

NATIONAL BASKETBALL ASSOCIATION

OFFICIAL SCORER'S REPORT

DATE _____ AT _____ ATTENDANCE _____

OFFICIALS: _____ TIME OF GAME _____

NO. VISITORS	MIN	TOTAL FG		3-POINT FG		Free Throws		REBOUNDS			Ast	PF	ST	Turn.	POINTS
		M	A	M	A	M	A	Off	Def	Total					
F															
F															
C															
G															
G															
TOTALS															

STATISTICIANS' MANUAL

NO. HOME	MIN	TOTAL FG		2-POINT FG		Free Throws		REBOUNDS			Ast	PF	ST	Turn.	POINTS
		M	A	M	A	M	A	Off	Def	Total					
F															
F															
C															
G															
G															
TOTALS															



BLOCKED SHOTS		Score By Periods					FINAL
VISITORS: TOTAL	HOME: TOTAL	1	2	3	4		

REMARKS: _____

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The Duties of the Statisticians

The Official Scorer is selected by the club, subject to the Commissioner's approval. It is recommended that he have a minimum of two assistants, plus a play-by-play person. He will provide the participating teams and media with a half-time summary score sheet (quarterly is optional) and, at the conclusion of the game, a final summary score sheet.

Compiling statistics during the game, the Official Scorer, and the members of his crew should record the statistics by both quarter and half, which will facilitate finding records in those areas.

If the Official Scorer is notified by the referee that one (or both) team continues play after registering a "protest," he shall *immediately* note the score and time remaining in the game. He will continue to compile statistics in such a manner as to ascertain at some later time which actions preceded the point of protest, and which actions followed the point of protest. This shall facilitate statistical accuracy in the event that the protest is upheld and the game is resumed from a particular point. (Suggestion: following announcement of a protest, the Official Scorer could use varying colored inks, or separate score-sheets, to record subsequent action).

OFFICIAL SCORING INTERPRETATIONS

Section I - MINUTES PLAYED

1. Time is computed by full minutes only. If a player enters the game and appears for only one second he is given credit for a full minute. The rule of thumb is to subtract the partial minute from the player he replaces.

EXAMPLE: Player B replaces Player A with 2:15 left in the quarter and plays the rest of the quarter. SCORING: Credit player A with *ten* minutes, Player B with *two*.

EXAMPLE: Player B replaces Player A with 2:45 left to play and plays the rest of the quarter. SCORING: Credit Player A with *nine* minutes, Player B with *three*.

NOTE: If a player plays less than *one* minute in any quarter, he will be given credit for a *full* minute played.

EXAMPLE: After 10:42 minutes of play, Player A is replaced by Player B who plays just *five* seconds. Player B is then replaced by Player A, who plays the rest of the quarter. SCORING: Player A is credited with *eleven* minutes and Player B is credited with *one* minute.

2. When a change occurs at any half-minute mark during a quarter (for instance, at 7:30, 0:30, etc.), the player entering the game will receive credit for the split-minute.

EXAMPLE: Player B replaces Player A with 1:30 left and plays the rest of the quarter. SCORING: Credit Player A with *ten* minutes, Player B with *two*.

3. The sum total of each team's minutes for a quarter must total 60 (plus 25 for each overtime period). There is no carry-over of "partial minutes" between quarters.

4. Due to rounding to the nearest minute, minor inequities in minutes played are bound to occur. Under these circumstances, the Official Scorer will determine an official total as near to the actual playing time as possible.

Section II - FIELD GOAL ATTEMPTS

1. A field goal attempt will be credited to a player every time he shoots, throws or taps a live ball at his own basket, when, in the opinion of the Official Scorer, he is attempting to score a goal (except when he is fouled in the act of shooting and the goal is not made).

When offensive goal tending is called, do not charge the player who took the original shot with a field goal attempt. There is no field goal attempt, or rebound, credited to either an individual or a team. Charge the player who committed the violation with a turnover.

Any shot taken from behind the three-point line shall be recorded as both a total field goal attempt and a three-point attempt. You should be aware that the trail official is required to raise one arm above his head on any such attempt and, in case of any doubt, you are to be guided by his actions. In most cases, desperation shots at the end of a period would be scored as three-point attempts. All such desperation shots MUST be recorded.

If a player tries to pass the ball to a teammate near the basket, and the pass hits the rim (or backboard), this does not constitute a shot, for scoring purposes, even if the 24-second clock is reset.

If a player's shot does not hit the rim (or backboard), but was an obvious goal attempt, credit the shooter with a field goal attempt, and player recovering the ball with a rebound, even

though the 24-second clock is not reset. Record all such field goal attempts, including "desperation shots," as the period or the 24-second clock is about to expire.

2. A tip-in shall count as a rebound and a field goal attempt, since the player tips the ball with the intention of scoring a goal.

3. Blocked shots shall count as field goal attempts. A player whose shot is blocked is attempting to score a goal. The Official Scorer will determine if a player attempted a field goal or had merely lost possession of the ball. The Official Scorer's judgment may be guided by the existence of "daylight" between the offensive player's hand and the ball.

4. No player shall be credited with a shot attempt when two or more hands slap at the ball. This is to be distinguished from the situation noted in #2 above, in which one player clearly handles the ball after it comes off the rim (or backboard).

