regulation, second half or any previous extra period(s) plus one extra 30-second timeout per team per extra period.	Four media timeouts, the length of which is determined by media agreement. These timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks. Neither team's 60-second timeout can be extended by media agreement.	Four more media timeouts, the length of which is determined by media agreement. These timeouts shall occur at the first dead ball after the 16-, 12-, 8- and 4-minute marks. The first 30-second timeout called by either team in this half only shall be 75 seconds long or a media timeout, the length of which is determined by media agreement. Neither team's 60-second timeout can be extended by media agreement.	Same as above.
Radio, Internet with audio or visual broadcast and media format calls for at least three media timeouts in either half.	Same as above.	Same as above.	Same as above.	Three media timeouts, the length of The electronic-media timeouts shall occur after the 16-, 12-, 8- and 4-minute marks or after the 15-, 10- and 5-minute marks, depending on the media agreement. Neither team's 60-second timeout can be extended by media agreement.	The electronic-media timeouts shall occur after the 16-,12-, 8- and 4-minute marks or after the 15-, 10- and 5-minute marks, depending on the media agreement. The first 30-second timeout called by either team in this half only shall become a media timeout, the length of which is determined by media agreement. Neither team's 60-second timeout can be extended by media agreement.	Same as above.

TEAM		COACH				SITE	SCORING BY PERIODS					FINAL SCORE
							1st HALF	2nd HALF	1st OT	2nd OT	3rd OT	
TIMER		SCORER				SHOT CLOCK	DATE					

Roster Approved _____							NO.	PLAYER	FIRST HALF				SECOND HALF				OVERTIMES		SUMMARY												
FOULS (include direct technicals) Starter									FIELD GOALS	FREE THROWS	FIELD GOALS	FREE THROWS	FG	FT	TFG	3FG	FT	FTA	F	TP											
1	2	3	4	5	1st																										
					2nd																										
1	2	3	4	5	1st																										
					2nd																										
1	2	3	4	5	1st																										
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					2nd																										
1	2	3	4	5	1st																										
					2nd																										

TEAM FOULS		(include direct technicals)										TOTALS					TECHNICALS & NOTES:							
1st HALF		1	2	3	4	5	6	7	8	9	10	TIMEOUTS	1	2	3	4	5	30-sec. time-outs	1	2	3	4	60* sec. time-outs	1
2nd HALF												TIME TAKEN												

RUNNING SCORE	SCORE		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	34	35	36	37	38							
	PLAYER SCORING																																														
	TIME OF SCORING																																														
	S	P	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				
	S	P	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120				
	S	P	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	ALT POS JUMP BALLS																									
	T	P																																													
	T	P																																													
	T	P																																													

*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM						COACH				SITE				SCORING BY PERIODS					FINAL SCORE																																						
														1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																																							
TIMER						SCORER				SHOT CLOCK				DATE																																											
Roster Approved _____ FOUls (include direct technicals)						NO.		PLAYER		FIRST HALF					SECOND HALF				OVERTIMES		SUMMARY																																				
										FIELD GOALS					FREE THROWS					FIELD GOALS				FREE THROWS				FG	FT	TFG	3FG	FT	FTA	F	TP																						
1	2	3	4	5	1st																																																				
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TEAM FOUls (include direct technicals)						TOTALS																																																			
1st HALF	2nd HALF											TIMEOUTS	1	2	3	4	5	30-sec. time-outs	1	2	3	4	60* sec. time-outs	1	TECHNICALS & NOTES:																																
SCORE											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	34	35	36	37	38									
PLAYER SCORING																																																									
TIME OF SCORING																																																									
S	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																
S	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120																
P																																																									
T	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	ALT POS JUMP BALLS																																					
																			TIME																																						

*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM					COACH					SITE										SCORING BY PERIODS					FINAL SCORE
																				1st HALF	2nd HALF	1st OT	2nd OT	3rd OT	

