



Your Basketball League C.I.C.

Table Mechanics

Scorers & Timekeepers

Tips and guidance to help the scorer and timekeeper for any level of the game.

A digital scoreboard and five number markers are overlaid on the image. The scoreboard is black with white text and shows a 0-0 tie between HOME and AWAY teams at the 10:00 mark. A green '1' is visible between the team names. To the right of the scoreboard are five circular number markers on black stands, numbered 1 through 5. The marker for '5' is red with white text, and the marker for 'GD' (Goal Difference) is also red with white text.

0	10:00	0
00		00
HOME	1	AWAY

1 2 3 4 5 GD



General Administration - Before the Game

All administration is to be completed in black or blue pen



In BLACK, all admin,
Q2, Q4 & overtime(s)

In RED
Q1 and Q3



VBL Official Running Scoresheet 2024

Date 08.03.2024 Start _____ Finish _____

Game Code SC24 Division U17 SOUTH

Game Day Delegate JUNE WINTERS

Name of Winning Team _____

BIRMINGHAM WILDCATS II White

Fill in every section of the scoresheet header as well as the home and away team player squads; make sure you include their licence number, surname and first initial. As shown on the completed sheet, and the example to the right.

Players should be entered in numerical order, starting with the lowest number. 00, 0, 1, 2, 3 - 99.

All the writing should be done in capital letters so it is easier for others to read. In Start, add the time the game started, not the expected tip time (remember to add the finish time too!)

Once you have prepared the sheet, check with both coaches, home team first, get their starting five, mark this with an 'X'. Get the coaches signature next to their name.

The coach and assistant coach also needs to be added written in the same manor as you would a player. If a Team Manager is present, add their name and Licence No.

As the starting five are entering the playing court; circle the players in. Make sure you get the correct players to start the game. If there is a player, that isn't marked down as a starting player, speak to the referees.

Licence No.	Player's Last Name, First Initial.	#	IN	Personal Fouls
001	TAYLOR, T.	4		
002	NICHOLSON, H.	5	X	
003	ALDRIDGE, M.	7	X	
004	MARTIN, M.	9		
005	WEBB, M.	12		
006	O'DRISCOLL, W.	14	X	
007	ALLEN, K.	15	X	
008	BROWN, R.	16		
009	WARD, R.	22	X	
100	BRIDGES, A.	23		
101	GEE, H (CAPT)	45		
087	Head Coach SOMERFORD, P			
	First Assistant Coach			
	Team Manager			

Licence No.	Player's Last Name, First Initial.	#	IN	Personal Fouls
001	TAYLOR, T.	4		
002	NICHOLSON, H.	5	X	
003	ALDRIDGE, M.	7	X	
004	MARTIN, M.	9		
005	WEBB, M.	12		
006	O'DRISCOLL, W.	14	X	
007	ALLEN, K.	15	X	
008	BROWN, R.	16		
009	WARD, R.	22	X	
100	BRIDGES, A.	23		
101	GEE, H (CAPT)	45		
087	Head Coach SOMERFORD, P			
	First Assistant Coach			
	Team Manager			

In-Game - Recording the Score

15	2	2	12
15	4	4	5
4	6	6	
9	8	8	5
16	10	10	13
7	11	11	
7	12	12	13
22	14	14	13
22	16	16	13
22	18	18	
7	19	19	13
23	20	20	4
23	22	22	4
23	24	24	5

First Quarter
(Red)

2PTS

For recording two points use a diagonal line to go over the printed score. Write the player number next to that score. The diagonal lines need to be the same throughout your scoresheet.

15	2	2	12
15	4	4	5
4	6	6	
9	8	8	5
16	10	10	13
7	11	11	
7	12	12	13
22	14	14	13
22	16	16	13
22	18	18	
7	19	19	13
23	20	20	4
23	22	22	4
23	24	24	5

Second Quarter
(Black/Blue)

3PTS

For recording three points use a diagonal line to go over the printed score. Write the player number next to that score. Circle the player. The diagonal lines need to be the same throughout your scoresheet.

