CSL Basketball Scorekeeping Guide

SCORE SHEET

[Pre-Game]

1. Make sure **Date, Division,** and **Scorekeeping Team** are written at the top of the sheet.
2. Decide **Home/Away** (with clock person) and fill in the **Team Names** and **Team Colors**.
3. Have Captains or players print **Names** and **Jersey Numbers**.
4. **Player Signatures** are also required (all players must sign the score sheet every week).

[In-Game]

1. Mark off **Score** for team points (score box located at the bottom) when someone scores.
2. Mark **Personal Fouls** with a "|" in the section next to player names (5 fouls = fouled out). Technical fouls also count as personal fouls (mark with a "T" in the foul section).
3. Mark off **Team Fouls** (per half) and let the refs know when there are 6 and 9 team fouls (to prepare for bonus at 7 team fouls and double bonus at 10 team fouls). All personal fouls count as team fouls EXCEPT fouls called for charging, illegal screens, and technicals do not count towards team fouls.
4. Make sure to tally **Timeouts** (2 per half that don't carry over).

CLOCK

[Pre-Game]

1. Practice setting the clock, in addition to starting and stopping it several times.
2. Practice adding points for home and away team, and correcting a mistake in the score.

[In-Game]

1. Each game consists of two 20-minute halves with a 4-minute halftime break. Halftime may be shortened depending on the time.
2. Let the clock run until the 2-minute mark of each half ("running clock") except for time outs.
3. The last 2 minutes of each half will be "stop clock."
    a) Stop the clock on the referee's whistle.
    b) Start the clock when the ball touches a player (in bounds pass or free throw).
4. If a team is up by 20 points, do not stop the clock during the last 2 minutes of the second half except for timeouts. If the lead goes under 20 points, resume the stop clock.

[Overtime]

1. Consists of 4 minutes with stop clock in the last 1 minute (same as last 2 minutes of each half). Overtime may be shortened depending on time.