TIMER					SCORER					SHOT CLOCK					DATE				
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Roster Approved _____ Starters					NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																				
FOULS (include direct technicals)							FIELD GOALS	FREE THROWS				FIELD GOALS	FREE THROWS				FG	FT	TFG	3FG	FT	FTA	F	TP															
1	2	3	4	5			1st	2nd	1st	2nd	1st	2nd	1st	2nd	1st	2nd	1st	2nd	1	2	1	2	3	4	5	6	7	8	9	10									

TEAM FOULS (include direct technicals)					TOTALS					TECHNICALS & NOTES:																					
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1st HALF						TIMEOUTS					30-sec. time-outs				60* sec. time-outs																						
2nd HALF						TIME TAKEN																															

SCORE	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	34	35	36	37	38
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PLAYER SCORING																																						
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TIME OF SCORING																																						
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S	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
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S	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
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S	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139
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P																				ALT POS JUMP BALLS																			
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RUNNING SCORE

*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM							COACH							ATTENDANCE										SCORING BY PERIODS					FINAL SCORE																
REFEREE							UMPIRE							UMPIRE							STARTING TIME						1st HALF	2nd HALF	1st OT	2nd OT	3rd OT														
Roster Approved FOULS (include direct technicals)							NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																								
Starter									FIELD GOALS					FREE THROWS					FG	FT	TFG	3FG	FT	FTA	F	TP																			
1	2	3	4	5	6	1st																																							
						2nd																																							
1	2	3	4	5	6	1st																																							
						2nd																																							
1	2	3	4	5	6	1st																																							
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1	2	3	4	5	6	1st																																							
						2nd																																							
1	2	3	4	5	6	1st																																							
						2nd																																							
TEAM FOULS (include direct technicals)							TOTALS																																						
1st HALF							TIMEOUTS					1	2	3	4	5						30-sec. time-outs	1	2	3	4	60* sec. time-outs					TECHNICALS & NOTES:													
2nd HALF							TIME TAKEN																																						
R U N N I N G S C O R E	SCORE							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	34	35	36	37	38
	PLAYER SCORING																																												
	TIME OF SCORING																																												
	S	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			
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S	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120				
P																																													
T																																													
S	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	MEDIA TIMEOUTS																									
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*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM	COACH	ATTENDANCE	SCORING BY PERIODS					FINAL SCORE
			1st HALF	2nd HALF	1st OT	2nd OT	3rd OT	
REFEREE	UMPIRE	UMPIRE	STARTING TIME					

Roster Approved							NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY									
FOULS (include direct technicals)									Starter	FIELD GOALS	FREE THROWS				FIELD GOALS	FREE THROWS				FG	FT	TFG	3FG	FT	FTA	F	TP			
1	2	3	4	5																										

TEAM FOULS (include direct technicals)											TOTALS																					
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1st HALF	2	3	4	5	6	7	8	9	10	TIMEOUTS	1	2	3	4	5	30-sec. time-outs	1	2	3	4	60* sec. time-outs	1	TECHNICALS & NOTES:																						
2nd HALF										TIME TAKEN																																			

R U N N I N G S C O R E	SCORE										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	34	35	36	37	38										
	PLAYER SCORING																																																									
	TIME OF SCORING																																																									
	S	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																
P																																																										
T																																																										
S	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120																	
P																																																										
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S	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	MEDIA TIMEOUTS																																						
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*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM	COACH				ATTENDANCE										SCORING BY PERIODS					FINAL SCORE																				
															1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																					
REFEREE	UMPIRE				UMPIRE					STARTING TIME																														
Roster Approved _____ FOULS (include direct technicals) Starter						NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																				
								FIELD GOALS					FREE THROWS					FIELD GOALS					FREE THROWS					FG	FT	TFG	3FG	FT	FTA	F	TP					
1	2	3	4	5	1st																																			
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TEAM					COACH					SITE					SCORING BY PERIODS					FINAL SCORE																																										
															1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																																											
TIMER					SCORER					SHOT CLOCK					DATE																																															
Roster Approved _____ (include direct technicals) Starter					NO.	PLAYER					FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																																							
											FIELD GOALS					FREE THROWS					FIELD GOALS					FREE THROWS					FG	FT	TFG	3FG	FT	FTA	F	TP																								
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TEAM FOULS (include direct technicals)					1	2	3	4	5	6	7	8	9	10	TOTALS																																															
1st HALF															TIMEOUTS		1	2	3	4	5							30-sec. time-outs	1	2	3	4	60* sec. time-outs	1	TECHNICALS & NOTES:																											
2nd HALF															TIME TAKEN																																															
RUNNINGS CORE	SCORE					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	34	35	36	37	38																			
	PLAYER SCORING																																																													
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S	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	ALT POS JUMP BALLS																																										
P																				TIME																																										
T																																																														

