Youth Basketball League C.I.C.

Help Sheet - Useful Tips to help with the presentation of your score sheet (v3)

YBL®

2018
For Traditional YBL Score Sheet

Competition	Game Code	Date of Fixture	Tip Time
YBL UNDER 19 SOUTH	A78	6/11/2016	11:21

Before the Game

Fill in every section of the score sheet header as well as the home and away team player squads; make sure you include their licence number, surname and first initial.

This should be done in numerical order, starting with the lowest number. All the writing should be done in capital letters so it is easier for others to read. In Tip Time, add the time the game started, not the expected tip time.

Once you have prepared the sheet, check with both coaches, home team first, get their starting five, mark this with an 'X'. Get the coaches signature next to their name.

The coach and assistant coach also needs to be added written in the same manor as you would a player.

Licence No.				
44091	Coach STUART, C			
	Assistant Coach			

	No.	Player in
	4	X
	5	X
	6	X
	11	X
	12	X
	13	X

As the starting five are entering the playing court; circle the players in.

Add the A and B (home and away) labels to your first column.

Recording of the Score

Write the player that scored the basket in the left column of the two boxes.
Record the score in the right box.

Player number

Score

A three point basket should be recorded with a circle around the player.

Free throws are recorded by putting a box around the scoring column and entering the point if scored and a dash if not.

A	M	B		B	M	A
	3	12	2	—	44	X	—	44
		5	4		1	7	46
	7	15	-	4	46	
		15	5	13	48	2
15	-				3	7	48
15	-		13	50	
	8	5	7		⑤	51
5	40	15	2	10	5	52
5	-	10	⑬	10	5	53
5	41	15	4		4	53
⑬	44	4	6	2	11	55
	⑬	58	4	
	5	7	55

End of each Period

At the end of each period mark off unused team fouls and draw a single line under the last basket scored for the first, second and third period and a double line to end the game.

With the end of each period you are to record the period score. Marking down the points scored in each period. Not the overall score up to that point! Remember to put any extra period scores in and the Final Score at the end of the game. The winning team name also gets recorded here. Now record the time the game finished in brackets next to the winning team name.

4	A	B		E/P	A	B		A	B		Name of Winning Team	Finish Time
	10	16			11	14		55	58		CoB ROCKETS	12:56

FINAL SCORE

Licence Numbers and Signatures

The crew chief and referees along with the Table Officials should have their names written down along with their licence numbers before the game starts. A signature is required at the end of the game. The crew chief signs scoresheet last, which confirms the closure of the game.

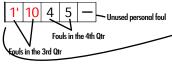|	Licence No.	Name:	Signature:
Crew Chief	44770	DAVIES, J	
Referee 1	789	GARWOOD, G	

No-show player and Empty Lines

If a player hasn't played the game but was on the squad list, a line from player in box through the five personal fouls is to be drawn to show that the player has not taken part.
If there are not 12 players the remaining unused lines are to be lined through.
Also see score sheet (over) for more than one empty player box.

Licence No.	PLAYERS NAME SURNAME, FIRST INITIAL	No.	Player in	Fouls 1	2	3	4	5
44990	SMITH, D	4	X					
44901	SMITH, K	5	X					
44092	STYLE, A	6	X					

Recording Personal/ Team Fouls
(inc. Bench, Coach, Technicals and Unsportsmanlike Fouls)

Personal fouls are recorded by entering the minute by which the player fouled, if the foul resulted in a free throw a small dash shall be entered after the number.

1'	10	4	5	—

Unused personal foul

Fouls in the 4th Qtr

Fouls in the 3rd Qtr

At half time a solid line shall be drawn around the personal fouls recorded for the first half.

A player Technical or a player Unsportsmanlike foul will be recorded with a 'T' or 'U' after the minute.

Two technicals or two unsportsmanlike or a combination of the two is a Game Disqualification (GD) for individual players.

7'	6ᵀ	6	6ᵁ	GD

If a player is disqualified the following foul box is filled with GD and the remaining boxes are lined out.

7'	6ᵀ	6ᵀ	GD	—

If a player comes off the bench to fight it is recorded as an 'F'. This is also a Bench Technical

7'	6ᶠ	F	F	F

A Bench Technical is the minute and a 'B', a Coach Technical is the minute and a 'T'

44091	Coach: STUART C		6ᴮ	6ᵀ	

A coach can receive two Coach Technicals or three Bench technicals, or a combination of the two before he is removed from the game. GD needs to be written at the side of the coaches' box.

Team fouls are the first four fouls of each period duplicated into the Team Foul boxes. This is for your easy references when keeping track of each teams' Team Fouls.

Time-Outs

Time-outs are recorded by entering the minute in which they are taken. Two are permitted in the first half, three in the second half. Only two time-outs allowed in the last two minutes of the fourth periods. One time-out per team allowed in an extra period.