4	26	26	4
27	27	27	
28	28	28	5
29	29	29	

1PT FREE-THROWS

For recording successful free-throws use a dot to go over the printed score. Write the player number next to that score.

4	26	26	4
27	27	27	
28	28	28	5
29	29	29	

Your Notes



End of Quarter / Half Time / End of the Game - Ruling Off!

At the end of the quarter you need to complete your 'ruling out'!

At the end of each period mark off unused team fouls with a **double line**.

	1	1
15	2	2 12
	3	3
15	4	4 5
	5	5 13
4	6	6
	7	7 5
9	8	8
	9	9
16	10	10 13
7	11	11
7	12	12 13
	13	13
22	14	14 13
	15	15
22	16	16 13
	17	17 13
22	18	18
7	19	19 13
23	20	20 13
	21	21
23	22	22 4
	23	23
23	24	24 5

First Quarter (Red)

Second Quarter (Black/Blue)

A BIRMINGHAM WILDCATS II Uniform Colour: WHITE

Team Fouls	QTR 1	QTR 2	QTR 3	QTR 4		
	X X = =					
Time-Outs	1st	2nd	O/T			
Team Scores	QTR 1	QTR 2	QTR 3	QTR 4	O/T	FINAL SCORE
	4					

Draw a **single line** under the last basket scored for the first, second and third period and a **double line** to end the game. Circle the last score in every quarter.

With the end of each period you are to record the period score. Marking down the points scored in each period. Not the overall score up to that point! Remember to put any overtime period scores in and the Final Score at the end of the game.

Rule out the column you finish in for each team.

Record the winning team name.

A BIRMINGHAM WILDCATS II Uniform Colour: WHITE

Team Fouls	QTR 1	QTR 2	QTR 3	QTR 4		
	X X = =	X X = =	X X = =	X X X X		
Time-Outs	1st	2nd	O/T			
	= =	5 = =	11 = = =			
Team Scores	QTR 1	QTR 2	QTR 3	QTR 4	O/T	FINAL SCORE
	4	14	15	10	11	55

7	46	46 88
	47	47
7	48	48 99
	49	49
	50	50 13
5	51	51 5
	52	52
4	53	53 5
	54	54
7	55	55 11
	56	56
	57	57
	58	58 11
	59	59
	60	60
	61	61
	62	62
	63	63
	64	64
	65	65
	66	66
	67	67
	68	68
	69	69
	70	70
	71	71

At the end of the game - Ruling Off!

If a player hasn't played the game but was on the squad list, a line from player in box through the five personal fouls is to be drawn to show that the player has not taken part. If there are not 12 players the remaining unused lines are to be lined through.

Also see score sheet (over) for more than one empty player box.

007	ALLEN, R.	15	X	F2	F2	F2
008	BROWN, R.	16				
009	WARD, R.	22	X			
100	BRIDGES, A.	23	X			

Licence Numbers & Signatures

The crew chief and referees along with the Table Officials should have their names written down along with their licence numbers before the game starts.

A signature is required at the end of the game. The crew chief signs scoresheet last, which confirms the closure of the game.

It is the responsibility of the crew chief to check **all** licences. The crew chief's co-official is to check the crew chief's licence.

Time-Outs - Use the minute!

Time-Outs 1st = = 2nd 5 = = O/T 11 = = =

Time-outs are recorded by entering the minute in which they are taken in each quarter.

Two are permitted in the first half, three in the second half.

Only two time-outs allowed to be taken in the last two minutes of the fourth period. (Unused time-out)

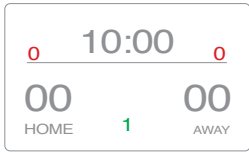
Time-Outs 1st = = 2nd / 4 = = O/T = = = =

One time-out per team allowed in an extra period.