*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM	COACH	ATTENDANCE															SCORING BY PERIODS					FINAL SCORE																								
																	1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																									
REFEREE	UMPIRE	UMPIRE										STARTING TIME																																		
Roster Approved _____						NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																										
FOULS (include direct technicals) Starter								FIELD GOALS	FREE THROWS	FIELD GOALS	FREE THROWS	FG	FT	TFG	3FG	FT	FTA	F	TP																											
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TEAM FOULS (include direct technicals)						TOTALS					TECHNICALS & NOTES:																																			
1st HALF	2	3	4	5	6	7	8	9	10	TIMEOUTS	1	2	3	4	5	30-sec. time-outs	1	2	3	4	60* sec. time-outs	1																								
2nd HALF										TIME TAKEN																																				
R U N N I N G S C O R E	SCORE	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	34	35	36	37	38							
	PLAYER SCORING																																													
	TIME OF SCORING																																													
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P																																														
T																																														
S	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120					
P																																														
T																																														
S	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	MEDIA TIMEOUTS																										
P																																														
T																																														

*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM	COACH					SITE	SCORING BY PERIODS					FINAL SCORE																													
							1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																														
TIMER	SCORER					SHOT CLOCK		DATE																																	
Roster Approved _____ FOULS (include direct technicals) Starter							NO.	PLAYER	FIRST HALF		SECOND HALF		OVERTIMES		SUMMARY																										
1	2	3	4	5	1st	2nd			FIELD GOALS	FREE THROWS	FIELD GOALS	FREE THROWS	FG	FT	TFG	3FG	FT	FTA	F	TP																					
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TEAM FOULS (include direct technicals)							TOTALS					TECHNICALS & NOTES:																													
1st HALF							TIMEOUTS					30-sec. time-outs																													
2nd HALF							TIME TAKEN					60* sec. time-outs																													
SCORE	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	34	35	36	37	38			
PLAYER SCORING																																									
TIME OF SCORING																																									
STOPPAGE	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
SCORE	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120
STOPPAGE																																									
SCORE	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	ALT POS JUMP BALLS																					
STOPPAGE																				TIME																					
STOPPAGE																																									

