

OFFICIAL NCAA[®] WOMEN'S BASKETBALL SCOREBOOK

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The Official National Collegiate Athletic Association Women's Basketball Scorebook

Contemporary Format with Scoring Space for 40 Games/Official Scoring Rules and Instructions for Scoring



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How to use the Official NCAA Women's Basketball Scorebook

(Refer also to the Official Scoring Rules and sample Scoring Sheet)

The Official NCAA Women's Basketball Scorebook is published and distributed by the NCAA to provide coaches and officials with a uniform, official scorebook.

The form includes all statistical columns along with the running score for which the official scorer is responsible, as stated in the NCAA Women's Basketball Rules and Interpretations book. Actual player statistics that are commonly recorded—such as field-goal attempts, rebounds and assists—should be handled by a separate individual or statistical crew and not by the official scorer.

GENERAL INFORMATION: The top boxes across both scoring pages give general information about the game being scored, including the teams involved and their coaches, the date, site and attendance, and the names of the officials involved in the contest.

SCORING BY PERIODS: In the boxes provided, record the number of points actually scored in each period of play. Only the final score should be cumulative, as the running score gives cumulative totals at the end of each period.

NUMBER AND PLAYER COLUMNS: Before the start of the game, the last name and number of each squad member dressed for and eligible to play in the game should be recorded in the appropriate spaces. It is recommended that the squad members' names be entered in the scorebook in numerical order. Space is provided at the top of the roster for an official from each team (preferably a coach) to initial the approval of the roster before the game begins.

FOULS: Each time a personal, technical, flagrant 1 or flagrant 2 foul is charged to a player, make a slash through the next available number (1, 2, etc.) to keep a correct total of the number of fouls charged to each player. You may want to indicate a technical foul with a "T", a flagrant 1 foul with a "F1", or a flagrant 2 foul with an "F2". Indicate technical fouls in the space labeled "Technical & Notes," noting whether they are direct or indirect.

FIELD GOALS: After each successful field goal by a player, mark a "2" or "3" in the field-goal column beside the name. Mark a "3" only if the shot is successful from beyond the three-point field goal line and is indicated as such by an official.

FREE THROWS: Record each free throw attempted and made in the proper period or overtime space. Free-throw attempts should be recorded with a ○ before the free throw is attempted. If the free throw is successful, put an X inside or darken the ○. Indicate two-shot fouls by recording ○○ and three-shot fouls by ○○○.

OFFICIAL SUMMARY COLUMNS: At the end of the game, the figures recorded for each player should be totaled and placed in the proper col-

umn in the official summary area. Totals should be recorded for total field goals made, three-point field goals made, free throws made, free throws attempted, personal fouls and total points. Both two- and three-point field goal totals should be included in the total number of field goals made.

TOTALS LINE BENEATH SCORING AREA: Vertically total the field goals, three-point field goals and free throws for each quarter and enter on the totals line to check figures above with running score below.

TEAM FOULS: Mark off each personal, technical, flagrant 1 or flagrant 2 foul charged to each team to determine bonus free-throw situations. Indicate the time of the foul or the player's jersey number who committed the foul in the space provided. Starting with the fifth team foul, each personal foul (except offensive foul) in that period shall result in two free throws.

TIMEOUTS: Mark each timeout charged to a team, and use the space below to indicate the time at which it was taken (from the game clock) to help substantiate the number recorded. Some scorers also record in this space the number of the player who called the timeout. Use the extra blank spaces to record timeouts in overtime games. Use the space provided on the lower-right side of the right hand pages to record each timeout called specifically for or used by broadcast media.

TECHNICALS AND NOTES: This is the official scorer's "free" space and may be used for the recording of any pertinent data relative to the game being played for which space is not otherwise provided. An example of this type of information is a foul charged to a coach, other bench personnel, a follower, a player ejected for fighting, or an injured player.

RUNNING SCORE: The running score is among the most important tasks of the official scorer, because it represents the actual game score as the game progresses and is the official score of the game at any point in time. Mark out the correct numbered squares as each point is scored. The optional spaces below may be used to indicate the number of the player scoring and the approximate time remaining in the period when the points were scored.

ALTERNATE POSSESSION: This space is used to keep track of team possession when a "held ball" situation occurs. Actual center jumps are used only to start the contest and to start each overtime period. The alternate-possession rule is used at every other occasion, making it important for the scorer to record each change of possession in the space provided. Note: Space is provided to indicate the time at which a change of possession occurs.

The NCAA publishes a complete manual for the basketball statistician, the Basketball Statisticians' Manual, which can be found online at www.ncaa.org.

Official Scoring and Timeout Rules

(Reprinted from the NCAA Women's Basketball Rules and Interpretations)

Rule 2, Section 9. Duties of Scorers

The scorers shall:

Art. 1. Record the names and uniform numbers of squad members who may participate, starting five players, and the names of all substitutes who enter the game. It is recommended that squad members' names be recorded in the scorebook in numerical order.

