

**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 National Collegiate Athletic Association 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 player 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 score book 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, unsporting technical or contact 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 overtimes. An extra space is provided for games in which a sixth personal foul is used. 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."

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 good from beyond the three-point field goal line and is indicated as such by the referee. 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 ○ before the free throw is attempted. If the free throw is successful, put an X inside the ○. Indicate two-shot fouls by recording ○○ and three-shot fouls by ○○○. Indicate bonus-situation fouls by ○ before the shot is attempted, and by ○○ if the first shot is successful.

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 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 in that half will receive a bonus-situation free throw. Starting with the 10th team foul, each foul (except for a three-shot foul) in that half shall result in two free throws.

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 it's a men's or women's game and if the game involves commercial electronic media.

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 or other nonplayer personnel, 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/JUMP BALLS: This space is used to keep track of team possession when a "jump 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 \$4.50 from NCAA Publishing, P.O. Box 781046, Indianapolis, Indiana 46278-8046. Phone: 888/388-9748; Fax: 317/337-2181; www.ncaa.org.

Official Scoring and Timeout Rules

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

Section 11. Duties of Scorers

The scorers shall:

Art. 1. Record the field goals made and the free throws made and missed, and shall keep a running summary of the points scored.

Art. 2. Record the personal and technical fouls called on each player and notify an official immediately when the fifth foul, including any combination of personal and direct technical fouls, or the third technical foul is called on a squad member or bench personnel.

A.R. 17. Defensive player B1 commits a fifth foul (any combination of personal and direct technical fouls), which results in two free throws for A1. The official scorer and official timer fail to notify either 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 sounding device. The official timer sounds the device as the first free-throw attempt 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 throw 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. 18. A player who has committed a fifth foul (any combination of personal and direct 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 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 a wrong player to attempt a free throw, see Rule 2-10.

Art. 3. Notify an official immediately when a second direct technical foul is charged to a coach, squad member or any bench personnel.

Art. 4. Notify an official immediately when a combination of any three technical fouls has been assessed or when three bench technical fouls have been called on a team.

Art. 5. Record any ejection for fighting.

Art. 6. 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. 7. Signal the nearest official each time a team is granted a charged timeout in excess of the allowable number.

Art. 8. Signal the nearest official in each half when a player commits a common foul, beginning with the team's seventh foul and the team's 10th foul, including any combination of personal and direct technical fouls.

Art. 9. 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. 19. At half time, 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 dressing room, an indirect technical foul shall be assessed to the hometeam. In (b), when the home-team coach requests the official scorer to remove the scorebook, the home team shall be assessed a direct technical foul.

Art. 10. Compare their records after each goal, each foul and each charged timeout, notifying the referee at once of any discrepancy. When the error cannot 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. 11. Correct a scoring or bookkeeping mistake any time before the referee approves the final score.

A.R. 20. 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. 21. 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 at which it was stopped.

Art. 12. Keep a record of the names and 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. 13. 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. 14. 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. 22. The scoreboard horn sounds while the ball is live. **RULING:** Players should ignore the 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. If the players do not ignore the horn and stop playing, the officials shall stop play and award the ball to the team in control at the designated spot.

Art. 15. 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 sounding device until the ball has become dead.

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. It is recommended that an "X," 12 inches long and 2 inches wide, be placed on the floor out of bounds and directly in front of the official scorer for ease of identification.

Section 1. Scoring

Art. 1. A goal from the field other than from beyond the three-point line shall count two points for the team into whose basket the ball is thrown, tapped or directed.

A.R. 1. A pass or a try for field goal by A1 comes down several feet in front of the basket. The ball strikes the playing court without touching any player and bounces into the basket. Shall two points be counted for Team A: (a) when not complicated by the expiration of time in a period or by a foul occurring while the ball is in flight; or (b) when time expires or a foul occurs while the ball is in flight? **RULING:** In (a), two points shall be scored. The try for field goal by A1 ends when the ball touches the playing court but a field goal can sometimes be scored when, technically, it is not the result of a try. The points shall count for the proper team. In the case cited, it is customary to credit the two points to A1. In (b), no points shall be scored. Neither the expiration of time nor a foul shall cause the ball to become dead immediately during a try for a field goal. During a pass, the ball shall become dead as a result of the foul or expiration of time. (See Rule 4-61.3.)

Art. 2. A successful try from beyond the three-point line shall count three points for the team into whose basket the ball is thrown or directed.

Art. 3. Whether the game clock is running shall have no influence on the counting of a goal.

Art. 4. A goal from a free throw shall be credited to the free-throws and shall count one point for the free-throws team.

Art. 5. For **women**, when a player-control foul occurs after a goal, the goal shall be canceled.

Art. 6. When a player scores a field goal in the opponent's basket, it shall count two points for the opponent regardless of the location on the playing court from where it was released. Such a field goal shall not be credited to a player in the scorebook but shall be indicated in a footnote.

A.R. 2. A2 receives the tap by A1 on the jump ball to start an extra period. A2 is confused and dribbles toward the basket that Team A had during the first half and (a) dunks into Team B's basket or (b) attempts a three-point try at Team B's basket, which is successful. **RULING:** In both (a) and (b), the goal shall be legal. Two points shall be awarded to Team B. The ball shall be awarded to Team A out of bounds at the basket of Team B, and Team A may put the ball in play from anywhere at the end line as after any score by Team B (earned or awarded).

Art. 7. The only infractions for which points are awarded are goaltending by the defense or basket interference at the opponent's basket.

