



SCORING INSTRUCTIONS

Scoring: Each team playing supplies one person to fill in the score sheet or operate the electronic scoreboard. The scorers choose which team is deemed to be "light" and which is "dark" (as indicated on the score board).

There are four main elements to scoring: 1. Goals (field goals) 2. Free throws 3. Fouls 4. Time outs

Goals: A field goal scores the team 2 points (if scored from inside the 3 point line). This is recorded as a 2 against the player's name/no. in the "First Half" column (for the 1st half "Second Half" for the 2nd half) and also by striking out two squares in the running score under the team. If a field goal is scored from outside the circle, it still counts as only 2 points in Playball Basketball so as not to encourage poor shooting technique for primary school aged players.

Free Throws: Each goal scores the team 1 point. When a player is awarded a free throw draw a box on the line for that player.

Free throws are marked with a line in the box if successful or a dot if missed . 2 free throws may be awarded. So boxes may appear as follows:

None of 2 free throws successful 1 of 2 free throws successful 2 of 2 free throws successful

Bonus Shot: May be awarded if a player is fouled while shooting a successful goal.

Draw a circle No score Successful Strike a box on the running score if successful.

Team Foul Penalty: If a team commits more than eight fouls in a half, then two free throws may be awarded to the other team. These are recorded using the box notation as above. Strike a box on the running score for each successful shot.

Fouls: When a player fouls another player the ref will indicate the number of the player and the team responsible. Record the foul against the player by putting a line through one foul box. The scorer must notify the refs if a player's individual foul total reaches five.

A running total of fouls for the team is kept on the left hand side of the form for the 1st half and the right hand side for the 2nd half. Mark one foul box on the relevant running total. As a cross reference the player's number is recorded next to the running total. The scorer must notify the refs if the team foul total for the half reaches eight.

Time Outs: Each team is entitled to 1 time out calls per half (a maximum of 2 per game). When a coach calls a time out strike a line thru one time out box against the relevant half.

Second Half: At half time the refs will close off the score sheet for the first half. During the 2nd half scoring continues as described on the right hand side of the form although individual fouls are recorded on the foul grid on the LHS, while the running total of team fouls is recorded on the RHS. Note also that when recording fouls in the 2nd half the line is draw across opposite corners of the box, for both the player fouls and the team fouls.

Clock: The clock should be started at the beginning of each half when the ball is legally tipped, it will run until a siren sounds to note the end of the half. Do not stop the clock except in the last minute of the game. During the last minute, the clock stops for all whistles except side balls. The clock is restarted when play restarts (the ref will indicate when to start the clock by lowering his/her arm from vertical to by his/her side).

Points Total: The timekeeper/scoreboard operator indicates points scored by each team. Confirm total points scored with the scorer after each score.

Fouls Total: The timekeeper/scoreboard operator also indicate team fouls for the half. Confirm with the scorer after each foul.

Scoring Anomalies: If a major problem becomes apparent, wait for the first dead ball situation, sound the siren to notify the refs and stop the clock.

Grand Finals position 1 VS 2 on the ladder: During grand final matches the clock is stopped for all whistles except side balls in the last three minutes of the game. This also applies to any extra time played. If the scores are tied at the end of a finals match extra time of 3 minutes is played. After this, the first team to score after a jump ball is the winning team.

Place getting positions i.e. 3 VS 4, 5 VS 6 etc: Clock stops in the last one minute for all whistles except side balls as usual, and a draw can occur.