



CSL BBall Scorekeeping Guide

SCORE SHEET

[Pre-Game]

1. Make sure the **Date** 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** clearly and include **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 (FIVE 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 SIX and NINE team fouls (to prepare for bonus at SEVEN team fouls and double bonus at TEN team fouls).
4. All personal fouls count as team fouls EXCEPT fouls called for charging, illegal screens, and technicals do not count towards team fouls.
5. Make sure to tally **Timeouts** (ONE in 1st half and TWO in 2nd half). NO carry-over.

CLOCK

[Pre-Game]

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

[In-Game]

1. Each game consists of TWO 20-minute halves.
2. Halftime is a TWO-minute break and may be shortened depending on the time.
3. Let the clock run (running clock) until the last TWO minutes of each half, except for timeouts (referees will manage 30-second timeouts).
4. The last TWO minutes of each half will be stop-clock. Stop the clock on the referee's whistle and start the clock when the ball touches a player (inbounds pass or free throw).
5. If a team is up by 15 points, do not stop the clock during the last TWO minutes of the game except for timeouts. If the lead goes under 15 points, resume the stop-clock.

[Overtime]

1. First overtime consists of TWO minutes with stop-clock in the last ONE minute.
2. Second overtime will be sudden death (first to score wins).
3. Overtime may be shortened depending on time.