EXAMPLE: Offensive player shoots and the ball bounces off the rim (or backboard) and players of both teams slap at the ball with no one player controlling its direction. SCORING: Do not credit any player (except the original shooter) with a field goal attempt, or a rebound, until it's determined clearly that one player controlled the flight or direction of the ball.

NOTE: In the rare case when a goal is scored as a result of such action, and no one player can be identified as having scored the goal, credit the rebound and the field goal to the offensive player nearest the ball.

5. If a defensive player deflects a shot but the ball still goes into the basket, credit the player who shot the ball with a field goal, as if no deflection had occurred. Do not credit the defender with a blocked shot.

6. Should an offensive player accidentally shoot the ball into his own basket, credit the field goal and attempt to the nearest opponent to the basket. The player who took the shot should be charged with a turnover.

Section III - FREE THROWS

1. A tap-in on a missed free throw will be credited as a rebound and a successful field goal attempt by the player who taps the ball into the basket.

2. On a free throw situation, when a player's free throw is nullified because of a violation by one of his teammates (foul lane violation, goal tending, etc.), do *not* credit the shooter with a free throw attempt. Charge the offending player with a turnover. If the free throw violation is committed by the shooter, charge him with a free throw attempt and credit a team rebound to the team to which the ball is awarded.

3. When a player on the defensive team is called for a free throw violation:

(a) If the free throw is made, despite the defensive violation, credit the player shooting the free throw with one attempt and one made.

(b) If the free throw is not made, do not credit the player shooting with a free throw attempt; he will be awarded a substitute free throw, and *that* free throw shall be scored as either made or missed, depending on the result. The free throw on which the violation occurred is nullified by the defensive team's interference.

Section IV - REBOUNDS

A rebound (individual or team) must be credited following each unsuccessful field goal attempt and free throw attempt.

1. An individual rebound is credited to a player each time he retrieves a live ball

immediately following a missed field goal attempt or free throw attempt. An offensive rebound is credited to a player each time he retrieves a live ball immediately following a field goal attempt or a free throw attempt that is missed by himself or a teammate. A defensive rebound is credited to a player each time he retrieves a live ball immediately following a field goal attempt or a free throw attempt that is missed by an opponent.

EXAMPLE: Free throw or field goal attempt bounces off the rim (or backboard) and the player saves the ball from going out of bounds by tapping it to a teammate. **SCORING:** Credit player who tapped the ball with a rebound (either an offensive or defensive rebound, depending on the shooter).

EXAMPLE: Free throw or field goal attempt bounces off rim (or backboard) and is deliberately tapped backwards by a player to a teammate. **SCORING:** Credit player who tapped the ball with a rebound.

EXAMPLE: Free throw or field goal attempt bounces off rim (or backboard) and merely glances off a player to be recovered by a teammate or opponent. **SCORING:** Credit rebound to player who recovers ball. Touching the ball does not constitute control or possession.

EXAMPLE: Free throw or field goal attempt bounces off rim (or backboard) and, in an attempt to save the ball from going out of bounds, a player taps the ball to an opponent. **SCORING:** Credit opponent who received tap with a rebound.

EXAMPLE: Free throw or field goal attempt bounces off rim (or backboard) and player saves ball from going out of bounds by purposely throwing or slapping the ball off the body of an opponent thereby gaining possession for his team. **SCORING:** Credit rebound to the player who was responsible for the ball being awarded to his team.

2. Particular care should be taken in the scoring of rebounds at the end of a period. If the buzzer sounds before any player secures possession, no individual rebound is credited, even if it "seems obvious" which player would have reached the ball first had the end of the quarter not occurred. Similarly, there is no individual rebound credited on "loose ball foul" situations, since the whistle stops play before there is player possession.

EXAMPLE: With just one second left in the quarter, player tries a long shot, which he throws just before the buzzer sounds. The shot misses and the quarter ends. **SCORING:** Charge the player with a field goal attempt, regardless of whether or not the shot hits the rim or backboard. The reasoning - he was trying to score a goal. If, before the buzzer sounded, no player had gained control of the rebound, award a team rebound to the team whose player attempted the shot.

3. If a player's shot is blocked and he recovers the blocked shot he is to be credited with an offensive rebound (see blocked shots). A player who gets a shot off as many as two or three times in a play sequence, and has the ball blocked by a defensive player each time, is to be credited with a field goal attempt on each try in the sequence, and is to be credited with an offensive rebound *each time* he recovers the ball.

4. A team rebound is credited in all of the following situations:

(a) To the team to which the ball is awarded out of bounds or at the free throw line as a result of a missed field goal attempt or free throw attempt. This includes circumstances when:

- (i) the ball goes out of bounds without any player having secured possession;
- (ii) a free throw attempt misses the rim;
- (iii) the shooter commits a free throw violation;
- (iv) the first free throw attempt is missed in a two-shot free throw situation;
- (v) a loose ball foul is called immediately following a missed field goal attempt or free throw attempt;
- (vi) a technical foul shot is missed;

(b) To the team that first gains possession following a jump ball when such a jump ball immediately follows a missed field goal attempt or free throw attempt, before any player is credited with an individual rebound.

EXAMPLE: Field goal attempt bounces out of bounds without anyone touching it. **SCORING:** Credit opponents with a team rebound.