Art. 2. Record the field goals made and the free throws made and missed, and keep a running summary of the points scored.

Art. 3. Record the personal, flagrant 1, flagrant 2 and technical fouls assessed to each player, the technical fouls assessed to a coach, team member, bench personnel or follower, and any technical fouls assessed to the team.

Art. 4. Notify an official immediately when a player has committed her fifth foul or second flagrant 1 foul.

Art. 5. Notify an official immediately when a second technical foul is charged to a coach, squad member or any bench personnel.

Art. 6. Notify an official immediately when a player or team member has committed one technical foul and one flagrant 1 foul.

Art. 7. Notify an official immediately when a head coach receives a combination of one direct technical foul and two indirect technical fouls or three indirect technical fouls.

Art. 8. Record in the scorebook any ejection for fighting, warnings for delay per Rule 4-10.1.d-g, warnings for faking being fouled per Rule 4-15.2, and any resumption of play warning per Rule 4-28.2.

Art. 9. Record the timeouts charged to each team and notify an official when a team takes its final allowable charged timeout.

Art. 10. Signal the nearest official each time a team is granted a charged timeout in excess of the allowable number.

Art. 11. Signal the nearest official in each period when a player commits a personal foul (except an offensive foul), beginning with the team's fifth foul, including any combination of personal fouls, flagrant 1, flagrant 2 and all technical fouls.

Art. 12. The official scorebook shall remain at the scorers' table throughout the game, including all intermissions.

Art. 13. Compare their records after each goal, each foul and each charged timeout, notifying the referee at once of any discrepancy. When no error can be found, the referee shall accept the record of the official scorebook, unless the referee has knowledge that permits

another decision. When the discrepancy is in the score and the error is not resolved, the referee shall accept the progressive team totals of the official scorebook.

Art. 14. Notify the nearest official when there is an infraction of the rules pertaining to submission of the roster, substitutions or uniform numbers of players.

Art. 15. When necessary, signal the officials with a sounding device unlike that used by the referee and umpire(s). This sounding device may be used immediately when the ball is dead or is in control of the offending team.

Art. 16. When a correctable error is called to the official scorer's attention while the game clock is running, the official timer shall not use the game-clock horn until the ball has become dead.

Art. 17. Correct a scoring or bookkeeping mistake any time before the referee approves the final score.

Note: It is recommended that only the person at the scorers' table permitted to wear a black-and-white-striped garment or women's officiating shirt be the official scorer.

Art. 18. Record the time on the game clock when the official signals that a replay review for a correctable error is required under Rule 11-3.1.e and 11-3.1.h.

Rule 5, Section 13. Timeouts Charged

Art. 1. A timeout is a designated allocation of time, varying in length and defined in Rule 5-14, that causes a stoppage in the game.

Art. 2. The electronic-media timeout format consists of a series of timeouts provided to ensure designated time allotments for advertising segments.

Rule 5, Section 14. Timeouts Granted and Charged

Art. 1. A timeout shall be granted and charged after a visual or oral request is made by a player or head coach in .a through .c or the conditions in .d and .e exist:

- a. When a player of that team is in control of the ball (this includes throw-ins and free throws) (Exception: Rule 5-15.1.c).
- b. When the ball is at the disposal of a player of the team entitled to the ball.
- c. When the ball is dead.

- d. When the appeal for a correctable error or timing, scoring or alternating-possession mistake is reviewed and the official's ruling is not reversed.
- e. When the appeal to review replay does not result in:
 - 1. An intentional or contact disqualifying foul being charged or
 - 2. A change in the counting or canceling of a goal when a foul is committed by or against a teammate of the shooter.
 - 3. A change to the team being awarded the ball for a ruled out-of-bounds violation.
 - 4. rescinding the ruling of a backcourt violation.
 - 5. Awarding or not awarding free throws when a foul is committed in close proximity to a change of team control.
 - 6. A change to whom a foul was charged.

When the rulings in 5-14.1.d and .e are not reversed or the time limit for correcting an error, a timing mistake, an alternating-possession mistake, the charging of an intentional/contact disqualifying foul, or the changing of the ruling in Rule Rules 11-3.1.n and .r and Rule 11-3.2 has expired, a full timeout or a 30-second timeout when a full timeout is not available shall be charged to the offending team in a game not involving the electronic-media timeout format and either a 30-second or full timeout charged to the offending team in a game involving the electronic-media timeout format. When this timeout is granted at or below the 5-minute mark on the game clock in a game using electronic-media timeouts or the first timeout of the second half, that timeout shall become an electronic-media timeout.

