## SCORE BOOK GUIDELINES:

Record the Basics before the Game:
Team Name (Name, Team \# or Color-whatever is known)
Date of Game
Players Last Name
Players Shirt Number

As the game starts:
POINTS SCORED.
When a player makes a point, record the points awarded by placing a slash in the "running score" section at the top of the score book.

A normal basket is two points, so place a " 2 " (two) next to the players name under the column " 1 st qtr" (if scored in the $1^{\text {st }}$ half) or in the " 3 rd qtr" section (if scored in the second half) - leave the " 4 th qtr" section for OT.

For a three pointer same rules as above except record the points as a " 3 " (three) instead of a " 2 " (two).

Foul Shoots taken are one point each. To record foul shoots taken they must be record as follows:
If a player takes a foul shot place an "O" (circle) next to the player's name (recording under the proper $1^{\text {st }}$ or $3^{\text {rd }}$ or $4^{\text {th }}$ QTR.) If the player makes the foul shoot darken the "O" (circle). For every made foul shot record the amount in the running score section by placing a slash through the next available score number.

## FOULS COMMITTED:

The referee's will indicate who committed the foul. Fouls committed must be recorded.
If a player commits a foul then simply put an " X " in the column labeled "personal fouls" which is located next to the player's name. So if a player commits a foul place an "X" through number 1 if that is the player's first foul, if it is the second place an " $X$ ' through the number $2 \ldots$. Once a player commits five fouls he is out of the game.

An important item to enter when a foul occurs is in the First Half team Fouls and Second half Team Fouls Area. Obviously, record the team fouls by the half the foul is committed. (Note in OT the fouls are added to the Second Half Team Foul section since the total fouls continues from second half- it does not go back to zero). In the team foul sections you must record the players number that committed the foul under the numbers $1,2,3$, etc as the fouls occur in the game. The important of this is once the team fouls for the half reaches 7 fouls, the player fouled is awarded a 1 on 1 chance to shot a foul shot. 10 or more fouls the player fouled receives 2 automatic foul shots.