EXAMPLE: Field goal attempt bounces off the rim (or backboard) and glances off a player's body going out of bounds. **SCORING:** Credit team awarded ball with a team rebound.

EXAMPLE: Player misses a field goal attempt and a loose ball foul is called on one of his opponents. **SCORING:** Credit offensive team with a team rebound, regardless of whether it is awarded a free throw or possession out of bounds.

EXAMPLE: Player misses a field goal attempt and a loose ball foul is called on either himself or a teammate. **SCORING:** Credit defensive team with a team rebound, regardless of whether it is awarded a free throw or possession out of bounds.

5. Following a missed shot (either field goal or free throw) when a live ball becomes dead due to the expiration of a period, credit a team rebound to the team whose player attempted that shot.

Section V - BLOCKED SHOTS

1. Credit a player with a "blocked shot" when he *deflects* the course of a field goal attempt by an opponent, and the shot is not made. The shooter is charged with a field goal attempt, and the player (on either team) who retrieves the ball with a rebound. If a teammate recovers a loose ball following a player's blocked shot, that teammate is to be credited with an *offensive rebound*. Naturally, no blocked shot shall be credited on a goal tending violation.

2. A shot is to be considered blocked only if the ball was in flight BEFORE being blocked.

EXAMPLE: A player near his offensive basket goes up for a dunk attempt but the ball is stripped by his opponent before it leaves his hand and is recovered inbounds by the defensive team. **SCORING:** Charge offensive player with a turnover and defensive player who stripped ball with a steal.

EXAMPLE: A player away from the basket goes up in the air for a shot but the ball is stripped by his opponent before it leaves his hand and is recovered inbounds by the defensive team. **SCORING:** Charge offensive player with a turnover and defensive player who stripped ball with a steal.

In either of the above examples, there are no statistical entries if, immediately following the initial stripping of the ball, the offensive team retains possession.

Section VI - ASSISTS

1. An assist is credited to the player tossing the last pass leading directly to a field goal, if and only if the player scoring the goal responds by demonstrating immediate reaction toward the basket.

2. No more than one (1) assist is to be credited for each field goal.

3. An in-bounds pass can be an assist, if it leads directly to a field goal.

EXAMPLE: Ball is lofted in direction of basket and teammate taps the in-flight ball into the basket. SCORING: Credit player passing ball in-bounds with assist.

EXAMPLE: Player passes the ball in-bounds to a teammate moving towards the basket, and that latter player scores. SCORING: Credit player passing the ball in-bounds with an assist.

4. An assist may be credited on a pass to the pivot shooter, provided there is an immediate reaction on the part of the pivot shooter, in attempting to score. If there is not an immediate reaction, the Official Scorer must decide whether the pivot shooter made the score on his own initiative and, therefore, credit him with the score but do not credit the passer with an assist.

EXAMPLE: Ball is passed to a player who dribbles once, makes a head fake and scores. SCORING: Credit passer with an assist as the continuity is not broken by the one dribble and head fake.

EXAMPLE: Ball is passed to player who dribbles the ball more than once, stops, fakes, and then scores. SCORING: Do not credit passer with an assist, because continuity was broken by receiver's action to get position on opponent.

NOTE: The two examples listed above refer to passes made to a pivot player, and do not refer to any other types of passes, such as a pass leading to a fast break, or a long pass down court, which leads directly to a basket; these other type pass plays require an assist be given to player involved.

Section VII - TURNOVERS

1. A turnover is charged whenever the offensive team loses possession of the ball without attempting either a field goal or a free throw, except when the quarter expires without a team having attempted a field goal or free throw. An offensive rebound results in a new "possession of the ball," as that term is used here.

EXAMPLE: A player misses a shot, however one of his teammates rebounds and is guilty of a traveling violation. SCORING: Charge the team with a turnover, since the rebound constitutes a new "possession of the ball."

2. Charge a turnover to the offensive team *and the offending individual* in the following situations:

- (a) 3-second violation
- (b) in-bounds violation
- (c) traveling violation
- (d) palming the ball

- (e) double dribble
- (f) discontinued dribble
- (g) offensive foul
- (h) offensive goal tending
- (i) bad pass, resulting in loss of possession
- (j) stolen pass
- (k) loss of ball while in direct possession
- (l) loss of ball out-of-bounds
- (m) stepping out-of-bounds
- (n) backcourt violation
- (o) foul lane violation, when player nullifies his teammate's free throw
- (p) jump ball violation, when team originally in possession loses ball
- (q) when offensive player shoots ball into opponents basket

3. Charge turnover to offensive team, but *no individual*, in following situations:

- (a) 5-second (in-bounds) violation
- (b) 10-second violation
- (c) 24-second violation

Section VIII - STEALS

1. A steal cannot be credited unless a turnover has also been charged. However, there are several instances when a turnover can be charged without a steal.

2. Credit a player with a steal in the following situations:

- (a) taking the ball away from an opponent by any legal means
- (b) intercepting pass even if it required no extraordinary effort on the part of the interceptor, such as if the ball merely "fell into his hands" or he recovered a loose ball off the floor as a result of a turnover
- (c) deflecting a dribble away from an opponent and to a teammate
- (d) obtaining possession of the ball following a turnover, when the ball remains in-bounds and the clock is not stopped

NOTE: In each of the above situations, give credit to the player who knocks or bats the ball towards a teammate, resulting in eventual possession, even if he himself did not actually control the ball.