Team B: CITY OF BIRMINGHAM ROCKETS
Colour: DARK BLUE

Team Fouls	①	5	7'	=	=	②	6'	=	=	=
	③	1'	10	=	=	④	10	10	4	5

Time-Outs	①/②	=	10	③/④	8	=	=	Ⓔ	=	=

Licence No.	PLAYERS NAME SURNAME, FIRST INITIAL	No.	Player in	Fouls 1	2	3	4	5
44990	SMITH, D	4	X	1'	10	4	5	—
44901	SMITH, K	5	X	5	10	10		
44092	STYLE, A	6	X	10				
44089	BROWN, O	11	X	7'				
44088	GARDNER, G	12	X					
8456	COLES, C (CAPT)	13	X	6'				
45045	DAVIES, I	45						

YBL 2018 — Traditional YBL Score Sheet

Competition	Game Code	Date of Fixture	Tip Time
YBL UNDER 19 MEN	A78	06/05/2018	11:11

Team A — COVENTRY TORNADOES — Colour WHITE

Team Fouls

1	7'	=	=	=		2	7'	=	=	=
3	4'	5	=	=		4	4	8	10	10'

Time-Outs

1&2	=	=		3&4	10	=	=		E/P	5	=	=

Licence Number	Players' Name	No.	Play'n	1	2	3	4	5
55001	TAYLOR, T	4	X	5				
55002	NICOLSON, H	5	X					
55003	ALRIDGE M	7	X	4	8	10		
55004	MARTIN, A	9	X					
55005	WEBB, M	12	X					
55006	O'DRISCOLL, W (CAPT)	14	X					
55007	ALLEN, K	15	X	7'	7'	4'		
55008	BROWN, R	16	X					
55009	RICHARDS, A	22	X					
55010	BRIDGES, A	23	X					
55011	GEE, H	45	X	10	10ᵈ	10ᵀ	GD	
55000	Coach SOMERFORD, P							
	Assistant Coach							

Team B — CITY OF BIRMINGHAM ROCKETS — Colour D.BLUE

Team Fouls

1	5	7'	=	=		2	6'	=	=	=
3	1'	10	=	=		4	8	10	10'	10

Time-Outs

1&2	=	10		3&4	=	8	=		E/P	=	=	=

Licence Number	Players' Name	No.	Play'n	1	2	3	4	5
44990	SMITH, D	4	X	1'	10	14'	15'	
44901	SMITH, K	5	X	5	10	10		
44092	STYLE, A	6	X	10	8	10'		
44089	BROWN, O	11	X	7'				
44088	GARDNER, G	12	X					
8456	COLES, C (CAPT)	13	X	6	13'			
45045	DAVIES, I	45						
44091	Coach STUART, C						10ᴮ	
	Assistant Coach							

Under Protest — Signature of captain and name of protesting team

The Officiating Team

	Licence	Name	Signature
Chief	44770	DAVIES, J	
Umpire1	789	GARWOOD, G	
Umpire2			
Scorer	44880	BOARD, K	
Timekeeper	44881	BOARD, N	
24" Op.			

☐ Please tick if you, the scorer, would like feedback on this scoresheet.
☐ Please tick if any table official at the home club would like support.

Running Score

First Half

A	M	B		M		B	M	A		B	M	A
3	12	2	—	✕	—	—	24	✕	—	19	—	44

Second Half (including Extra Period)

Partial running score entries (left/right columns):

Team A (left) sequential points: 15, 15, 8 5 7, 15 2 10, (13) 10, 15 4, 4 6 2, 9 8 3, 4 (13) 13, 16 10, 6 (13) 16, 7 11, 7 12, 22 14, 7 4 18, 4 19, 4 20, 22 16 8, 22 18 10, 7 19, 7 -, 4 22, 5 24

Second half (right): 1 23, 23 20, 3 23 22, 23 24, 4 25 5, 4 26, 6 4 26, 7 (5) 29, (5) 32, 10 22 34, 5 28, 4 30 4, 5 (5) 37, 5 32 6, (13) 35 7, 8 7 39, (5) 38, 5 41, 9 (5) 44, 5 40, 5 - 10, 5 41, (13) 44, 5 -, 5 -, 5 -, 5 -, 7 -, 7 -

Final score column entries: 5 52, 5 53, 4 53, 11 55, (13) 58 14 4 -, 4 -, 7 -, 7 -, 15 7 55

Quarter	A	B
1	4	10
2	15	14
3	15	4
4	10	16
E/P	11	14
FINAL SCORE	55	58

Name of Winning Team: CITY OF BIRMINGHAM ROCKETS

Finish Time: 12:56

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