Auckland College Sport

Name of Team A (Light)	Name of Team B (Dark)
Team A	Team B

Venue where the game is being played

Venue			
Date	Time	Crt	Game #

Team A — Name of Team A (Light)

Time Outs: First Half [X] [2]; Second Half [1] [X] [X]; Overtime Periods [1st] [2nd] [3rd]

Team Fouls

Q1	X	X	X	4
Q2	X	X	X	4
Q3	X	X	3	4
Q4	X	X	3	4

IN	#	Name of Player	FOULS 1	2	3	4	5
(X)	4	LORNEGAN, J. (CAP)	P1				
(X)	5	AMAI, C	P	P2			
(X)	6	LEWIS, M	P1	P2	P		
X	7	FLYGER, D	P1				
(X)	8	MARTIN, M	P2				
X	9	O'DONNELL, C	P2				
X	10	PATEL, J	P				
(X)	11	SY, M	P	P			
X	12	WILSON, T	P1				
X	14	AMMUNSON, T	P				
		Coach					
		Ast Coach					

Team B — Name of Team B (Dark)

Time Outs: First Half [X] [2]; Second Half [X] [X] [3]; Overtime Periods [1st] [2nd] [3rd]

Team Fouls

Q1	X	X	3	4
Q2	X	X	3	4
Q3	X	X	3	4
Q4	X	X	3	4

IN	#	Name of Player	FOULS 1	2	3	4	5
(X)	4	BROWN, D	P1				
X	5	WHITE, M	P1				
(X)	6	JONES, L (CAP)	P2				
(X)	7	CLARK, P	P				
X	8	ADAMS, R	P1				
(X)	9	STEVENS, J	P	P1			
X	10	MARKS, A	P1				
X	11	SIMONS, G					
(X)	12	NATHAN, S	P1				
X	14	BLACK, T	P	P			
	15	BLAKE, F					
		Coach					
		Ast Coach					

RUNNING SCORE

A		B		A		B	
	1	1			41	41	10
6	2	2	7	4	42	42	10
6	3	3		4	43	43	
	4	4	4		44	44	11
	5	5			45	45	8
(11)	6	6		(5)	46	46	8
	7	7	(9)		47	47	
5	8	8	5	12	48	(48)	14
	9	9	5	12	49	49	4
4	10	10			50	50	4
	11	11	4	6	51	51	
9	12	12			52	52	6
11	13	(13)	9	5	(53)	53	
	14	14			54	54	
6	15	15	5	11	55	55	(8)
	16	16	5		56	56	
	17	17		10	57	57	5
5	(18)	18		10	58	58	
	19	19	(6)		59	59	
6	20	20		5	60	60	(10)
	21	21	7		61	61	
	22	22	4		62	62	8
(7)	23	23	4	(7)	63	63	
7	24	24			64	64	5
	25	25	14	14	65	65	
10	26	26		14	66	(66)	11
	27	27	14		67	67	
	28	(28)	14	7	68	68	5
(8)	29	29			69	69	
	30	30		14	70	70	
10	31	31	(9)		71	(71)	(6)
	32	32		8	72	72	
9	(33)	33	11		73	73	
	34	34		8	(74)	74	
11	35	35			75	75	
	36	36	(14)		76	76	
	37	37			77	77	
(6)	38	38	9		78	78	
	39	39	9		79	79	
12	40	40			80	80	

How to fill a scoresheet

1. Player and coaching staff names written or printed in.
2. **IN:** Coaching staff mark box with 'X' for players who will begin the game. Scorer to mark box with an 'X' when the players first step onto the court.
- Using a different colour each quarter will identify what quarter players first entered the game.
3. (○) : Circle 'X' for players who start the game in the 'IN' column.
4. Fouls are recorded as:
- P: Personal Foul
- P1, P2, P3: The number signifies the amount of shots given.
- U: Unsportsmanlike Foul
- T: Technical Foul
- D: Disqualifying Foul
5. The A/B columns are for the Running Score.
When a team scores 2 or 3 points, mark '/' across the number printed. Write the number of the player who scored in the empty box. Circle this players number if it is a 3 point shot.
- A free throw will be marked ● on the printed number, with the number of the player who scored in the empty box.
6. Rule off under the last scores by each team, followed by recording the quarter totals in each quarter box.
7. At the end of the game put totals in each box, the name of the winning team, and sign off the scoresheet as correct. Give the sheet to the referees to check and finalise.

FINAL SCORE: Team A 74 Team B 71

WINNING TEAM: Name of Team A

SCORES

	A		B	
1st Quarter	A	18	B	13
2nd Quarter	A	15	B	15
3rd Quarter	A	20	B	20
4th Quarter	A	21	B	23
Extra Period 1	A	/	B	/
Full Time	A	74	B	71

Chairman: Scorer:

Timekeeper: 24' Op

Referee: Umpire:

Print Name Print Name

Protest