EXAMPLE: Player A taps a dribble away from an opponent, Player Z, and the ball is recovered by Player B, who is A's teammate. SCORING: Charge Player Z with a turnover and credit Player A with a steal, since he caused the turnover. The important factor is that "A" created the opportunity for a teammate to recover a loose ball. (if there is a situation in which two or more defensive players are equally responsible for causing a turnover, credit a steal to the player who recovers the ball and establishes possession).

NOTE: A steal is *not* credited to a player whose defensive actions results in a violation or foul by the offensive team.

THE FINAL STEPS

Section IX - PREPARATION OF THE SCORE BLANK

The final sheet shall list all active players on each team, with the starting five listed first by position F-F-C-G-G followed by substitutes *in order of appearance*.

Those players with the club and available for game action who do not play should be noted with DNP alongside their names. If a player is not with the club, the notation alongside his name should read "Not With Club" and the reason for his absence explained. If a player is with the club, but not in uniform, it should be noted "Did Not Dress" and explanation given. You can never give *too much* information.

A properly filled out box score should "balance." All columns should add up correctly. Minutes for a regulation game should total 240. By doubling the total field goals made and adding one for each three-point field goal made and one for each free throw made, you should have the total points for that team. The shots missed (both from the field and the free throw line) for both teams should match the total rebounds (offensive, defensive, team) for both teams.

It is mandatory that all illegal defense violations be noted in the 'Remarks' section on the official box score form. An example of the proper way to list such violations is: Illegal Defense Violations - Team A, 1; Team B, 1. (See boxscore on page 11). If there are no violations, it is not necessary to make any reference to "Illegal Defenses" in the boxscore.

List any technical fouls in the remarks column at the bottom of the page. Also list any newsworthy items, such as individual or team records tied or broken, or any individual career highs, etc.

Section X - REPORTING PROCEDURE

The official NBA statistician is the Elias Sports Bureau, 500 Fifth Avenue, Suite 2114, New York, N.Y. 10036. The phone number is (212) 869-1530.

All regular season and playoff games will be phoned to the Elias Sports Bureau by the Official Scorer the morning after they are played (including Saturday games to be phoned on Sunday morning). Exception: Games played on Sunday will be phoned *immediately* after the game, not an hour later. *Call before you leave the arena.*

Due to time differences, West Coast Official Scorer's should phone as early as possible on Sunday morning; we would hope to have the Elias Sports Bureau receive your calls no later than 8:00 a.m. Pacific Time each Sunday morning.

All calls are to be made station-to-station, collect.

Section XI - LEAGUE-WIDE DISTRIBUTION

A representative of the visiting team, coach or PR director, should be provided with copies of the Official Scorer's report after each game.

One copy of the complete play-by-play and two final official boxscores must be mailed to the Elias Sports Bureau.

One copy of the complete play-by-play, pre-game press notes and two final official boxscores must be mailed to the visiting team and the NBA office.

Two copies of the final official boxscore must be mailed to the other 21 team public relations directors.

The Finished Product

NATIONAL BASKETBALL ASSOCIATION

FRIDAY

OFFICIAL SCORER'S REPORT

DATE APRIL 9, 1982 AT SILVERDOME: PONTIAC, MICHIGAN

ATTENDANCE 15,047

OFFICIALS: ED MIDDLETON and TOMMY NUNEZ

TIME OF GAME 2:21

NO. VISITORS	MILWAUKEE	BUCKS	MIN	TOTAL FG		3-POINT FG		Free Throws		REBOUNDS			Ast	PF	ST	Turn.	POINTS
				M	A	M	A	M	A	Off	Def	Total					
53	Alton LISTER	F	21	1	3			1	4	0	7	7	1	4	0	3	3
43	Mickey JOHNSON	F	35	8	15			2	2	1	9	10	1	5	1	5	18
16	Bob LANIER	C	31	11	16			4	5	1	5	6	5	2	0	3	26
4	Sidney MONCRIEF	G	4	9	17			17	20	6	3	9	3	2	5	5	35
8	Marques JOHNSON	G	35	4	9			6	8	2	8	10	5	2	1	0	14
6	PAT CUMMINGS		17	1	4			0	0	0	2	2	3	5	0	1	2
42	HARVEY CATCHINGS		17	0	2			0	0	0	1	1	0	5	0	2	0
7	SCOTT MAY		18	4	8			0	1	2	5	7	1	6	1	5	8
5	ROBERT SMITH		22	6	8			0	0	1	1	2	3	4	0	1	12
54	JEFF CRUMPTON		1	0	0			0	0	0	0	0	0	0	0	0	0
32	BRIAN WINTERS							NOT WITH CLUB - GROIN PULL									
21	QUINN BUCKNER							DID NOT DRESS; THUMB ALIGNMENT SURGERY									
TOTALS			240	44	82	0	0	30	40	13	41	54	22	35	8	25	118

