## **How to Use the NWBA Scorebook**

**SCORING BY PERIODS:** In the boxes provided, record the **TEAM FOULS:** Mark off each personal, unsporting number of points scored. Only the final score should be cumulative because the running score gives cumulative totals at the end of each period.

NUMBER, CLASS AND PLAYER COLUMNS: Before the start of the game, the last name, jersey number, player classification and classification status of each eligible squad member should be recorded in the appropriate spaces.

FOULS: Each time a personal or direct technical foul is charged to a player, make a slash through the next available number (1, 2, etc.). This will enable the correct total of fouls charged to each player. Technical fouls may be indicated by a "T" and an intentional foul with an "I".

FIELD GOALS (FG): After each successful field goal by a player, mark a "2" or "3" in the field-goal column labeled FG. Mark a "3" only if the shot is successful from beyond the three-point field goal line as indicated by an Official.

FREE THROWS (FT): Record each attempted and successful free-throw. Free-throw attempts should be recorded with a circle before the free throw is attempted. If successful, put an X inside the circle.

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

TOTALS LINE BENEATH SCORING AREA: Vertically total the field goals, three-point field goals and free throws for each guarter. Then enter totals in the totals line. Check figures with the running score.

technical or contact technical foul charged to each team to determine bonus free-throw situations. Indicate the time of the foul or the players' jersey number who committed the foul in the space provided.

TIMEOUTS: Mark each time-out charged to a team and the time at which it occurred. Time out requests may also be indicated in this section. Use the space provided to record each time-out.

**TECHNICALS & NOTES:** This is the official scorer's "free" space. Place additional notes here.

**RUNNING SCORE:** This represents the game score. As the game progresses, the score is indicated here.

**ALTERNATE POSSESSION:** This space is to keep track of team possession during "held ball" situations. The alternate-possession rule is used when change of possession occurs.

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