



INSTRUCTIONS TO SCORERS

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

- The scorer is an official, and a vital part of the team and contest. The game officials greatly appreciate your cooperation.
- As the official scorer, **it is imperative to maintain your impartiality throughout the game.**
- Participate in the pre-game meeting with the Referee.
- Wear a black-and-white striped garment.
- It is strongly recommended that you be seated next to the timer and visiting scorer, if possible.
- The home-team book is the official scorebook, unless the Referee rules otherwise.
- Be attentive, accurate and focused the entire game; avoid distractions (no cell-phone usage).
- Maintain eye contact with officials when they are reporting, even if you think you are sure what they have ruled.
- Ensure the official scorebook remains at the scorer's table throughout, including intermissions.
- At the end of the game and before the officials leave the visual confines of the court, make eye contact with the Referee to approve the final score.

PROCEDURES

- Obtain the roster of names, numbers and starters from each team 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.
- Report any non-compliance to the Referee no later than 12 minutes prior to the scheduled start.
- 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 the numbers of the players from each team who are in the game at the end of each period.
- Record all alternating possessions in the scorebook, with time references, and ensure the AP arrow is accurate at all times.
- Award two (2) points for each field goal, or three (3) points if an official displays the successful three-point-goal signal.
- Keep a running summary of points scored. Mark the progressive score before the individual points. The running score is the official score when discrepancies in scoring totals cannot be resolved.
- Ensure technical fouls are included in the progressive team foul totals.
- Beginning with a team's fifth (5th) foul of each quarter, inform officials of the bonus situation with each subsequent foul committed.
- Instruct the timer to reset each team's foul count on the scoreboard to zero at the start of each quarter. Team fouls should not be reset at the start of an extra period. (Team fouls shown on the scoreboard should be limited to a maximum of five (5)).
- Record warnings, (delay-of-game, coach/bench personnel, faking-being-fouled) as communicated by the reporting official.
- Record time-outs granted to each team (period, time on the clock and shot clock [as applicable] and who made the request).
 - Each team is permitted three (3) 60-second time-outs and two (2) 30-second time-outs per game, plus one (1) additional 60-second time-out for each extra period. Unused time-outs carry over to the next period.
- Inform the reporting official when a team has no allotted time-outs remaining.
- Inform the 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 a second direct technical or third technical (any combination of direct and indirect).
 - A team has been granted an excess time-out or issued a second warning (delay, coach/bench, faking-being-fouled).

SUBSTITUTES

- Substitutes are required to remain at the X located in front of the scorer's table until being beckoned by an official. Your cooperation in ensuring substitutes wait until that time is greatly appreciated.
- To be eligible to enter the game, substitutes must report to the official scorer before the warning horn sounds during time-outs and intermissions.
- When there are multiple free throws for personal fouls, substitutes who've been beckoned by an official may enter immediately before the final free throw or after a successful final free throw.
- When there are multiple free throws for intentional/technical/flagrant fouls, substitutes beckoned by an official may enter before any free throw or the ensuing throw-in.
- When a player is directed to leave the game, all other substitutes who report before the officials are ready to resume play may also enter the game.
- When a player is directed to address any visible blood on the body or uniform, the team is allowed 20 seconds to rectify the situation before a substitute is required.
- A player who has been substituted for cannot re-enter until the next opportunity to substitute after the clock has properly started.