Percentages .537 — .750 Team Rebs. 11 Total Turn. 25

NO. HOME	DETROIT	PISTONS	MIN	TOTAL FG		3-POINT FG		Free Throws		REBOUNDS			Ast	PF	ST	Turn.	POINTS
				M	A	M	A	M	A	Off	Def	Total					
54	Kent BENSON	F	32	1	7			0	0	0	4	0	2	4	0	2	2
7	Kelly TRIPUCKA	F	32	4	12			9	12	1	1	2	2	4	0	4	17
40	Bill LAIMBEER	C	18	1	5			0	0	3	1	4	1	6	1	2	2
25	John LONG	G	31	13	23	0	1	1	3	1	1	2	1	4	0	2	27
11	Islah THOMAS	G	29	3	10	0	1	3	5	2	2	4	5	6	4	4	9
32	STEVE HAYES		20	4	10			1	4	5	4	9	1	3	0	0	9
32	KENNY CARR		18	4	13			1	3	8	2	10	0	1	1	9	
30	RON LEE		17	1	1	1	1	1	2	0	2	2	7	2	1	0	4
41	TERRY TYLER		14	1	2			1	1	0	2	2	0	3	0	0	3
15	VINNIE JOHNSON		19	5	11			1	2	3	4	7	0	1	1	2	11
42	EDGAR JONES		10	2	5			3	5	1	2	3	1	3	1	0	7
22	JEFF JUDKINS	DNP						COACH'S DECISION									
TOTALS			240	39	99	1	3	21	37	24	25	49	19	37	9	17	100

Percentages .394 .333 .568 Team Rebs. 10 Total Turn. 17

BLOCKED SHOTS		Score By Periods								FINAL									
VISITORS: TOTAL	HOME: TOTAL	1	2	3	4	OT	OT	OT											
LANIER	4	HAYES	1																
LISTER	9	BENSON	5																
CATCHINGS	2	JONES	1																
MONCRIEF	1	TYLER	4																
CUMMINGS	1																		
		REMARKS: ILLEGAL DEFENSE VIOLATIONS - MILW., 2; DET., 1																	
		TECHNICAL FOULS - LANIER (7:24 - 3rd);																	
		MILWAUKEE (ILLEGAL DEFENSE, 3:40 - 4th);																	
		LEE (2:56 - 2nd)																	

FROM THE RULE BOOK

RULE NO. 2—OFFICIALS AND THEIR DUTIES

Section I—The Officials

a. The officials shall be a lead official and a referee, assisted by two trained timers, one to operate the game clock, the other to operate the 24 second timer and by a scorer who will compile the statistics of the game. All officials shall be approved by the Commissioner.

b. The officials shall wear the uniform prescribed by the NBA.

Section II—Duties of the Officials

a. The officials shall, prior to start of game, inspect and approve all equipment, including court, baskets, balls, backboards, timers and scorer's equipment.

b. The officials shall not permit players to play with any type of hand, arm, face, nose, ear, head or neck jewelry.

c. The officials shall not permit any player to wear equipment which, in his judgment is dangerous to other players. Any equipment which is of hard substance (casts, splints, guards and braces) must be padded or foam covered and have no exposed sharp or cutting edge. All face masks and eye or nose protectors must conform to the contour of the face and have no sharp or protruding edges. Approval is on a game to game basis.

d. All equipment used must be appropriate for basketball and equipment that is unnatural and designed to increase a player's height or reach, or to gain an advantage shall not be used.

e. The officials must check the three game balls to see they are properly inflated to a pressure between $7\frac{1}{2}$ and $8\frac{1}{2}$ pounds, if necessary.

f. The lead official shall be the referee in charge unless otherwise designated.

NOTE: (1) If a coach desires to discuss a rule or interpretation of a rule prior to the start of a game, it will be mandatory for the officials to ask the other coach to be present during the discussion. The same procedure shall be followed for requests made between periods.

g. The designated official shall toss the ball at the start of the game; the lead official shall decide whether or not a goal shall count if the officials disagree; he shall decide matters upon which scorers and timers disagree.

h. All officials shall be present during the 20-minute pre-game warm-up period to observe and report to the Commissioner any infractions of Rule 12-VII i-hanging on the rim and to review scoring and timing procedures with table personnel if necessary. Officials may await the on-court arrival of the first team.

i. Meet the team captains to discuss rules and interpretations, prior to start of game.

Section III—Elastic Power

The referees shall have power to make decisions on any point not specifically covered in the rules. The Commissioner will be advised of all such decisions at the earliest possible moment.

Section IV—Different Decisions By Officials

The lead official shall have the authority to set aside or question decisions made by the other within the limits of his respective outlined duties.

Question (1)—A violation and personal contact occur at same time. Both

are observed by the same official, or the violation by one and foul by the other. What is the proper procedure?

Answer—The foul takes precedence over any violation.

Question (2)—Ball in flight on try for field goal by A1, A2 pushes B1. After personal foul while ball is rolling around the ring B2 bats ball away from ring. Which infraction of the rules shall be penalized?

Answer—Both. Two points to Team A and the penalty for personal foul.

NOTE: (1) It is the primary duty of the trail official to signal if goals count. If for any reason he does not know if goal is made he should ask the other official. If neither saw the goal made they should refer to the timer. If the timer saw the goal scored it shall count. Exception: The drive-in or quick downcourt shot shall be the responsibility of the lead official.

Section V—Time and Place for Decisions

a. The officials shall have power to have decisions for infractions of rules committed either within or outside the boundary lines. This includes periods when the game may be stopped for any reason.

b. When a foul occurs, an official shall signal the timer to stop his watch. If it is a personal foul, he shall also designate the number of the offender to the scorer and indicate with his fingers the number of free throws to be attempted.

c. When a team is entitled to a throw-in, an official shall clearly signal the act which caused the ball to become dead, the throw-in spot and the team entitled to the throw-in; unless it follows a successful goal or an awarded goal.

