

B.1 The scoresheet shown in Diagram 9 is the one approved by the FIBA Technical Commission.

B.2 It consists of 1 original and 3 copies, each to be of different coloured paper. The original on white paper is for FIBA. The first copy on blue paper is for the organising body of the competition, the second copy on pink paper is for the winning team, and the last copy, on yellow paper, is for the losing team.

Note: 1. The scorer shall use 2 different coloured pens, RED for the first and third quarter and BLUE or BLACK for the second and fourth quarter. For all overtimes, all entries shall be made in BLUE or BLACK (same colour as for the second and fourth quarter).

2. The scoresheet may be prepared and completed electronically.

B.3 **At least 40 minutes before the game is scheduled to start**, the scorer shall prepare the scoresheet in the following manner:

B.3.1 The scorer shall enter the names of the 2 teams in the space at the top of the scoresheet. The **team 'A'** shall always be the local (home) team or for tournaments or games on a neutral court, the first team named in the schedule. The other team shall be **team 'B'**.

B.3.2 The scorer shall then enter:

- The name of the competition.
- The number of the game.
- The date, the time and the place of the game.
- The names of the crew chief and the umpire(s) and their nationality (IOC code).



**FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET**

Team A HOOPERS	Team B POINTERS
Competition <u>WCM</u> Date <u>19.11.2022</u> Time <u>20:00</u>	Crew chief <u>WALTON, M. (USA)</u>
Game No. <u>5</u> Place <u>GENEVA</u>	Umpire 1 <u>CHANG, Y. (CHN)</u> Umpire 2 <u>BARTOK, K. (HUN)</u>

Diagram 10 Top of the scoresheet

B.3.3 Team 'A' shall occupy the upper part of the scoresheet, team 'B' the lower part.

B.3.3.1 In the first column, the scorer shall enter the licence number (last 3 digits) of each player, head coach and first assistant coach. For tournaments, the number of the licences shall only be entered for the first game played by the teams.

B.3.3.2 In the second column, the scorer shall enter each player's name and initials in the order of the shirt numbers, all in BLOCK CAPITAL letters, using the list of team members as provided by the head coach or the team's representative. The captain of the team shall be entered with a (CAP) immediately after the name.

B.3.3.3 If a team presents fewer than 12 players, the scorer shall draw a line through the spaces for the player's licence number, name, number, player in, in the line below the last entered player. If there are fewer than 11 players, the horizontal line shall be drawn horizontally until reaching the player fouls section and continue diagonally down to the bottom.

Licence no.	Players		No.	Player in	Fouls				
					1	2	3	4	5
001	MAYER,	F.	5						
002	JONES,	M.	8						
003	SMITH,	E.	9						
004	FRANK,	Y.	12						
010	NANCE,	L.	18						
012	KING,	H. (CAP)	22						
014	WONG,	P.	24						
015	RUSH,	S.	25						
021	MARTINEZ,	M.	33						
022	SANCHES,	N.	42						
Head coach		788	LOOR,	A.					
First assistant coach		555	MONTA,	B.					

Diagram 11 Teams on the scoresheet (before the game)

- B.3.4 At the bottom of each team's section, the scorer shall enter (in BLOCK CAPITAL letters) the names of the team's head coach and first assistant coach.
- B.3.5 At the bottom of the scoresheet the scorer shall enter (in BLOCK CAPITAL letters) the names of the scorer, assistant scorer, timer and shot clock operator.
- B.4 At least 10 minutes before the game is scheduled to start** each head coach shall:
- B.4.1 Confirm the agreement with the names and the corresponding numbers of the team members.
- B.4.2 Confirm the names of the head coach and first assistant coach. If there is no head coach and no first assistant coach, the captain shall act as player head coach and shall be entered with a (CAP) behind the name.

