

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.



April 2025 version 6.2

# 0.10:00 0

#### General Administration - Before the Game

All administration is to be completed in black or blue pen



Date 08.03.2024	Start	Finish
Game Code SC24	Division U17 SOUTH	
Game Day Delegate JUN	IE WINTERS	
Name of Winning Team		

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.

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

In RED Q1 and Q3

Licence No.	Player's Last Name, First	#	IN		Ρ	ers	ona	al Fo	uls			
001	TAYLOR, T.	4										
002	NICHOLSO	N, H.	•	5	Χ							
003	ALDRIDGE,	M.		7	Χ							
004	MARTIN, M.	•		9								
005	WEBB, M.			12						T		
006	O'DRISCOL	L, W	<b>'.</b>	14	X					Ī		
007	ALLEN, K.			15	Χ					1		
800	BROWN, R.	1		16								
009	WARD, R.			22	Χ							
100	BRIDGES, A	١.		23								
101	GEE, H (CAF	PT)		45								
							ļ.,	J				
	Head Coach	Licence No.	Player's Last Name, F					IN		Pers	onal Fo	uls
087	Head Coach SOM	001 002	TAYLOR, 1				4				$\vdash$	
	First Assistant Coach	002	NICHOLS				5 7	(X)	-		+	
		003	MARTIN.				9	$^{\circ}$	$\vdash$		+	
	Team Manager	005	WEBB, M.				12	Н	H		1	
		006	O'DRISCO	LL, \	N.		14	X			T	
		007	ALLEN, K.				15	X				
		800	BROWN,	R.			16					
		009	WARD, R.				22	X	L			
		100	BRIDGES,				23		L			
		101	GEE, H (C/	API)			45		L			
		087	Head Coach	MEL	EOI	ו חם		Ц	$\Box$	'W'	-	
		007	First Assistant Coach	ME	(FUI	RD, I	-	4	_		+	
			Team Manager					_				

## In-Game - Recording the Score

				_
	1	1		
15	1	Z	12	
	3	3		First ( (Red)
15	$\mathscr{A}$	A	5	(RCG)
	5	5	13	
4	ø	6		
	7	7	5	
9	8	8		
	9	9		
16	10	Ø	(13)	
7	10	11		Secor
7	12	)2	13	(Black
	13	13		
22	<i>)</i> 4	<b>J</b> 4	13	
	15	15		
22	<b>J</b> 6	<b>J</b> 6	13	
	17	17	13	
22	18	18		
7	<b>(19)</b>	<b>79</b>	13	F
23	20	20	13	F
	21	21		f
23	<u>72</u>	22	4	t
	23	23		s r
23	24	<u>24</u> )	5	

First Quarter 2PTS

	1	1	
15	z	z	12
	3	3	

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.

4	26	26	4
	27	27	
	28	<b>28</b> )	5
(5)	29	29	

Second Quarter **3PTS** 

(Black/Blue)
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.

# **1**PT FREE-THROWS

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

#### **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'. BIRMINGHAM WILDCATS I WHITE At the end of each period mark off unused team fouls with a double line. Fouls 1st O/T 15 12 First Quarter FINAL SCORE O/T QTR 1 QTR 2 QTR 3 QTR 4 3 (Red) 15 <del>(4)</del> 5 5 13 46 46 88 Draw a single line and circle the last score under the last basket 4 B 6 scored for the first, second and third period and a double line to 47 47 5 48 48 99 end the game. Circle the last score in every quarter. 9 49 49 8 8 50 50 With the end of each period you are to record the period score. 9 9 51 51 5 Marking down the points scored in each period. Not the 16 10 (10) (13) 52 52 overall score up to that point! Remember to put any overtime 53 53 7 Ţ, 11 period scores in and the Final Score at the end of the game. 54 54 Second Quarter 7 (55) 55 13 32 (Black/Blue) **56** 56 Rule out the column you finish in for each team. 13 13 57 57 22 58 (58) 11 13 Record the winning team name. 59 59 15 15 60 60 22 16 36 13 **61 61** 62 62 13 17 17 63 63 BIRMINGHAM WILDCATS I 22 18 18 64 64 65 6 13 (10) 19 66 6 23 13 20 20 67 67 68 68 Time-Outs 69 69 23 4 22 22 70 70 FINAL SCORE O/T 71 71 23 23 Scores (24)

## 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.

<b>UU</b> /	CALLIN, IX.	
800	BROWN, R.	16
009	WARD, R.	22 X
100	BRIDGES A	23 X

### Time-Outs - Use the minute!



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)



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

## 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.

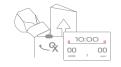
A signature is required at the end of the game. The crew chief signs scoresheet last, which confirms the closure of the game.