Art. 2. If a timeout is charged to the offensive team during the last 59.9 seconds of the fourth period and/or any extra period and:

- a. the ball is out of bounds in the backcourt, except for the correction of a timing or scoring mistake, an inadvertent whistle, a held ball, a technical foul assessed to the team in control, or an injury, blood situation or a lost or displaced lens after the team has advanced the ball, or
- b. after securing the ball from a rebound in the backcourt and before any advance of the ball, or
- c. after the offensive team secures control of the ball from a change of possession and before any advance of the ball,

the team granted the timeout shall have the option of putting the ball back into play by a throw-in in its frontcourt 28 feet from the end line on either side of the playing court, or at the designated spot out of bounds. It is recommended that a 2-inch by 2-inch line, located 28 feet from each end line, be marked on the sideline opposite the benches and extended out of bounds to mark the throw-in spot. The head coach must inform the officials of his/her intent to exercise the option and the location of the throw-in before the timeout is reported to the scorers.

Art. 3. During any timeout, bench personnel and players shall locate themselves inside an imaginary rectangle formed by the boundaries

of the sideline (including the bench), end line, and an imaginary line extended from the free-throw lane line nearest the bench area meeting an imaginary line extended from the 28-foot line.

Art. 4. During a 30-second timeout, players shall stand inside the boundary lines.

Art. 5. A single charged timeout shall not exceed:

- a. 60 seconds for a full timeout.
- b. 30 seconds for a 30-second timeout.

Art. 6. A warning horn to alert teams to prepare to resume play shall be sounded 15 seconds before the expiration of any charged or electronic-media timeout.

Art. 7. A second game-clock horn shall be sounded at the end of any charged or electronic-media timeout and play shall resume immediately. (Exception: Rule 4-27.)

Art. 8. A timeout shall be charged to a team for either length under Rules 5-11.3 and 5-11.4, regardless of the amount of time consumed.

Art. 9. In games NOT involving the electronic-media timeout format, the timeout format shall be:

- a. Three 30-second timeouts and two full timeouts for each team per regulation game.
- b. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.
- c. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

Art. 10. In games involving the electronic-media timeout format, the timeout format shall be:

- a. Three 30-second timeouts and one full timeout for each team per regulation game.
- b. These electronic-media timeouts shall occur at or below the 5-minute mark in each period when the game clock is stopped when there has been no team-called timeout that precedes this dead ball.
- c. The first timeout requested by either team in the second half shall become the length of a timeout called for by the electronic-media agreement:
 - 1. In any extra period the first timeout granted to either team may become an electronic-media timeout.
- d. When a timeout is granted before the media marks or creates the first dead ball at or below the 5-minute mark in a period, that timeout will become the electronic-media timeout for that period. (Exception: Rule 5-14.10.c.)
- e. Each team shall be entitled to one additional 30-second timeout during each extra period in addition to any timeouts it has not used previously.

- f. The extra timeout shall not be granted until after the ball becomes live to begin the extra period.g.
The extra timeout shall not be granted until after the ball becomes live to begin the extra period.

Note: For NCAA Division I tournament games, the women's Division I basketball committee may make the first team-called timeout in both halves an electronic-media timeout.

Art. 11. In games involving the electronic-media timeout format, when a foul is committed that causes the ball to become dead at the specified time mark on the game clock for electronic-media timeouts, that electronic-media timeout shall be taken and then the free throw(s) shall be administered after the timeout.

Art. 12. Injury:

- a. A timeout may be requested by and granted to a team when that team has an injured player, a player who is bleeding or has a uniform that is saturated with blood, or a player with a lost, displaced or irritated contact lens and that player desires to remain in the game. When the condition is remedied within a granted timeout, the player is permitted to remain in the game.
- b. When a timeout is charged for an injury, a bleeding player, a player's uniform that is saturated with blood or a player with a lost, displaced or irritated contact lens, and that timeout:
 - 1. Is granted at the first dead ball at one of the specified time marks on the game clock for electronic-media timeouts, that timeout shall become an electronic-media timeout.
 - 2. Is the first 30-second timeout granted during the second half of the game, that timeout shall become an electronic-media timeout.
- c. Either one 30-second or one full timeout shall be charged in Rule 5-12.2.b, regardless of the amount of time consumed when an injured player remains in the game.

Art. 13. Successive charged timeouts:

- a. May be requested by a player or a coach from the same team.
- b. Shall not be granted after the expiration of playing time for the fourth period or after the expiration of any extra period.
- c. When granted, players are permitted to sit on their bench only when the request for successive 30-second timeouts has been made in advance of the first timeout.
- d. When granted, a warning horn shall be sounded 15 seconds before the expiration of the final timeout.

Art. 14. Shortened timeouts:

- a. The team that requests a timeout may shorten that timeout when the captain/head coach notifies the official of the team's intent. (Exception: The first team-called timeout of the second half or

extra period in a game involving electronic-media timeout format as in Rule 5-14.10.c).

