



# INSTRUCTIONS TO SCORERS



Prepared by the International Association of Approved Basketball Officials, Inc.

- You are an official and a vital part of the contest. Your cooperation with the game officials is greatly appreciated.
- As the official scorer, please maintain your impartiality throughout the game.
- Participate in pregame meeting with the Referee.
- Wear a black and white striped garment (strongly suggested).
- Be seated next to the timer and visiting scorer, if possible (strongly suggested).
- Be attentive and maintain focus during entire game; avoid distractions. (No cell phone usage during the game.)
- Maintain eye contact with reporting official (even if you think you are sure what the official has called).
- Home team scorebook is the official scorebook, unless the Referee rules otherwise.
- Ensure the official scorebook remains at the scorer's table throughout the game, including all intermissions.
- At the end of the game, before the officials leave visual confines of the court, make eye contact with the Referee to approve the final score.

## **PROCEDURES**

- Obtain a roster of names, numbers and starters at least 15 minutes prior to the scheduled starting time. It is recommended that players' names be listed in the official scorebook in numerical order by their uniform number.
- Report any noncompliance to the Referee at least 12 minutes prior to scheduled starting time.
- During the game and between periods, communicate with the other scorer (if applicable) after each entry into the official scorebook. Report all discrepancies to an official as soon as possible (next stoppage in play).
- Record all alternating possessions in the scorebook and ensure the accuracy of the Alternating Possession arrow.
- Keep a running summary of points scored. (Progressive score is the official score if any discrepancy in scoring totals cannot be identified.)
- Inform reporting official when:
  - A player has been assessed a combination of five personal and technical fouls or two technical fouls.
  - A head coach has been charged with two direct technical fouls or a combination of three direct and indirect technical fouls.
  - A team was granted an excessive timeout or was issued a second warning for delay of game.
- Ensure technical fouls are included in the progressive team foul totals.
- Record team warnings as communicated by reporting official.
- Record timeouts granted to each team. (record period, time on clock, and who requested each timeout.)
  - Each team is permitted three 60-second timeouts and two 30-second timeouts per game.
  - Each team is entitled to an additional 60-second timeout for each extra period. (Unused timeouts carry over to extra periods.)
  - Inform reporting official when a team has no allotted timeouts remaining.
- Record the numbers of the players from each team that are in the game at the end of each quarter/period.
- Award two points for each field goal, or three points if an official displays the successful three-point goal signal.
- **Beginning with a team's 5th foul of EACH QUARTER**, inform officials of bonus situation each time a foul is committed.
- **Instruct the timer to reset each team's fouls to zero to start EACH QUARTER.** Team fouls should not be reset at the start of an overtime period.
- **At the end of each quarter or extra period, when a try is released as time expires, verbally state "shot" to the timer.**

## **SUBSTITUTES**

- Required to wait at the X located in front of the scorer's table until beckoned by an official.
- To be eligible to enter the game, they must report to the official scorer before the warning horn sounds during timeouts and intermissions.
- During multiple free throws for personal fouls, substitutes when beckoned by an official:
  - May enter immediately before the final free throw.
  - May enter after final free throw of a sequence, if the try is successful.
- During multiple free throws for intentional/technical/flagrant fouls, substitutes when beckoned by an official:
  - May enter before any free throw.
  - May enter immediately after the final free throw.
- When a player is directed to leave the game, all substitutes who have reported before the horn may enter with the required substitute.
- A player who has been withdrawn from the game cannot re-enter until the next available substitution opportunity after the clock has been properly started.