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

	Lic. No.	Official's Last Name, First Initial.	Signature
Crew Chief	861	DAVIES, J.	700
Umpire 1	619	KAUR, K.	
Umpire 2			
Scorer	618	BROAD, K.	Bund)
Assistant Scr			
Timekeeper	893	GREENE, T.	Toher
Shot Clock			- V

## Table Mechanics

### Scorers & Timekeepers



### Recording fouls/team fouls - for all participants

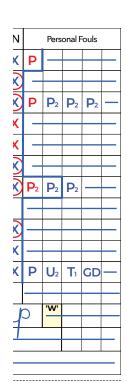
(including, 'W' Warning Technicals, Player Technical, Coach Technicals & Bench)

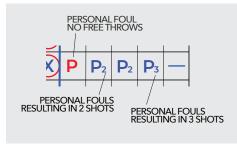
Personal fouls are recorded by entering a letter in the personal foul box of the player or coach.

At half time a solid line shall be drawn around the personal fouls recorded for the first half. Fouls to the left of the line are

form the first half. To the right of the line - to the second half.

A player Technical or a player Unsportsmanlike foul will be recorded with a 'T' or 'U' with the number of shots to follow.







If a player comes off the bench to 'fight' Recorded as an 'DF'. 'DF2' if they are actively involved. B2 recorded on the coach if the Bench players are not active but Come off the bench.



W₁ WARNING TECHNICAL FOUL

U<sub>2</sub> UNSPORTSMANLIKE FOUL

T<sub>1</sub> PLAYER TECHNICAL FOUL

C1 COACH TECHNICAL FOUL

**B**<sub>1</sub> BENCH TECHNICAL FOUL

**F** FIGHTING

**GD** GAME DISQUALIFICATION

W<sub>1</sub> WARNING TECHNICAL (HALF COURT/PRESS SANCTION)

In certain games, a 'W' tech is given for teams that do not adhere to the 'Half Court Rule'. Recorded next to the coach as a W1, these are not 'C' Coach technical's.

	Head Coach				'\^/'		$\rightarrow$
912	nead Coach	STUART, C.	$\frown$ $\land$	_ا.م	<b>%</b>	R.	
312		•		NA	<b>V V</b> 1	בֿ	
017	First Assistant Coach	STUART, B.					
913		SIUARI, D.					
	Taana Manaasa						$\neg$

**B**<sub>1</sub> BENCHTECHNICAL

A Bench Technical is recorded next to the coach as a B1.

5	912	Head Coach	STUART, C.	$\setminus I$	bh	F	W <sub>1</sub>	Bı	
	913	First Assistant Coach	STUART, B.						
		T N A							

A coach can receive two Coach Technicals or three Bench technicals, or a combination of the two before they are removed from the game.

## Team Fouls - for all participants

Team fouls are the first four fouls of each period duplicated that are recorded in the Team Foul boxes for each team.

This is for your easy references when keeping track of each teams' Team Fouls.



#### Your Notes



## Timekeeper duties



## When should you should hear the game buzzer?

#### Before the Game / During Half Time

03:00 A manual buzzer from the timekeeper. A manual buzzer from the timekeeper.

#### In between quarters

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

#### During a time-out

A manual buzzer (if the clock has not got the function) ten 00:50 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.

Following 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. Or, when a player on court touches the ball.



#### 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 an gives the time-out or sub signal.

#### **Your Notes**

#### Table Mechanics Scorers & Timekeepers

Report

abandoned.