- b. When a request is made to shorten any timeout for a substitution(s), the signal for shortening a timeout shall be given and play shall be resumed immediately.
- c. In games involving the electronic-media timeout format, when a timeout has been recognized to be shortened for the sole purpose of making substitutions and the timeout is the first timeout granted in that period before the media mark or creates the first dead ball at or below the 5-minute mark in a period, that timeout shall become an electronic-media timeout.
- d. When a request has been made to shorten any timeout for a purpose other than for substitution(s), a warning horn shall be sounded immediately and 15 seconds later another signal shall be sounded to resume play.

Art. 15. In games not involving the electronic-media timeout format, one full timeout or one 30-second timeout, when the full timeouts have been used, and in games involving the electronic-media timeout format either one 30-second or one full timeout shall be charged to the team making the appeal in Rule 5-11.5, when no correction is made or when the time limit for correcting an error under Rule 2-12 has expired.

Art. 16. Cheerleaders and mascots are permitted on the playing court only during a full timeout, an electronic-media timeout or an intermission.

Art. 17. Bands/amplified music are permitted to play or be played during any dead ball.

TEAM Tech	COACH David Worlock	SITE Tech Arena, Any Town		SCORING BY PERIODS					FINAL SCORE
TIMER Josh Baldwin	SCORER Rick Nixon	SHOT CLOCK Michelle Watsky	DATE 11/1/25	1st 13	2nd 19	3rd 17	4th 18	OT 7	74

FOULS (include direct technicals, unsportsmanlike and disqualifying fouls.)	NO.	PLAYER	FIRST		SECOND		THIRD		FOURTH		OVERTIMES		SUMMARY					
			FG	FT	FG	FT	FG	FT	FG	FT	FG	FT	TFG	3FG	FT	FTA	F	TP
1 P 1:31	4	Rodgers	2	3/3	3/3	2/2	3/3		3/3		2/2		6	4	3	6	1	19
1 3	5	Straziscar							2/2	1/1			2	0	1	1	0	5
1 P 1:48	10	Pierce			3/2		3/3						3	2	0	0	1	8
1 P 3:41	11	Holmes		1/1	1/1		2/2	1/1					1	0	2	7	1	4
1 2	12	Wacienga																
1 P 5:42	14	Williams	3		2/2		2/2						3	1	0	0	2	7
1 2	20	Thatcher							2/2	1/1	2/2		2	0	2	2	0	6
1 P 1:52	22	Moeller	2	1/1	2/2		2/2		2/2				4	0	2	2	1	10
1 P 5:06	24	Langdon				1/1							0	0	0	0	1	0
1 P 7:20	25	Daniel					2/2		2/2				2	0	0	0	1	4
1 P 9:31	31	Bolliq	2				2/2		2/2				3	0	2	2	4	8
1 2	33	Johnson																
1 I 2:05	40	Abdur-Rashid									3/3		1	1	0	0	2	3
1 2																		
1 2																		

TEAM FOULS (include player-substitute, bench technicals and team technicals)	TOTALS	4(1)	4-10	6(3)	4-4	7(2)	1-3	7(1)	3-3	3(1)	27	8	12	20	14	74
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1ST	31	31	24		3RD	14	14	4		TIMEOUTS	1	2	3	OT		Full timeouts	2	Technical/Warnings/Notes:	TF: 4:15 (4) - Bench
2ND	31	10			4TH	31	25	40	22	40	3:30	1:39				9:40			

SCORE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38				
PLAYER SCORING				14	11		4		22	22	22		31	4		14					22	31	31			4		10	4	4			4			10		22				
TIME OF SCORING			8:42	7:38		7:15		5:51	5:24		3:21	1:47		9:20						7:22	5:45				4:39		3:05	2:34			1:12		8:30		7:47							
S	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	
P	11			10		14		25		31	11		25	20	20		4		20		31		5	5		22		5			40		20		4							
T	6:15		5:00		3:27		2:58		:58	:32		8:30	7:03		5:51	4:17	3:18	2:47	2:13		:38		:04		3:50		1:17		:38													
S	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	
P																																										
T																																										

S	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	ALT POS JUMP BALLS	Gold	Blue	Gold	Blue	Gold	Blue	Gold	Blue	Gold	Blue	Gold	Blue	Gold	Blue	Gold	Blue	Gold	Blue	Gold	Blue	
P																				TIME	TIP	10:00	7:25	10:00	4:30	10:00	2:22														
T																																									

In games with media timeouts, the full timeout may be used in either the first half or second half.
 In any overtime, each team receives one 30-second timeout in addition to any timeouts it has not used in the second half.
 *Second full timeout is for non-media games only.