	Lic. No.	Official's Last Name, First Initial.	Signature
Crew Chief	861	DAVIES, J.	<i>[Signature]</i>
Umpire 1	619	KAUR, K.	<i>[Signature]</i>
Umpire 2			
Scorer	618	BROAD, K.	<i>[Signature]</i>
Assistant Scr			
Timekeeper	893	GREENE, T.	<i>[Signature]</i>
Shot Clock			



Timekeeper duties



When you should hear the game buzzer?

Before the Game / During Half Time

03:00 A manual buzzer from the timekeeper.

01:30 A manual buzzer from the timekeeper.

In between quarters

00:30 A manual buzzer 30 seconds before the start of Q2, Q4 and any overtime period

During a time-out

00:50 A manual buzzer (if the clock has not got the function) ten seconds before the end of the time-out with a '10' signal.

When does the clock stop running?

Upon hearing a whistle from the referee.

After a time-out request (before the basket is made) after a made basket for the opposing team.

After a made basket in the last two minutes in the fourth quarter or in the last two minutes in any overtime period.

THE CLOCK DOES NOT STOP AFTER A BASKET, UNLESS STATED ABOVE

When does the clock start running?

On the first tip of the ball (at the start of Q1), when the referee lowers their hand and the ball touches a player on court.

When the referee lowers their hand on an inbound (sideline or baseline) ball.

After the last free-throw, after touching the ring, when the ball touches a player.



Who displays the foul markers?

The timekeeper displays the fouls markers, after it has been confirmed by the scorer. For example. "first personal, second team"

Who administers a time-out or substitute request?

Using a separate buzzer from the game clock, the scorer signals the referees at the appropriate time and gives the time-out or sub signal.

Your Notes



Game abandoned/stopped

If the crew chief has informed you that the game is not continuing, and has been abandoned, then use the example sheet as below.

You finish the last quarter/or overtime period as normal, using the double line and line of that column. Write the word ABANDONED in capital letters along one of those lines

You **cannot** complete the score for that period or the final score. You **cannot** complete the name of the winning team. You need to rule out those boxes as normal.

Why can the game be abandoned?

If a coach is ejected, and has no replacement the game can be abandoned. The crew chief can also stop/abandon the game for reasons of health and safety and safeguarding.

Who wins the game?

This decision is down to the league organisers. Not those present at the game. The scoresheet should be sent to the league as per league rules.

Report

Officials in the game will need to report to the league, that this game has been abandoned. Giving a factual report. All leagues have their own reporting mechanism.

YBL Official Running Scoresheet 2024

Date **08.03.2024** Start **13:01** Finish **14:42**

Game Code **SC24** Division **U17 SOUTH**

Game Day Delegate **JUNE WINTERS**

A BIRMINGHAM WILDCATS II

Uniform Colour: **WHITE**

Team Fouls	Qtr 1	Qtr 2	Qtr 3	Qtr 4	O/T	FINAL SCORE
	X X =	X X =	X X =	X X X X	II = = =	= =
Time-Outs	1st	2nd	O/T			
	= =	5 = =	II = = =			
Team Scores	Qtr 1	Qtr 2	Qtr 3	Qtr 4	O/T	FINAL SCORE
	4	14	15	10	=	=

Licence No.	Player's Last Name, First Initial.	#	IN	Personal Fouls
001	TAYLOR, T.	4	X P	
002	NICHOLSON, H.	5	X	
003	ALDRIDGE, M.	7	X P P ₂ P ₂	
004	MARTIN, M.	9	X	
005	WEBB, M.	12	X	
006	O'DRISCOLL, W.	14	X	
007	ALLEN, K.	15	X P ₂ P ₂ P ₂	
008	BROWN, R.	16		
009	WARD, R.	22	X	
100	BRIDGES, A.	23	X	
101	GEE, H (CAPT)	45	X P U ₂ T ₁ GD	
087	Head Coach SOMERFORD, P. JP		W ₁ C ₁ C ₁ GD	
	First Assistant Coach			
	Team Manager			