91 91

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101 101

103 103

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113 113

114 114

117 117

118 118

121 121

122 122

123 123

124 124

125 125

126 126

127 127

128 128

129 129

130 130

131 131

132 132 133 133

134 134

140 140

## 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.

#### Official Running Scoresheet 2024 Date 08.03.2024 Finish 14:42 Start 13:01 Game Code SC24 Division U17 SOUTH A BIRMINGHAM WILDCATS II Uniform Colour WHITE Game Day Delegate JUNE WINTERS Name of Winning Team QTR 1 QTR 2 Q<sub>TR</sub>3 Q<sub>TR</sub> 4 Officials in the game will |=|X|X|=|=| 1 1 46 46 need to report to the league, <mark>47</mark> 47 that this game has been O/T | 1 | = | = | 1st = = 2nd 5 = = 99 3 3 48 48 QTR1 QTR2 QTR3 QTR4 O/T **49** 49 Giving a factual report. 14 5 5 13 50 50 13 All leagues have their own 6 51 51 5 reporting mechanism. Player's Last Name, First Initial # IN Licence No. 7 52 52 Х 001 TAYLOR, T. 4 8 8 <del>5</del>3 53 002 NICHOLSON, H. 5 X 9 55 55 11 003 ALDRIDGE, M. Þ P<sub>2</sub> P<sub>2</sub> P<sub>2</sub> 16 **76 06**) 100 100 <mark>56</mark> | 56 11 004 MARTIN, M. 9 7 57 57 12 12 13 102 102 005 WEBB, M. 12 X 13 13 58 58 59 O'DRISCOLL, W. 14 Œ 006 22 59 *34 34* 13 104 104 007 ALLEN, K. 15 $P_2$ P. 15 15 60 105 105 16 16 13 106 106 800 BROWN, R. 16 61 17 17 107 107 13 009 22 WARD, R. 6 108 108 18 18 BRIDGES, A 100 23 X 19) 19 13 64 109 109 X 101 GEE, H (CAP) 45 P U<sub>2</sub> $T_1$ 20 20 13 65 110 110 21 21 66 72 72 67 112 112 Head Coach SOMERFORD, P. 4 087 C D 0 23 23 68 69 69 <del>24</del> <del>24</del>) 5 25 25 70 70 115 115 116 116 26 26 71 B GRANDE GIANTS 27 27 72 72 ORANGE 28 (28) **73 73** $|\mathbf{X}|\mathbf{X}| = |\mathbf{Z}|\mathbf{X}|\mathbf{X}|\mathbf{X}|\mathbf{X}$ 29 29 74 74 119 119 30 30 4 **75 75** 120 120 2nd = 9 = = = Time-Outs 1st O/T 31 31 76 76 QTR 1 QTR 2 QTR 3 QTR 4 O/T 32 32 5 77 77

403	STYLES, A.	6	Х	Р	Р	$P_2$	_		7	38	38 39	(5)	83 84	83 84	4
404	BROWN, O.	11	Х	$\mathbf{p}_{2}$	Р	_				40		5	85	85	$\dashv$
405	GARDNER, G.	12	X	-					5	4	41		86	86	
499	COLE, C (CAP)	13	Х	Р	Р	_				42	42	4	87	87	
501	DAVIES, I.	88	Х	_						43	43		88	88	
503	KHAN, J.	aa	$\otimes$						(5)	64	<del>44</del> )	5	89	89	
303	KI IAIN, J.	- 33	≌							45	45		90	90	
•															_
			П								Lic. No	o.   O	fficial's Last Nan	ne, First Ini	tial.
		+	H						Crew Cl	hief	861	D	AVIES, J.		
		+	H					$\overline{}$	Umpire	1	619	K	AUR, K.		
	Head Coach STLIADT C		Ļ		'W'				Umpire	2	_	_			_
912	STUART, C.	C	DA	上	W۱	Bī			Scorer		618	В	ROAD, K.		_
913	First Assistant Coach STUART, B.								<b>.</b>			+-	,,		_
3.3	Team Manager					I		$\Box$	Assistan	it Scr					
B712	MOSES, A.								Timeke	eper	893	GI	REENE, T.		
Captain Sign	nature in case of protest.							-	Shot Clo	ock		_			_

# IN

Personal Fouls

P P2 P2

14

Player's Last Name, First Initial.

SMITH, D.

SMITH, K.