Section VI—Correcting Errors

a. Officials may correct an error if a rule is inadvertently set aside and results in:

- (1) A team not shooting a merited penalty shot.
- (2) A team shooting an unmerited penalty shot.
- (3) Permitting the wrong player to attempt a free throw.

NOTE: (1) Officials should be notified of error at first dead ball. All errors must be rectified before the start of the next quarter. Ball is not in play on corrected foul and whether foul shot is made or missed, play shall be resumed at the same spot where referee declared the ball dead and under the same conditions as would have prevailed had play not been stopped to correct error. If the officials are notified of error within 24 seconds, any play action that occurs during that time period is to be nullified. This nullifies scoring and fouls committed by either team. However, if a player or coach is ejected during this period he is not permitted to return to the game. The official shall also reset the game clock so that the time left to play shall be the same as it was when the error occurred. However, any acts of unsportsmanlike conduct or points scored therefrom are not nullified.

NOTE: (2) In order to be rectified, any error in the fourth period or overtimes must be discovered before the end of that period.

NOTE: (3) If any period or overtime begins with the teams lined up improperly, and the error is discovered within 24 seconds, any scoring or fouls that occurred during that period are to be nullified. However, any acts of unsportsmanlike conduct, or points scored therefrom, are not nullified. The game clock shall be reset to 12:00 and the 24-second clock to read 24. If more than 24 seconds had

elapsed, all play action shall count, and the teams will continue to shoot for the same basket, regardless of where they warmed-up. (Example: 12:00 to 11:36 — Restart; 12:00 to 11:35 — Do not restart).

Section VII—Duties of Scorers

a. The scorers shall record the field goals made, the free throws made and missed, and shall keep a running summary of the points scored. They shall record the personal and technical fouls called on each player and shall notify the official immediately when a sixth personal foul is called on any player. They shall record the timeouts charged to each team, shall notify a team and its coach through an official whenever that team takes a sixth and seventh charged timeout and shall notify the nearest official each time a team is granted a charged timeout in excess of the legal number. In case there is a question about an error in the scoring, the scorer shall check with the official at once to find the discrepancy. If the error cannot be found, the official shall accept the record of the official scorer, unless he has knowledge that forces him to decide otherwise.

b. The scorers shall keep a record of the names, numbers and positions of players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules pertaining to submission of line-up, substitutions or numbers of players, they shall notify the nearer official immediately if the ball is dead, or as soon as it becomes dead if it is in play when the infraction is discovered. Scorer shall mark the time at which players are disqualified by reason of receiving six personal fouls so that it may be easy to ascertain the order in which the players are eligible to go back in the game in accordance with Rule 3-1.

c. The scorers shall use a horn or other device unlike that used by the officials or timers to signal the officials. This may be used when the ball is dead or in certain specified situations when the ball is in control of a given team. Scorer shall signal coach on the bench on every personal foul, designating number of personal fouls a player has, and number of team. NOTE: White paddles—team fouls; Red paddles—personal fouls.

d. When a player is disqualified from the game, or whenever a penalty shot is being awarded, a buzzer, a siren or some other clear audible sound must be used by the scorer or timer to notify the game officials. It is the duty of the scorekeeper to be certain the officials have acknowledged the 6th personal foul buzzer and the penalty shot buzzer.

Question (1)—The scorers fail to notify the official that a player has committed his 6th personal foul and he remains in the game. What should be done?

Answer—Playing time consumed, if any, and points scored count. The offending player must be removed as soon as the official discovers the error. Scorers should notify an official as soon as a player commits his 6th personal foul, but if play is resumed before such notification, they should signal when the ball is next dead or is in control of the offending team.

Question (2)—What should be done if the scorer's horn sounds, while the ball is in play?

Answer—Players should ignore the horn since it does not make the ball dead. The scorers should not signal while the ball is in play except in certain cases such as are noted in the first question above. The officials must use their judgment in blowing the ball dead to consult the scorers.

Question (3)—If the scorers fail to notify a team or its coach when it

takes its 7th charged timeout, should the team be penalized if it takes an 8th timeout?

Answer—Yes.

e. Scorers shall record on scoreboard the number of team fouls to a total of five—which will indicate that the team is in a penalty situation.

Section VIII—Duties of Timers

a. The timers shall note when each half is to start and shall notify the referee and coach five minutes before this time, or cause them to be notified at least five minutes before the half is to start. They shall signal the scorers two minutes before starting time. They shall record playing time and time of stoppages as provided in the rules. The timer shall be provided with an extra stop watch to be used in time outs, etc., other than the official game clock or watch. Official clock or scoreboard should show 12 minute quarters.

b. At the beginning of the first period or any overtime or whenever play is resumed by a jump ball the game clock shall be started when the ball has been legally tapped by either of the jumpers. If, after time has been out, the ball is put in play by a throw-in from out of bounds or by a free throw, the game watch shall be started when the official gives the time-in signal as the ball is touched by a player on the court.