*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM						COACH					SITE	SCORING BY PERIODS					FINAL SCORE																							
												1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																								
TIMER						SCORER					SHOT CLOCK					DATE																								
Roster Approved _____ FOULS (include direct technicals) Starter							NO.	PLAYER				FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																
												FIELD GOALS					FREE THROWS					FIELD GOALS					FREE THROWS					FG	FT	TFG	3FG	FT	FTA	F	TP	
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TEAM		COACH				ATTENDANCE												SCORING BY PERIODS					FINAL SCORE												
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REFEREE		UMPIRE				UMPIRE						STARTING TIME																							
Roster Approved _____ FOULS (include direct technicals) Starter							NO.	PLAYER	FIRST HALF				SECOND HALF				OVERTIMES		SUMMARY																
									FIELD GOALS		FREE THROWS		FIELD GOALS		FREE THROWS		FG	FT	TFG	3FG	FT	FTA	F	TP											
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TEAM							COACH					ATTENDANCE										SCORING BY PERIODS					FINAL SCORE											
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Roster Approved FOULS (include direct technicals) Starter							NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																	
									FIELD GOALS					FREE THROWS					FIELD GOALS					FREE THROWS					FG	FT	TFG	3FG	FT	FTA	F	TP		
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Roster Approved _____ FOULS (include direct technicals) Starter					NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																																						
							FIELD GOALS					FREE THROWS					FIELD GOALS					FREE THROWS					FG	FT	TFG	3FG	FT	FTA	F	TP																							
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TEAM FOULS					(include direct technicals)										TOTALS					TECHNICALS & NOTES:																																					
1st HALF	2nd HALF	1	2	3	4	5	6	7	8	9	10	TIMEOUTS	1	2	3	4	5	30-sec. time-outs	1	2	3	4	60* sec. time-outs	1																																	
R U N N I N G S C O R E																																																									
SCORE	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	34	35	36	37	38																			
PLAYER SCORING																																																									
TIME OF SCORING																																																									
S	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																
S	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120																
S	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	ALT POS JUMP BALLS																																					
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TEAM						COACH						SITE						SCORING BY PERIODS					FINAL SCORE									
																		1st HALF	2nd HALF	1st OT	2nd OT	3rd OT										
TIMER						SCORER						SHOT CLOCK						DATE														
Roster Approved _____ FOULS (include direct technicals)							NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY											
									FIELD GOALS	FREE THROWS	FIELD GOALS	FREE THROWS	FG	FT	TFG	3FG	FT	FTA	F	TP												
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TEAM FOULS (include direct technicals)											TOTALS											TECHNICALS & NOTES:														
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	30-sec. time-outs	1	2	3	4	60* sec. time-outs	1															

RUNNING SCORER	SCORE		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	34	35	36	37	38								
	PLAYER SCORING																																															
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S		80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120						
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S		121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	ALT POS JUMP BALLS																											
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*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM	COACH	ATTENDANCE	SCORING BY PERIODS					FINAL SCORE																																							
			1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																																								
REFEREE	UMPIRE	UMPIRE	STARTING TIME																																												
Roster Approved FOULS (include direct technicals)	NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																																
			FIELD GOALS	FREE THROWS				FIELD GOALS	FREE THROWS				FG	FT	TFG	3FG	FT	FTA	F	TP																											
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TEAM FOULS (include direct technicals)											TOTALS																																				
1st HALF	2	3	4	5	6	7	8	9	10	TIMEOUTS	1	2	3	4	5	30-sec. time-outs	1	2	3	4	60* sec. time-outs	1	TECHNICALS & NOTES:																								
2nd HALF																																															
RUNNING SCORING	SCORE		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	34	35	36	37	38							
	PLAYER SCORING																																														
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	S		80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120				
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*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM						COACH						SITE						SCORING BY PERIODS					FINAL SCORE																																			
																		1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																																				
TIMER						SCORER						SHOT CLOCK						DATE																																								
Roster Approved _____ Starters _____ FOULS (include direct technicals)							NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																																					
									FIELD GOALS					FREE THROWS					FIELD GOALS					FREE THROWS					FG	FT	TFG	3FG	FT	FTA	F	TP																						
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					2nd																																																					
1	2	3	4	5	1st																																																					
					2nd																																																					
TEAM FOULS (include direct technicals)							TOTALS						TECHNICALS & NOTES:																																													
1st HALF	2	3	4	5	6	7	8	9	10	TIMEOUTS	1	2	3	4	5	30-sec. time-outs	1	2	3	4	60* sec. time-outs	1																																				
2nd HALF	2	3	4	5	6	7	8	9	10	TIME TAKEN																																																
RUNNING SCORE	SCORE		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	34	35	36	37	38																		
	PLAYER SCORING																																																									
TIME OF SCORING																																																										
S	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																	
S	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120																	
S	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	ALT POS JUMP BALLS																																						
P																																																										
T																			TIME																																							

