



## 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** (TWO per game).

### 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 with running clock.
2. Halftime is a ONE-minute break and may be shortened depending on the time.
3. The clock continues to run until the last ONE minute of the SECOND half, except for timeouts. Referees will manage 15-second timeouts.
4. The last ONE minute of the SECOND 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 10 points, do not stop the clock during the last ONE minute of the game, except for timeouts. If the lead goes under 10 points, resume the stop-clock.

#### [Overtime]

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