

Appendix G

CLBL SCORE TABLE HELP SHEET

2009-2010 Season

BEFORE THE GAME

1. The official scorebook(s) can be found in the game site box (plastic tub marked "CLBL") at each site. The home team coach should provide the game ball.
2. The scorekeeper/timekeeper should report to the score table NO LESS THAN 10 minutes prior to the start of the game.
 - The scorekeeper/timekeeper **must not** be a member of the team's coaching staff.
 - The scorekeeper/timekeeper **must** be at least 18 years old, unless the CLBL President has approved them (see www.clbl.org for those approved).
 - It is the responsibility of each coach to provide knowledgeable individuals to perform scorekeeper/timekeeper duties.
 - If coaches cannot agree on score table assignments, the home team will provide a scorekeeper and the visiting team a timekeeper.
3. To help minimize scorekeeping errors, the home team should sit on the side of the scorekeeper (from the scorekeeper's perspective) corresponding to the home team's location on the scoreboard. For example, if Home is on the left side of the scoreboard and Visitor (or Guest) is on the right side, the home team should sit to the left of the scorekeeper and the visiting team to the right of the scorekeeper. The pages in the scorebook should correspond to where the teams are sitting (i.e., the left page should correspond to the team sitting to the left of the scorekeeper and the right page should correspond to the team sitting to the right of the scorekeeper).
4. Enter the league (e.g., Boys 8th) and coach's name (e.g., Spencer) at the top of each page of the scorebook. Also, note the starting time and finishing time of the game. This helps League officials when they have to go back and find scores that were not reported.
5. The scorebook should be filled out by each coach with ALL players' names and numbers recorded (even players who are absent or late).
6. Ask the game officials (referees) prior to the game how they would like to be notified for team fouls, substitutions, etc., so that the scorekeeper and timekeeper can coordinate working with the officials.




DURING THE GAME

Times and Time-outs

1. Games will be played by periods. The length of each period will be:
 - 6 minutes for all Boys and Girls House League games- 5th grade and below.
 - 7 minutes for all Boys and Girls House League games – 6th through 8th grades.
 - 8 minutes for all Boys and Girls High School League games.

2. Under normal scheduling circumstances, 10 minutes will be allowed for warm-up between games and 5 minutes will be allowed between each half. If scheduling circumstances warrant, this may be shortened by the game officials or the PRCS Facility Attendant.
3. A maximum of three full (one minute) time-outs and two 30-second time-outs are allowed per team per game. One additional full time-out will be given to each team per overtime period. During overtime, teams retain their unused time-outs from regulation play.

Registering Players

1. Coaches should know which players are playing the entire quarter and should notify the scorekeeper of this when the players register at the beginning of the quarter. At the beginning of the game, coaches are encouraged to give the scorekeeper a sheet listing which players will play in each quarter of the game.
2. Prior to entering the game, players need to come to the score table to register with the scorekeeper. This takes place when the game begins, at the start of each quarter, and when a substitution is made during the quarter.
3. The following is how the scorekeeper should register players as they enter the game:
 - Players playing the entire quarter – completely shade in the entire square for that quarter (e.g., .
 - Players playing part of the quarter – put a slash in the square for that quarter (e.g., .
 - Players not playing at all in the quarter – do not make any marking in the square for that quarter. It must be left blank (e.g., .

Playing Time Rules and Substitutions

1. See CLBL Rules Summary for current playing time and substitution rules.
2. Before starting the fourth quarter, scorekeeper may, **as a courtesy**, ensure both coaches are aware of status of playing time rules status (i.e., whether they are already met, who can and cannot be substituted, etc.). Coaches are responsible for adhering to playing time/substitution rules.

Scoring

1. When a basket is made (free throw or field goal), **update the running score FIRST** (i.e., at the top of the sheet, put a slash through the number representing the score) and then record the basket for the appropriate player in the appropriate quarter.
 - A **free throw** should be recorded with an O. Put an X through the O if the shot is made. Leave the O empty if the shot is missed.
 - A **field goal** should be recorded with a “2.”
 - A **three-pointer** should be recorded with a “3.”
2. The score at the end of each quarter should be tallied and noted at the bottom of the column corresponding to that quarter. The cumulative game score should be noted in the running score column in the scorebook. At the end of each quarter, the cumulative game score in the scorebook should be compared to the score on the scoreboard. If they do not match, confer with the game officials and determine the correct score.

Fouls

1. A player is allowed five personal fouls per game. When a player reaches his fifth foul, the scorekeeper must immediately inform the game officials and the player's coach; the player will be removed from the game because he has fouled out.
2. When a foul is committed, update the committing player's foul column FIRST. Then update the team fouls at the bottom of the sheet. All technical fouls are recorded as team fouls. In certain circumstances, they can also be counted against the player as a personal foul.
3. A team is allowed six team fouls per half before the opposing team is awarded bonus free throws. For team fouls 7-9, the opposing team is awarded a 1-and-1 bonus for non-shooting fouls (i.e., if the first free throw is good, a second free throw is allowed). For team fouls 10 and above, the opposing team is awarded two free throws for non-shooting fouls.

OVERTIME

1. Overtime will consist of one 3-minute period during the regular season.
2. One additional full time-out will be given to each team per overtime period. Teams retain their unused time-outs from regulation play.

END OF THE GAME

1. Total all points and fouls.
2. Scorekeeper/timekeeper signs the book, noting final score, technical fouls or any other issues. Ask the game officials to sign the book (if technical fouls or ejections). If officials will not sign, as coaches to sign.
3. Return the official scorebook to the game site box.

SPECIAL RULES

1. Scorekeeping is not required in 3rd grade league. Scorekeepers will track fouls and playing time. Total score should be tracked on the scoreboard, but at the end of each quarter of play, the score should be reset to zero.