B GRANDE GIANTS

Uniform Colour: **ORANGE**

Team Fouls	Qtr 1	Qtr 2	Qtr 3	Qtr 4	O/T	FINAL SCORE
	X X =	X = = =	X X = =	X X X X	= = = =	= =
Time-Outs	1st	2nd	O/T			
	= =	/ 4 =	= = = =			
Team Scores	Qtr 1	Qtr 2	Qtr 3	Qtr 4	O/T	FINAL SCORE
	10	14	4	16	=	=

Licence No.	Player's Last Name, First Initial.	#	IN	Personal Fouls
401	SMITH, D.	4	X P ₁ P ₂ P ₂	
402	SMITH, K.	5	X P P P	
403	STYLES, A.	6	X P P P ₂	
404	BROWN, O.	11	X P ₂ P	
405	GARDNER, G.	12	X	
499	COLE, C (CAPT)	13	X P P	
501	DAVIES, I.	88	X	
503	KHAN, J.	99	X	
912	Head Coach STUART, C. Cink		W ₁ B ₁	
913	First Assistant Coach STUART, B.			
B712	Team Manager MOSES, A.			

1	1	7	46	46	88	91	91
15	2	2	12	47	47	92	92
3	3	7	46	46	99	93	93
15	4	4	5	49	49	94	94
5	5	5	13	50	50	13	95
4	6	6	5	51	51	5	96
7	7	7	5	52	52		97
9	8	8	5	53	53	5	98
9	9	9		54	54		99
16	10	10	13	55	55	11	100
7	11	11		56	56		101
7	12	12	13	57	57		102
13	13	13		58	58		103
22	14	14	13	59	59		104
15	15	15		60	60		105
22	16	16	13	61	61		106
17	17	17	13	62	62		107
22	18	18		63	63		108
7	19	19	13	64	64		109
23	20	20	13	65	65		110
21	21	21		66	66		111
23	22	22	4	67	67		112
23	23	23		68	68		113
23	24	24	5	69	69		114
25	25	25	4	70	70		115
4	26	26	4	71	71		116
27	27	27		72	72		117
28	28	28	5	73	73		118
5	29	29		74	74		119
30	30	30	4	75	75		120
31	31	31		76	76		121
5	32	32	5	77	77		122
33	33	33		78	78		123
22	34	34		79	79		124
35	35	35	13	80	80		125
36	36	36		81	81		126
5	37	37		82	82		127
38	38	38	5	83	83		128
7	39	39		84	84		129
40	40	40	5	85	85		130
5	41	41		86	86		131
42	42	42	4	87	87		132
43	43	43		88	88		133
5	44	44	5	89	89		134
45	45	45		90	90		140

ABANDONED

	Lic. No.	Official's Last Name, First Initial.	Signature
Crew Chief	861	DAVIES, J.	<i>J Davies</i>
Umpire 1	619	KAUR, K.	<i>K Kaur</i>
Umpire 2			
Scorer	618	BROAD, K.	<i>Broad</i>
Assistant Scr			
Timekeeper	893	GREENE, T.	<i>T Greene</i>
Shot Clock			

A BIRMINGHAM WILDCATS II

Uniform Colour: **WHITE**

Team Fouls	QTR 1 X X = =	QTR 2 X X = =	QTR 3 X X = =	QTR 4 X X X X
Time-Outs	1st = =	2nd 5 = =	O/T 11 = = =	
Team Scores	QTR 1 4	QTR 2 14	QTR 3 15	QTR 4 10
	O/T	11	FINAL SCORE 55	