NOTE: (1) During a jump ball time may not be reduced from the 24 second clock or game clock if there is an illegal tap.

c. The game clock shall be stopped at the expiration of time for each period and when an official signals timeout. For a charged timeout, the timer shall start a timeout watch and shall signal the official when it is time to resume play.

d. The timers shall indicate with a controlled game horn the expiration of playing time. If the timer's signal fails to sound, or not heard, the timer shall use other means to notify the official immediately. If, in the meantime, a goal has been made or a foul has occurred, the official shall consult the timer. If the timer agrees that time expired before the ball was in flight, the goal shall not count. If they agree that the period ended before the foul occurred, the foul shall be disregarded unless it was unsportsmanlike. If there is disagreement the goal shall count or the foul shall be penalized unless the official has other knowledge.

NOTE: (2) However, in a dead ball situation, if the clock shows :00 the period or game is considered to have ended although the buzzer may not have sounded.

e. Record only actual playing time in the last two minutes of the fourth period and the last two minutes of any overtime period or periods.

RULE NO. 5—SCORING AND TIMING

Section I—Scoring

a. A legal goal is made when a live ball enters the basket from above and remains in or passes through.

b. A goal from the field counts 2 points unless attempted from beyond the 3 pt. line which counts 3 points.

c. A goal from the free throw line counts one point for the thrower's team.

NOTE: (1) If a free throw attempt is unsuccessful and while the ball is in the air it is tapped into the basket, it shall count two points and shall be credited to the player tapping the ball in.

Question — A player makes a free throw in his opponent's basket. Does the point count for his opponent?

Answer — No. If the mistake is discovered before time is in, the error should be corrected and player required to make attempt at his own basket.

NOTE: (2) Goals from the field, thrown in an opponent's basket shall be credited to opponent nearest the shooter. Any field goal that, in the opinion of the officials, is intentionally scored in the wrong basket shall be disallowed and ball shall be awarded out of bounds to opponent at free throw line extended.

NOTE: (3) If a discrepancy in the score cannot be resolved, the running score shall be official.

NOTE: (4) For successful 3 point field goal player must be beyond 3 point line when he attempts shot. After release of ball he may land on line or in 2 point area.

Section II — Timing

- a. All periods of regulation play in the NBA will be twelve minutes.
- b. All overtime periods of play will be five minutes.
- c. Fifteen minutes will be permitted between halves of all games.
- d. One hundred seconds will be permitted between all periods and for regular timeouts.

EXCEPTION: Disqualification (30 seconds).

NOTE: (1) The game is considered to be in the 2:00 minute part when the game clock shows 2:00 or less time remaining in the period.

NOTE: (2) The public address operator is required to announce the fact that there are two minutes remaining in regulation or overtime periods.

Section III — End of Period

- a. Each period ends when time expires.

Exceptions:

- (1) If a live ball is in flight, the period ends when the goal is made or missed.
- (2) If a foul occurs at approximately the instant time expires for a period, the period officially ends after the free throw or throws are attempted.

NOTE: (1) No line-up of players will be permitted in conditions outlined in (2) above.

(3) If the ball is in the air when the buzzer sounds ending a period and it subsequently is touched by a defensive player, the goal, if successful, shall count.

(4) If a time-out request is made at approximately the instant time expires for a period, the period ends and the time-out shall not be granted.

NOTE: (2) If the ball is dead and the game clock shows :00, the period has ended even though the buzzer may not have sounded.

Section IV—Tie Score—Overtime

If the score is tied at the end of the 4th period, play shall resume in 90 seconds without change of baskets for one or more periods whichever is needed to determine a winner. (See Rule 5, Sec II (d) for amount of time between overtime periods.)

Question—With score tied, a foul is committed near the expiration of time in the fourth period. If free throw is successful, should an extra period be played?

Answer—If the foul occurs before the ball becomes dead and the 4th period is ended, no overtime is played. However, if the foul occurs after the 4th period has ended, and it is ruled unsportsmanlike, a technical foul shall be called and the overtime must be played whether the free throw attempt is made or missed.

Section V—Timeout

- a. Timeout occurs and the timing instruments shall be stopped when:

- (1) A foul is called.
- (2) A jump ball is called.
- (3) Granting of a player's request for a timeout, such request being granted only when the ball is dead or in control of the requesting player's team. The scoring team cannot stop play immediately after scoring, by calling a timeout or making a substitution. The team scored upon shall have the opportunity to put the ball in play.
- (4) An unusual delay in getting the ball into play after a field goal.
- (5) On all floor violations (whenever official's whistle sounds, goal tending included).
- (6) Timeout for any other emergency. (Official's time.)

NOTE: (1) When a defensive player is injured, the officials shall not stop play **under any circumstances** until after a goal is scored or the ball becomes dead.

NOTE: (2) If on a jump ball or foul shot situation a player is injured or ejected and must be removed from the game, the opposing coach selects his replacement. The injured player cannot return to the game. Exception: If the player is injured due to a flagrant foul he may re-enter the game at any time and the offended player's coach may choose any player on his squad to attempt the free throw(s).

- (7) During the last two minutes of the regulation game or any overtime period, a field goal is scored.

NOTE: (3) Whenever a team is granted a regular timeout or a 20-second timeout, play shall not resume until the full 100 seconds, or the full 20 seconds, have elapsed.

- (8) No timeout will be charged if it is called to correct a wrong interpretation of a call and correction is sustained.
- (9) A coach shall have 30 seconds to replace a disqualified player.