*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM						COACH					SITE					SCORING BY PERIODS					FINAL SCORE																							
TIMER						SCORER					SHOT CLOCK					DATE					1st HALF	2nd HALF	1st OT	2nd OT	3rd OT	FINAL SCORE																		
Roster Approved FOULS (include direct technicals) Starter						NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																								
								FIELD GOALS					FREE THROWS					FG		FT		TFG	3FG	FT	FTA	F	TP																	
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TEAM FOULS						(include direct technicals)					TOTALS																																	
1st HALF											TIMEOUTS					30-sec. time-outs				60* sec. time-outs				TECHNICALS & NOTES:																				
2nd HALF											TIME TAKEN																																	
SCORE		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	34	35	36	37	38					
PLAYER SCORING																																												
TIME OF SCORING																																												
S		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		
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S		80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120		
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TEAM						COACH						ATTENDANCE						SCORING BY PERIODS					FINAL SCORE																																	
																		1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																																		
REFEREE						UMPIRE						UMPIRE						STARTING TIME																																						
Roster Approved FOULS (include direct technicals) Starter						NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																																				
								FIELD GOALS			FREE THROWS		FIELD GOALS			FREE THROWS		FG	FT	TFG	3FG	FT	FTA	F	TP																															
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1st HALF						TIMEOUTS						30-sec. time-outs					60-sec. time-outs					TECHNICALS & NOTES:																																		
2nd HALF						TIME TAKEN																																																		
R U N N I N G S C O R E	SCORE						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	34	35	36	37	38												
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*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM							COACH					ATTENDANCE										SCORING BY PERIODS					FINAL SCORE																																	
REFEREE							UMPIRE					UMPIRE					STARTING TIME					1st HALF	2nd HALF	1st OT	2nd OT	3rd OT	FINAL SCORE																																	
Roster Approved _____ FOULS (include direct technicals) Starter							NO.	PLAYER					FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																																			
													FIELD GOALS					FREE THROWS					FIELD GOALS					FREE THROWS					FG	FT	TFG	3FG	FT	FTA	F	TP																				
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TEAM FOULS (include direct technicals)							TOTALS					TIMEOUTS					30-sec. time-outs					60* sec. time-outs					TECHNICALS & NOTES:																																	
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RUNNING SCORE	SCORE			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	34	35	36	37	38																			
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*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

TEAM					COACH					SITE					SCORING BY PERIODS					FINAL SCORE																			
															1st HALF	2nd HALF	1st OT	2nd OT	3rd OT																				
TIMER					SCORER					SHOT CLOCK					DATE																								
Roster Approved _____							NO.	PLAYER			FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY																
FOULS (include direct technicals) Starter											FIELD GOALS		FREE THROWS			FIELD GOALS		FREE THROWS			FG	FT	TFG	3FG	FT	FTA	F	TP											
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TEAM						COACH						ATTENDANCE						SCORING BY PERIODS					FINAL SCORE								
REFEREE						UMPIRE						UMPIRE						1st HALF		2nd HALF		1st OT	2nd OT		3rd OT						
STARTING TIME																															
Roster Approved _____						NO.	PLAYER	FIRST HALF					SECOND HALF					OVERTIMES		SUMMARY											
FOULS (include direct technicals) Starter								FIELD GOALS					FREE THROWS					FG		FT		TFG	3FG	FT	FTA	F	TP				
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TEAM FOULS (include direct technicals)												TOTALS																			
1st HALF						2nd HALF						TIMEOUTS							30-sec. time-outs				60* sec. time-outs		TECHNICALS & NOTES:						
SCORE												1 2 3 4 5 6 7 8 9 10							1 2 3 4		1										
PLAYER SCORING																															
TIME OF SCORING																															
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S						80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120																									
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S						121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139						MEDIA TIMEOUTS																			
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*There is a 60-second timeout only when there is television or when there are at least three electronic-media timeouts in either half.

