

CLAY Basketball Individual Game Score Sheet; Transfer Information To Game Day Recap Sheet

Retain all Individual Game Score Sheets until the end of the season.

CLAY will inform the Facility Representative when these sheets may be discarded.

CLOCK – 7:00 minute running quarters except last 30 seconds of 1st, 2nd and 3rd quarters, and last 2 minutes of 4th quarter.

OVERTIME – 2 minutes; clock same as last 2 minutes of 4th quarter.

RUNNING SCORE – Mark each point as scored and then post on scoreboard (no “mercy” scoreboard – post all points earned).

TIME OUTS – Sound horn/buzzer at 15 seconds and then at 30 seconds.

TEAM FOULS – When a team reaches 7 fouls in a half, the other team is in “bonus” (shoot 1&1); at 10, the other team is in “double bonus” (shoot 2).

PERSONAL FOULS – Players foul out on the 5th personal foul.

REVIEW CLAY SPECIALTY RULES FOR ADDITIONAL INFORMATION (copy should be available at score table)

F=“Fun”-damental (coed grades K-2)

BC1/GC1=Boys/Girls Competition 1 (grades 5-6)

BC3/GC3=Boys/Girls Competition 3 (grades 9-10)

BD/GD=Boys/Girls Developmental (grades 3-4)

BC2/GC2=Boys/Girls Competition 2 (grades 7-8)

BC4/GC4=Boys/Girls Competition 4 (grades 11-12)

DATE: ____ / ____ 2011 GAME TIME: _____ AM/PM DIVISION: _____

HOME TEAM RUNNING SCORE TEAM CODE: _____ (From Gym Schedule - Example: LUMC)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	TOTAL SCORE
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	

Time Outs (30 sec.)	1	2	3	4	5	OT1	OT2	√ IF WINNER	<input type="checkbox"/>
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Team Fouls	First Half	1	2	3	4	5	6	7	8	9	10
	Second Half	1	2	3	4	5	6	7	8	9	10

PERSONAL FOULS (Mark Technical Fouls With “T1” Then “T2” – Players Ejected With 2 Technical Fouls)

Player#	Fouls					Player#	Fouls					Player#	Fouls				
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5

VISITING TEAM RUNNING SCORE TEAM CODE: _____ (From Gym Schedule - Example: LUMC)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	TOTAL SCORE
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	

Time Outs (30 sec.)	1	2	3	4	5	OT1	OT2	√ IF WINNER	<input type="checkbox"/>
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PERSONAL FOULS (Mark Technical Fouls With “T1” Then “T2” – Players Ejected With 2 Technical Fouls)

Player#	Fouls					Player#	Fouls					Player#	Fouls				
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5
	1	2	3	4	5		1	2	3	4	5		1	2	3	4	5