Licence No.	Player's Last Name, First Initial.	#	IN	Personal Fouls
001	TAYLOR, T.	4	X	P
002	NICHOLSON, H.	5	X	
003	ALDRIDGE, M.	7	X	P P ₂ P ₂ P ₂
004	MARTIN, M.	9	X	
005	WEBB, M.	12	X	
006	O'DRISCOLL, W.	14	X	
007	ALLEN, K.	15	X	P ₂ P ₂ P ₂
008	BROWN, R.	16		
009	WARD, R.	22	X	
100	BRIDGES, A.	23	X	
101	GEE, H (CAPT)	45	X	P U ₂ T ₁ GD
087	Head Coach SOMERFORD, P.			'W'
	First Assistant Coach			
	Team Manager			

B GRANDE GIANTS

Uniform Colour: **ORANGE**

Team Fouls	QTR 1 X X = =	QTR 2 X = = =	QTR 3 X X = =	QTR 4 X X X X
Time-Outs	1st = =	2nd / 4 = =	O/T = = = =	
Team Scores	QTR 1 10	QTR 2 14	QTR 3 4	QTR 4 16
	O/T	14	FINAL SCORE 58	

Licence No.	Player's Last Name, First Initial.	#	IN	Personal Fouls
401	SMITH, D.	4	X	P ₁ P P ₂ P ₂
402	SMITH, K.	5	X	P P P
403	STYLES, A.	6	X	P P P ₂
404	BROWN, O.	11	X	P ₂ P
405	GARDNER, G.	12	X	
499	COLE, C (CAPT)	13	X	P P
501	DAVIES, I.	88	X	
503	KHAN, J.	99	X	
912	Head Coach STUART, C.			'W' B ₁
913	First Assistant Coach STUART, B.			
B712	Team Manager MOSES, A.			

Game Code **SC24**

Division **U17 SOUTH**

Game Day Delegate **JUNE WINTERS**

Name of Winning Team **GRANDE GIANTS**

1	1	7	46	46	88	91	91		
15	2	2	12	47	47	92	92		
	3	3		7	48	48	99		
15	4	4	5	49	49	93	93		
	5	5	13	50	50	13	94	94	
4	6	6		51	51	5	95	95	
	7	7	5	52	52		96	96	
9	8	8		4	53	53	5	97	97
	9	9		54	54		98	98	
16	10	10	13	7	55	55	11	99	99
7	11	11		56	56		100	100	
7	12	12	13	57	57		101	101	
	13	13		58	58	11	102	102	
22	14	14	13	59	59		103	103	
	15	15		60	60		104	104	
22	16	16	13	61	61		105	105	
	17	17	13	62	62		106	106	
22	18	18		63	63		107	107	
7	19	19	13	64	64		108	108	
23	20	20	13	65	65		109	109	
	21	21		66	66		110	110	
23	22	22	4	67	67		111	111	
	23	23		68	68		112	112	
23	24	24	5	69	69		113	113	
	25	25	4	70	70		114	114	
4	26	26	4	71	71		115	115	
	27	27		72	72		116	116	
	28	28	5	73	73		117	117	
5	29	29		74	74		118	118	
	30	30	4	75	75		119	119	
	31	31		76	76		120	120	
5	32	32	5	77	77		121	121	
	33	33		78	78		122	122	
22	34	34		79	79		123	123	
	35	35	13	80	80		124	124	
	36	36		81	81		125	125	
5	37	37		82	82		126	126	
	38	38	5	83	83		127	127	
7	39	39		84	84		128	128	
	40	40	5	85	85		129	129	
5	41	41		86	86		130	130	
	42	42	4	87	87		131	131	
	43	43		88	88		132	132	
5	44	44	5	89	89		133	133	
	45	45		90	90		134	134	
							140	140	

	Lic. No.	Official's Last Name, First Initial.	Signature
Crew Chief	861	DAVIES, J.	
Umpire 1	619	KAUR, K.	
Umpire 2			
Scorer	618	BROAD, K.	
Assistant Scr			
Timekeeper	893	GREENE, T.	
Shot Clock			