Section 10. Charged Timeout

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

- a. A player or coach (head coach only for **men**) requests a timeout, such request being granted only when the player's/coach's team is in possession of the ball (this includes throw-ins and free throws) or when the ball is dead.

A.R. 8 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.

- 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.

Art. 2. In games not involving electronic media and also those with 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. 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.

Art. 3. In games involving electronic media (i.e., radio, television, or Internet audio or visual broadcast), when the 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 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.

1. The first 30-second timeout requested by either team any time during the game shall become the length of a timeout called for by the electronic-media agreement.

- 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, depending on the media agreement.

1. The first 30-second timeout requested by either team any time during the game 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 contract in media games.

- f. A player or a coach may request successive 30-second timeouts. When these successive timeouts are granted, players shall be allowed to sit on their bench.

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

- h. A team-called 30-second timeout (excluding the first timeout of the game that becomes a media timeout) or the 60-second timeout in a game involving electronic media can be shortened when the captain/coach notifies the official of the teams intent to do so.

1. When a request has been made to shorten the timeout, a warning signal shall be sounded immediately and 10 seconds later a horn shall be sounded to resume play.

- i. Each team shall be entitled to one additional 30-second timeout during each extra period.

1. The first 30-second timeout requested in any extra period may become a media timeout when called for by the electronic-media agreement.

Art. 4. 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. 5. A single charged full timeout in games not involving electronic media shall not exceed 75 seconds.

Art. 6. A single charged full timeout in a game involving electronic media shall not exceed 60 seconds.

Art. 7. A single charged 30-second timeout shall not exceed 30 seconds.

Art. 8. 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. 9. A signal to warn teams to prepare to resume play shall be sounded 15 seconds before the expiration of a 75-second timeout and 10 seconds before the expiration of a 60- or 30-second timeout.

Art. 10. A signal shall be sounded at the end of any timeout and play shall resume immediately.

Art. 11. 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. 12. During a 30-second timeout, players shall stand inside the boundary line.

Art. 13. 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. 14. 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. 9. After the second half expires with the score tied, A1 is charged with a flagrant technical foul. Either Team A or Team B then requests 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 requests and is granted a timeout. RULING: Illegal. The second timeout is considered to be immediately after the first timeout.

Art. 15. The team that requests a timeout may shorten any 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, a warning signal shall be sounded immediately and 10 seconds later a horn shall be sounded to resume play.

Art. 16. 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. 17. 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 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 2-10 expires.

A.R. 10. 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.

Art. 18. No timeout shall be charged when:

a. In Rule 5-9.2.a, an injured player is ready to play immediately or is replaced until at least the next opportunity to substitute after the game clock has started after his or her replacement.

b. In Rule 5-9.3, the player's request resulted from displaced eyeglasses or lenses.

c. In Rule 5-9.6, a correctable error or a timing, scoring, or alternating- possession mistake is prevented or rectified.

1. When the time limit for correcting an error under Rule 2-10 has expired, a 75-second timeout shall be charged to the offending team in a game without electronic media.

TEAM Tech	COACH Bob Daye	SITE State Arena, Anytown	SCORING BY PERIODS					FINAL SCORE	
TIMER Dale Hauer	SCORER Dave I. Stats	SHOT CLOCK Cory Tyler	DATE 1-5-94	1st HALF 33	2nd HALF 35	1st OT 5	2nd OT	3rd OT	73

FOULS	Roster Approved BQ					NO.	PLAYER	FIRST HALF		SECOND HALF		OVERTIMES		SUMMARY					
	1	2	3	4	5			FIELD GOALS	FREE THROWS	FIELD GOALS	FREE THROWS	FG	FT	TFC	JFC	FT	FTA	F	TP
17:10 9:59 2:27				4	5	4	Quickel	2222	20	22	2220	2		7	4	6	3	18	
12:39				4	5	11	Boyts	23	0	232				5	2	0	1	12	
19:20 12:45 12:15				4	5	20	Gant	2322		3222	20			8	2	2	2	20	
				4	5	21	Dittemore												
				4	5	24	Lanz												
6:48 4:50 4:00 7:54				4	5	25	Broyles	2		2	20	2	20	3	2	4	4	8	
15:16 3:02 15:35				4	5	30	Sola	2	20	22	20			3	1	3	3	7	
				4	5	32	Abels												
				4	5	33	Naegele												
				4	5	41	DeJulio												
				4	5	43	Foreman												
12:07 6:49				4	5	44	Canady	22	200	2		0		3	2	4	2	8	
				4	5	50	Covey												

9	TEAM FOULS	7	TOTALS	14(2)	3-8	13(2)	7-9	2	1-3	29	4	11	20	16	73
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1st HALF	20	4	30	44	4	25	35	30	TIME TAKEN	11:46	5:34	0:00	4	5	20-sec. time outs	4	11	TECHNICALS & NOTES:	17:03 2nd Foreman hurt (out for rest of game)
2nd HALF	30	20	20	44	25	44	8	TIME TAKEN	4	25	4							TF-6:49 2nd Canady	

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	44	4			25		11		20		30	44	44		20		4		20		4		4		44		11		20		4	4	4	4				11
TIME OF SCORING	19:08	18:37			16:51		15:50		14:51		12:49	12:15			11:37		10:22		9:09		8:15		7:43		5:08		4:26		2:44		207			19:08				18:16

ALT POS JUMP BALLS	Tip Blue	White	Blue	White	Blue	Tip Blue
TIME	20:00	12:01	20:00	5:30	2:50	5:00



