

## **30n3 Scoresheet**

**Scorekeeper**: Please be sure to complete these!

JUST. PLAY. SPORTS.

3 011 3
YOUTH BASKETBALL
LEAGUE

GAME TIME / LOCATION:										EMALE:	<del>↓</del>	_		*	_	_	_					LEZ		JPS.					
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PUSSESSIC	ON ARROW:	HOME GUEST	GUEST HOME	HOME GUEST	GUEST HOME	HOME GUEST	GUEST	HOME GUES		EST ME	HOME GUEST				<b>EAM NA</b> I m is respons		ort the sco	ore via th	e websi	te: www.g	maybb.	com (log	in directions		CORE ords wil		via emai	to all co	aches
TEAM 1 - TEAM NAME:									Final Score:	TEAM	TEAM 2 - TEAM NAME:											<b>_</b>	Final Score:						
COACH NAME:								Team Fouls	COAC	CH NAI	ME:														Team Fouls				
PLAYERS									6 <b>7</b> 8 9 10	PLAY	PLAYERS												6 <b>7</b> 8 9 10						
Jersey Number	Ylaver Name Plaver Fouls										Goals Scored		Jersey Number Player Name Player F								ouls		Goals Scored						
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TIMEOUTS: (Time Taken):														'										TIME (Time			<u>'</u>		
GAME SCO	PRE Most game	es play to	20 - olde	er age gro	oups play	to 25 or	30 (not win	-by-2; (	jame o	over at	t 20 / 2	5).	GAME	E SCO	RE Mo	st game	s play	to 20 -	older	age gro	oups p	lay to	25 or 30	not win-	by-2; (	game o	over at	20 / 25	).
1 2 21 22											3 2 2 2 3	4 5 4 <b>25</b>	6	7 27	8 28	9 29	10 30	11 Most da		3 14 20 - older				18 0	19 20				
OVERTIME	OVERTIME POINTS SCORED (Game over after 2 points scored in Overtime)  1 2 Coin Flip for possession; 2 minutes; First team to score 2 Points wins (not win by 2); see Rules if still tied after 2 minutes												21 22 23 24 25 26 27 28 29 30 Most games play to 20 - older age groups play to 25 or 30.  OVERTIME POINTS SCORED (Game over after 2 points scored in Overtime)  1 2 Coin Flip for possession; 2 minutes; First team to score 2 Points wins (not win by 2); see Rules if still tied after 2 minutes																

OVERTIME:

<sup>1.</sup> If the score is tied at the end of regulation, the game goes to overtime. A coin flip determines which team has the initial possession of the overtime. Two minutes will be placed on the game clock. The game winner is the first team to score 2 points in the overtime period (Two 1-point baskets, Two 1-point free-throws, OR One 2-point basket – both feet behind the arc). THIS IS NOT "WIN-BY-2" Meaning, win by 2-point margin. If only ONE point has been scored at the end of the 2 minute overtime period, the team scoring the point will be the winner.

2. If still tied During Pool Play / Season Games: THE GAME WILL END IN A TIE (if ZERO points have been scored, or if both teams scored only 1 point at the end of the 2 minute overtime).

<sup>3.</sup> If still tied During Tournament Games: a SUDDEN-DEATH FREE THROW SHOOTOUT will determine the winner of the game (if ZERO points have been scored, or if both teams scored only 1 point at the end of the 2 minute overtime period). FORMAT FOR SHOOTOUT: the winner of a coin flip chooses to shoot first or shoot second. The three players from each team remaining on the court at the end of the overtime period will be the only players to shoot for their team. The three players for each team will rotate, alternating teams with each shot per round. Each team will shoot in each round UNTIL ONE TEAM SCORES UNANSWERED (this rule may be revised before the Tournament).