



# Lee's Summit Junior Basketball Association



## Scorekeeper Training Manual



How to Keep Score for  
LSJBA Basketball  
Games



# Introduction



Welcome to LSJBA and thank you for working with us this season.

It is important to LSJBA to provide players, coaches and parents with an enjoyable basketball experience every game. And it all starts with the people who work hard to make the season a success and you are a part of the team.

It is important that each person on the LSJBA team know how to best do their job. The following training manual has been created to help you better understand your role and how to best work with others around you to assure the job gets done right.

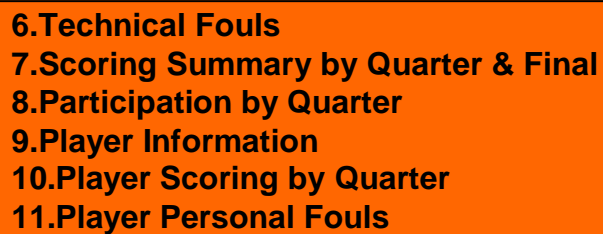
If at anytime you have questions, please feel free to contact LSJBA by sending an email to [Score.Timekeepers@LSBasketball.com](mailto:Score.Timekeepers@LSBasketball.com)



# Before the Game Starts



- Plan to arrive to the gym location 10 minutes before your scheduled game time.
- Introduce yourself to the Timekeeper you will be working with. You are a team.
- Locate your scorekeeping supplies (located in Game Day Tub).
  - Scorebook (Make sure you have enough blank pages left to complete all your games)
  - Pencil (Check the eraser and make sure the pencil lead is sharp)
  - Pencil sharpener
- Familiarize yourself with the scorebook. LSJBA uses only Big Red scorebooks so it will be the same week-to-week.
- Familiarize yourself with the scoring for the grade your are working.
  - Grades 1 thru 4 – 2 point field goal scoring only
  - Grades 5 thru 12 – 2 & 3 point field goal scoring
    - Referee will signal a 3 point score by raising both arms in the air.



Summary  
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HOME **Red** COACH **Smith** CIRCLE FIRST POSSESSION HOME VIS H V H V H V H V H V H V H V

RUNNING 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 39 40 41 42 43 44 45 46 47 48 49 50

PLAYER SCORING 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106

TIME TAKEN 1 2 3 4 5 6 :30 :30

FIRST HALF TEAM FOULS 1 2 3 4 5 6 7 8 9 10

TECHNICAL FOULS COACH T1 T2 OTHER T1 T2

SECOND HALF TEAM FOULS 1 2 3 4 5 6 7 8 9 10

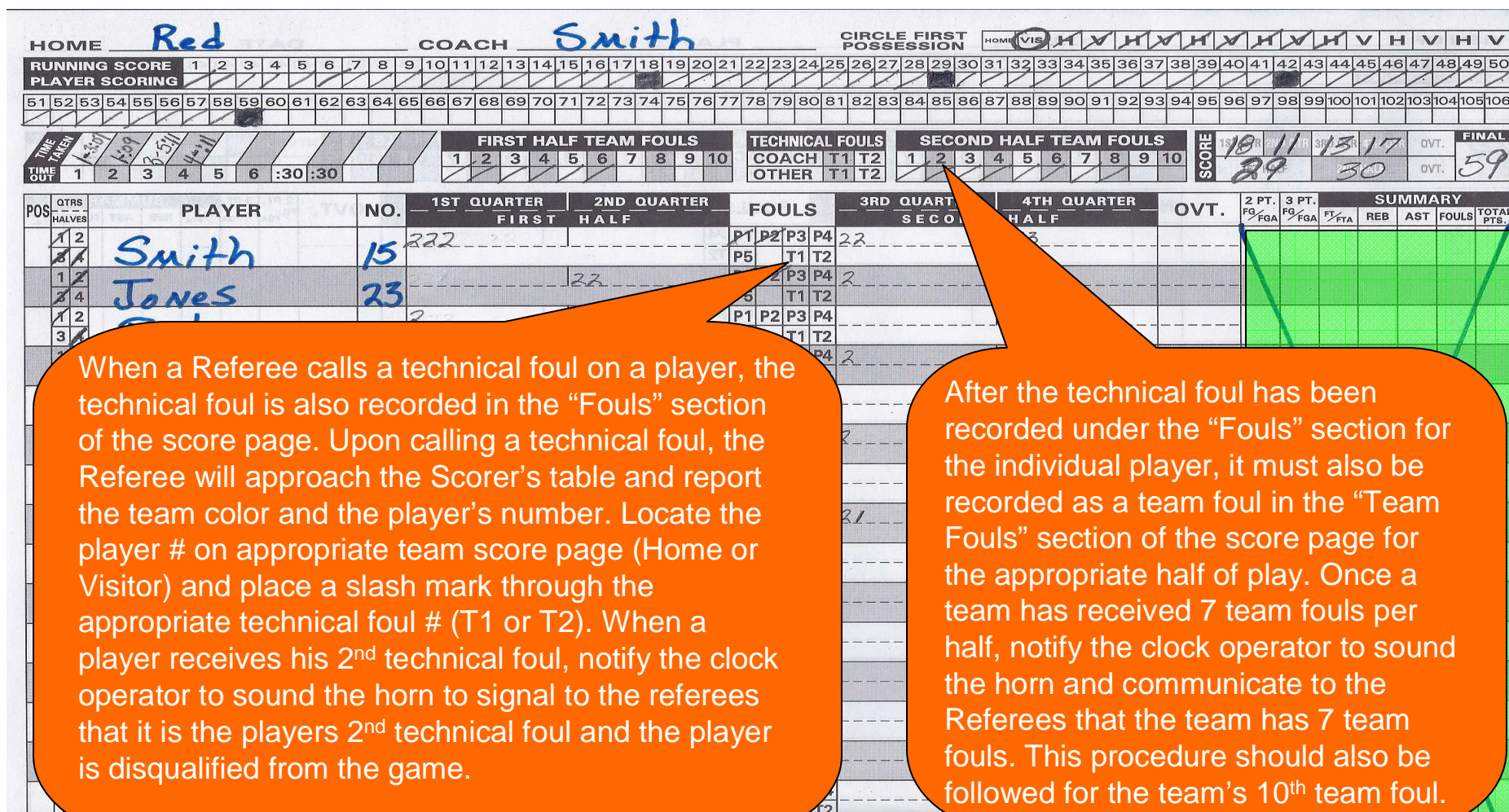
SCORE 18 11 13 17 OVT. FINAL 29 30 OVT. 59