- b. Timeout shall not be granted:

- (1) After a score of any kind to the team that has scored.
- (2) Unless the team has possession of the ball.
- (3) When a player of the team not in possession is injured, until a goal is scored or the ball becomes dead or his team gains possession.

NOTE: (4) If a request for timeout is made it should be ignored. However,

er, if an official upon receiving a timeout request, inadvertently blows his whistle, play shall be suspended and the team in possession shall put the ball into play immediately at the sideline nearest where the ball was when the timeout was called. The team in possession shall have only the time remaining of the original ten seconds in which to move the ball to front court. The 24 second clock shall remain the same.

Section VI—Twenty (20) Second Timeout

a. Each team is entitled to one (1) 20-second timeout per half for a total of two (2) per game, including overtimes.

b. During a 20-second timeout a team may only substitute for one player. If the team calling the 20-second timeout replaces a player the opposing team may also replace one player.

c. Only one player per team may be replaced during a 20-second timeout. If two players on the same team are injured at the same time and must be replaced the coach must call a regular (100-second) timeout.

d. If a 2nd 20-second timeout is requested during a half (including overtimes), it shall be granted. It will automatically become a charged regular timeout. Overtimes are considered to be an extension of the 2nd half.

e. The official shall instruct the timer to record the 20 seconds and to inform him when the time has expired.

f. This rule may be used for any reason including a request for a rule interpretation.

NOTE: (1) No timeout will be permitted to allow any player to adjust his clothing or equipment (shoes, laces, glasses, etc.).

g. Players should say "20-second timeout" when requesting this time.

h. A team is not entitled to any options during the last 2 minutes of a game or overtime when a 20-second timeout is called.

Section VII—Time-In

a. After time has been out, the game clock shall be started when the official signals time-in; the timer is authorized to start game clock if officials neglect to signal.

b. On a free throw that is unsuccessful and the ball is to continue in play, the clock shall be started when the missed free throw is touched by any player.

c. If play is resumed by a throw-in from out of bounds, the clock shall be started when the ball touches a player within the playing area of the court.

d. If play is resumed with a jump ball, the clock shall be started when the ball is legally tapped.

e. Timeout during the last two minutes of regulation play or overtimes (See 5, VIII-d.). The last two minutes begin when the clock shows 2:00 minutes to play.

Section VIII — Regular Timeouts — 100 Seconds

Timeouts are considered regular unless called "20-second timeout."

a. Each team may be granted seven (7) charged timeouts during regulation play. Each team is limited to no more than four (4) timeouts in the fourth period and no more than three (3) timeouts in the last two minutes of regulation play. (This is in addition to one 20-second timeout per half.)

b. In overtime periods each team shall be allowed two (2) timeouts regardless of the number of timeouts called or remaining during the regulation play or previous overtimes. There is no restriction as to when a team must call its timeouts during any overtime period.

NOTE: (1) Additional timeouts may be granted at the expense of a technical foul and all privileges apply. (Exception: see Rule 12A, II)

c. Each team must take at least one timeout per period. If neither team has taken a timeout during the first five minutes of each of the four regulation periods, it shall be mandatory for the official scorer to take a timeout before the sixth minute of play is completed. Timeout is charged to the home team. If neither team has taken a second timeout before the ninth minute of play, it shall be mandatory for the official scorer to take a timeout before the tenth minute of play has elapsed. Timeout is charged to the visiting team. If one team takes two timeouts during any single period, it is not mandatory for the official scorer to take a timeout.

d. If a regular timeout is called by the offensive team during the last two minutes of regulation play or overtime and (1) the ball is out of bounds in the backcourt, or (2) after securing the ball from a rebound and prior to any advance of the ball, or (3) after securing the ball from a change of possession and prior to any advance of the ball, the timeout shall be granted. Upon resumption of play they shall have the option of putting the ball into play at midcourt or at the designated spot out of bounds.

However, once the ball is (1) thrown in from out of bounds, or (2) dribbled or passed after receiving it from a rebound or a change of possession, the timeout shall be granted, and, upon resumption of play, the ball shall be in-bounded at the spot nearest where the ball was when the timeout was called.

The time on the game clock and the 24-second clock shall remain as when the timeout was called. In order for the option to be available under the conditions in paragraph #2 above, the offensive team must call a 20-second timeout followed by a regular timeout or call two successive regular timeouts, EXCEPTION: Rule 12-A-Section II-Excessive timeouts.

Question—During the last two minutes of regulation play, Team A attempts a field goal. The ball rebounds to the corner of Team B's backcourt where Player B1 secures possession and requests a regular timeout prior to the ball being advanced. Where is the ball put into play?

Answer—The team calling the timeout, upon resumption of play, shall have the option of putting the ball into play on that side of the court where the ball was when timeout was called or moving the ball to midcourt on that side of the court. However, if the timeout request was made immediately after a score, the team scored upon would have the option of putting the ball into play at the division line on either side of the court or at the endline.

NOTE: (2) The official scorer shall notify a team when it has been charged with a timeout.

e. A timeout shall not be called by the official scorer after a score of any kind, except after a free throw that is to be followed by another free throw attempt.

f. When the clock shows 2:00 remaining in regulation play or overtimes, the game is considered to be in the 2:00 minute period.