Head coach	607	KING,	H. (CAP)			
First assistant coach						

- B.4.3 Enter a small 'x' beside the player's number in the 'Player in' column for the 5 players to start the game.
- B.4.4 Sign the scoresheet.
The head coach of team 'A' shall be the first to provide the above information.
- B.5 At the start of the game**, the scorer shall circle the small 'x' of the 5 players in the 'Player in' column in each team to start the game.
- B.6 During the game**, the scorer shall draw a small 'x' (not circled) when the substitute enters the game for the first time as a player.
- B.7 Time-outs**
- B.7.1 Time-outs granted shall be entered on the scoresheet below the team's name by entering the minute of the playing time of the quarter or overtime in the boxes next to H1 for the first half, next to H2 for the second half and next to OT for up to 3 overtimes.
- B.7.2 At the end of each half and overtime, unused boxes shall be marked with 2 horizontal parallel lines. Should the team not be granted its first time-out before the game clock shows 2:00 minutes in the fourth quarter, the scorer shall mark 2 horizontal lines in the first box for the team's second half.

Time-outs			Team fouls						
H1	7	=	Q1	~~X~~ ~~X~~ ~~X~~ ~~X~~	Q2	~~X~~ ~~X~~ ~~X~~ ~~X~~			
H2	=	9 10	Q3	~~X~~ ~~X~~ ~~X~~ ~~X~~	Q4	~~X~~ ~~X~~ ~~X~~ ~~X~~			
OT	=	=	HCC	Q4	9				
Licence no.	Players		No.	Player in	Fouls				
001	MAYER,	F.	5	~~X~~	P ₂				
002	JONES,	M.	8	~~X~~	P	T ₁			
003	SMITH,	E.	9	~~X~~	P ₂	DI ₁	P	P ₁	-
004	FRANK,	Y.	12	X	T ₁	FL ₂	GD		
010	NANCE,	L.	18	~~X~~	P	DI ₁			
012	KING,	H. (CAP)	22	~~X~~	P ₁				
014	WONG,	P.	24						
015	RUSH,	S.	25	X	P ₃	P ₂			
021	MARTINEZ,	M.	33	X	T ₁	P	T ₁	T ₁	GD
022	SANCHES,	N.	42	X	DI ₂	P ₂	FL ₂	P	FL ₂ GD
024	MANOS,	K.	55	X	P ₂	D ₂			
Head coach			788	LOOR, A.			C ₁	B ₁	-
First assistant coach			555	MONTA, B.					

Diagram 12 Teams on the scoresheet (after the game)

B.8 Fouls

- B.8.1 Player fouls may be personal, technical, disruptive, flagrant or disqualifying and shall be entered against the player.
- B.8.2 Fouls committed by the head coach, first assistant coach, substitutes, excluded players and accompanying delegation members may be technical or disqualifying fouls and shall be entered against the head coach. The disqualifying fouls committed by persons entered on the scoresheet in a fight shall be entered against these persons.
- B.8.3 Any foul counting towards game disqualification (GD) shall be entered with a circle.
- B.8.4 Any foul involving a free throw(s) shall be entered with adding the corresponding number of free throws (1, 2 or 3) beside the 'P', 'T', 'C', 'B', 'BD', 'DI', 'FL' or 'D'.
- B.8.5 All equal penalties according to Article 43 shall be cancelled and entered with a small 'c' added beside the 'P', 'T', 'C', 'B', 'BD', 'DI', 'FL' or 'D'.
- B.8.6 All fouls shall be entered as follows:
- B.8.6.1 A personal foul shall be entered as a 'P'.
- B.8.6.2 A category 1 technical foul against a player shall be entered as a $\textcircled{T}$.
- B.8.6.3 A category 2 technical foul against a player shall be entered as a 'T'.
- B.8.6.4 A second category 1 technical foul shall also be entered as a $\textcircled{T}$, followed by a 'GD' for the game disqualification in the following space.
- B.8.6.5 A category 1 technical foul against the head coach for the personal unsportsmanlike behaviour shall be entered as a $\textcircled{C}$. A second similar technical foul shall also be entered as a $\textcircled{C}$, followed by a 'GD' in the following space.