401

402

33 33

34 34

35 35

**36** 36

**37** 37

(13)

78 78

79 79

80 80

81 81

82 82

83 83

#### **RUNNING SCORESHEET**

Team A BIRMINGHAM WILDCATS II

Competition U17 SOUTH Date

Team B GRANDE GIANTS

Fixture Code SC24

Umpire 2 —

Date 08.03.2024 Competition U17 SOUTH Time **13:01** Crew Chief DAVIES, J. Umpire1 KAUR, K. Team A BIRMINGHAM WILDCATS II Team Fouls 2 X X = = 4|X|X|X|X5 Ouarter 1 Overtime(s) Coach 'W' Licence No. Players No. 001 TAYLOR, T. Χ 002 NICHOLSON, H. 5 (X) 003 | ALDRIDGE, M. **(X)**  $P_2 P_2 P_2$ 9 004 | MARTIN, M. X 005 WEBB, M. 12 X 006 O'DRISCOLL, W. 14 X 007 ALLEN, K. 15 X P2 P2 P2 008 BROWN, R. 16 009 WARD, R. 22 X 100 BRIDGES, A. 23 X 101 GEE, H (CAPT) 45 X P U2 T1 GD 087 | SOMERFORD, P. Head Coach First Assistant Coach Team B GRANDE GIANTS Team Fouls Time-outs 2 🗶 🚍 🚍 🛱 | = Quarter 4 X X X X 9 = Quarter = Overtime(s) Coach 'W' W1 Licence No. Plavers No. 401 SMITH, D. 4 (X) P<sub>1</sub>  $P_2$ Р  $P_2$ 402 SMITH, K. 5 (X) P Р Р 403 | STYLES, A.  $P_2$ X Ρ Р 404 | BROWN, O. 11 X  $P_2$ Р 405 GARDNER, G. 12 X 499 COLE, C (CAPT) 13 X Ρ 501 DAVIES, I. 88 X 503 KHAN, J. 99 (X 912 STUART, C. Head Coach 913 STUART, B. First Assistant Coach Official Licence DAVIES, J. Crew Chief 861 619 KAUR, K. Umpire 1 Umpire 2 618 Hometh BROAD, K. Assistant Scorer 893 GREENE, T. pheer Shot Clock Operator

umpi	Impire 1 KAUR, K. Umpire 2 ———————————————————————————————————														
	^		,		^		_	G SCOR	E						
<i>F</i>	1	1	3 <u> </u>	5		41	3	A	81	81	3		121	E 121	<u> </u>
15	2	2	12		42	42	4		82	82			122	122	
	3	3			43	43			83	83			123	123	
15	(4)	14	5	(5)	(4X)	(JA)	5		84	84			124	124	
	5	5	13		45	45			85	85			125	125	
4	8	6		7	46	48	88		86	86			126	126	
	7	7	5		47	47			87	87			127	127	
9	8	8		7	48	48	99		88	88			128	128	
	9	9			49	49			89	89			129	129	
16	10	(18)	(13)		50	50	13		90	90			130	130	
7	*	11		(5)	58	9	5		91	91			131	131	
7	10	)2	13		52	52			92	92			132	132	
	13	13		4	5%	55	5		93	93			133	133	
22	14	14	13		54	54			94	94			134	134	
	15	15		7	$(\mathbb{Z})$	55	11		95	95			135	135	
22	18	K	13		56	56			96	96			136	136	
	17	167	13		57	57			97	97			137	137	
22	18	18			58	$(\mathcal{S})$	$\bigcirc$		98	98			138	138	
7	<b>(19)</b>	78/	13		59	59			99	99			139	139	
23	20	20			60	60		1	100	100			140	140	
	21	21	4		61	61			101	101			141	141	
23	22	22			62	62		-	102	102			142	142	
	23	23			63	<b>6</b> 3		-	103	103			143	143	
23	24	$(\mathcal{A})$	(5)		64	64		1	104	104			144	144	
	25	25	4		65	65		-	105	105			145	145	
4	26	26	4		66	66		1	106	106			146	146	
	27	27			67	67		-	107	107			147	147	
	28	<b>(28)</b>	5		68	68		1	108	108			148	148	
(5)	29	29			69	69		1	109	109			149	149	
	30	30	4		70	70			110	110			150	150	
	31	31			71	71			111	111			151	151	
(5)	32	32	5		72	72			112	112			152	152	
	33	33			73	73	Ш		113	113			153	153	
22	(34)	34			74	74			114	114			154	154	
	35	35	13		75	75			115	115			155	155	
	36	36			76	76			116	116			156	156	
(5)	37	37			77	77	$\Box$	_	117	117			157	157	
	38	38	5		78	78	$\sqcup$		118	118			158	158	
7	39	39	_		79	79			119	119			159	159	
	40	40	5		80	80			120	120			160	160	
Sco	res			Qua	rter	1	_A	4	<u> </u>	_		В		0	_
				Qua	rter	2	_A			_		В		<u>4</u>	_
				Qua	rter	3	_A		5	_		В		4	_
				Qua	rter	4	_A			_		В		6	_
				Ove	rtime(:	5)	_ <b>A</b>	11		_		В		4	_
				FINA	AL SCO	RE_	_A	5!	5			В	5	8	
		N:	ame of	fWinn	ing Tea	am.		GR	٩N	DE (	GIAN	NTS			
					: (HH:M			14:4							_
		Jai		al	· /· · · · · · ·		_		_						