POS	QTRS HALVES	PLAYER	NO.	1ST QUARTER		2ND QUARTER		FOULS				3RD QUARTER SECO	4TH QUARTER HALF		OVT.	2 PT. FG		3 PT. FG		FT		REB		AST		FOULS		TOTAL PTS.
				FIRST	HALF	P1	P2	P3	P4	P1	P2		P3	P4		P1	P2	P3	P4	P1	P2	P3	P4	P1	P2	P3	P4	
1	2	Smith	15	22				P1	P2	P3	P4	22																
1	2	Jones	23		22			P1	P2	P3	P4	2																
1	2							P1	P2	P3	P4																	
3	4							P1	P2	P3	P4	2																

When a Referee calls a personal foul on a player, the personal foul is recorded in the "Fouls" section of the score page. Upon calling a personal foul, the Referee will approach the Scorer's table and report the team color and the player's number. Locate the player # on appropriate team score page (Home or Visitor) and place a slash mark through the appropriate foul # (P2 in the example above indicating the player received his second personal foul.) When a player receives his 5<sup>th</sup> foul, completely fill-in the remaining box and notify the clock operator to sound the horn to signal to the referees that it is the players 5<sup>th</sup> foul and the player is disqualified from the game.

After the foul has been recorded under the "Fouls" section for the individual player, it must also be recorded as a team foul in the "Team Fouls" section of the score page for the appropriate half of play. Once a team has received 7 team fouls per half, notify the clock operator to sound the horn and communicate to the Referees that the team has 7 team fouls. This procedure should also be followed for the team's 10<sup>th</sup> team foul.







HOME Red COACH Smith CIRCLE FIRST POSSESSION HOME VIS H V H V H V H V H V H V H V H V

RUNNING 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	39	40	41	42	43	44	45	46	47	48	49	50				
51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106

TIME TAKEN		1	2	3	4	5	6	:30	:30
TIME OUT		1	2	3	4	5	6	:30	:30

FIRST HALF TEAM FOULS									
1	2	3	4	5	6	7	8	9	10

TECHNICAL FOULS		
COACH	T1	T2

SECOND HALF TEAM FOULS									
1	2	3	4	5	6	7	8	9	10

SCORE		OVT.		FINAL	
18	11	15	17		59

POS	QTRS HALVES	PLAYER	NO.	1ST QUARTER		2ND QUARTER		FOULS		3RD QUARTER		4TH QUARTER		OVT.	2 PT. FG		3 PT. FG		SUMMARY		TOTAL PTS.
				FIRST	HALF	FIRST	HALF	P1	P2	P3	P4	SECON	HALF		REB	AST	FOULS				
1	2	Smith	15	22	2			P1	P2	P3	P4	22									
1	2	Jones	23					P1	P2	P3	P4	2									
1	2							P1	P2	P3	P4										
3	4							P1	P2	P3	P4										

When a Referee calls a technical foul on a coach or bench, the technical foul is recorded in the "Technical Fouls" section of the score page. Upon calling a technical foul, the Referee will approach the Scorer's table and report the team color and indicate the type, coach or bench. Locate the appropriate foul type on appropriate team score page (Home or Visitor) and place a slash mark through the appropriate technical foul # (T1 or T2). When a coach or the bench receives a 2<sup>nd</sup> technical foul, notify the clock operator to sound the horn to signal to the referees that it is the 2<sup>nd</sup> technical foul and the coach is disqualified from the game.

After the technical foul has been recorded under the "Fouls" section for the appropriate technical foul type, it must also be recorded as a team foul in the "Team Fouls" section of the score page for the appropriate half of play. Once a team has received 7 team fouls per half, notify the clock operator to sound the horn and communicate to the Referees that the team has 7 team fouls. This procedure should also be followed for the team's 10<sup>th</sup> team foul.





# Tips for Success



- No Cell Phone use while the game is being played. This includes texting.
- No eating while the game is being played. If your schedule includes the lunch hour (noon), please wait to eat between games.
- No shooting baskets during time outs or between quarters.
- Watch the game and Referees at all times. Play can be fast and you might miss a Referee's signal.
- Ignore any comments made by coaches or fans. The Referees will address any game concerns voiced.
- If you have any questions during the game, wait for dead ball and then ask the Referees.

Thank you for working with LSJBA



# Additional Information



## How to Keep a Score Book for a Basketball Game

### Web Resources

[www.associatedcontent.com/article/1223843/how to keep a score book for a basketball.html?cat=14](http://www.associatedcontent.com/article/1223843/how_to_keep_a_score_book_for_a_basketball.html?cat=14)

[www.firehow.com/200911124403/how-to-keep-a-basketball-scorebook.html](http://www.firehow.com/200911124403/how-to-keep-a-basketball-scorebook.html)