Captain's signature in case of protest

Game Code SC24 Division U17 SOUTH

Game Day Delegate JUNE WINTERS

Name of Winning Team	GRANDE	<b>GIANTS</b>

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

	Lic. No.	Official's Last Name, First Initial.	Signature
Crew Chief	861	DAVIES, J.	700
Umpire 1	619	KAUR, K.	de
Umpire 2			
Scorer	618	BROAD, K.	Burt
Assistant Scr			
Timekeeper	893	GREENE, T.	Tohen
Shot Clock			

A BIF	RMINGHAM WILDCATS	S II					iform C	
Team Fouls	QTR1   QTR2   X   X   =   =   X	Q <sub>T</sub>	R3	=	X	Q <sub>1</sub>		<b>X</b>
Time-Outs	s 1st = = 2nd 5 =		0	⁄т [	1	=	=	
Team Scores	QTR 1 QTR 2 QTR 3 QTR 4 15 10	0/			INA	55 55	ORE	1
Licence No.	Player's Last Name, First Initial.	#	IN		Pers	onal I	ouls	
001	TAYLOR, T.	4	X	P	_			L
002	NICHOLSON, H.	5	X	-				
003	ALDRIDGE, M.	7	X	Р	$\mathbf{P}_{2}$	$\mathbf{P}_2$	$\mathbf{P}_2$	-
004	MARTIN, M.	9	X	-				
005	WEBB, M.	12	X	-				
006	O'DRISCOLL, W.	14	X	-				
007	ALLEN, K.	15	X	$P_2$	$\mathbf{P}_{2}$	$P_2$	_	
800	BROWN, R.	16		_				
009	WARD, R.	22	X	_				
100	BRIDGES, A.	23	Χ	_				
101	GEE, H (CAP)	45	Х	Р	U <sub>2</sub>	Tı	GD	-
								F
087	Head Coach SOMERFORD,	P. /		С	'W'			
	First Assistant Coach	U	1					
	Team Manager							L
	ANDE GIANTS					Ur	iform C	 

		Qт	к 1			Qт	R 2			Qт	к3			Qт	к <b>4</b>		ı
Team Fouls	X	X	=	=	X	=	=	=	X	X	=	=	X	X	X	X	
Time-Ou	ts	1s	t [		<b>=</b>	2	2nd	=	9	=	o	/Τ	=	=	=	=	

Time-Outs	1st = =	2n	d = 9	<b>=</b> 0/	т = = = =
Team Scores	QTR 2 0 14	Q <sub>IR</sub> 3	QTR 4 16	о/т <b>14</b>	FINAL SCORE  58

Licence No.	Player's Last Name, First Initial.	#	IN	Personal Fouls				
401	SMITH, D.	4	X	Pı	Р	P <sub>2</sub>	P <sub>2</sub>	_
402	SMITH, K.	5	X	Р	Р	Р	-	
403	STYLES, A.	6	X	Р	Р	P <sub>2</sub>	_	
404	BROWN, O.	11	X	P <sub>2</sub>	Р			
405	GARDNER, G.	12	X	-				_
499	COLE, C (CAP)T)	13	X	Р	Р	_		_
501	DAVIES, I.	88	X	_				_
503	KHAN, J.	99	X	_				_
912	Head Coach STUART, C.	$\overline{\mathbb{C}}$	DA	F	Wı	Bı		
913	First Assistant Coach STUART, B.							
B712	Team Manager MOSES, A.							
Cantain Sign	ature in case of protest							