2008 Women's Basketball League

MANUAL STATS RECORDING SHEET

Please note the stats recording standard is the Cybersports for Basketball computer-based system. In the unlikely event of an game needing to be recorded manually, this form must be used as the sequential log of game actions is required for the successful reloading of the stats into the BBNZ official electronic format. Recorders must familiarise themselves with this form in order to produce an accurate record of the game. Caller's calls remain unchanged.

Key to Points Scoring:

Free Throws	Field Goals (all)	Three Pointers	Put Backs
1 = FTA	2 = FGA	3 = TPA	PB = PBA
(1) = FTM	(2) = FGM	(3) = TPM	(PB) = PBM

Key to Game Actions:

OR = ORB	DR = DRB	A = Assist	B = Block	S = Steal	T = Turnover
F = Foul	TF = Tech Foul	OF = Off Foul	TB = OF Taken By	TO = Time Out	

Recording Examples:

ALWAYS COMMENCE WITH THE PLAYER'S NUMBER AND COMPLETE WITH GAME CLOCK TIME
RECORD ACTIONS FOR A TIME BASED ON: START-OF-PHASE to END-OF-PHASE
POINT OF CONTROL to POINT OF CONTROL

22 - 2 / 23 - PB / 22 - OR / 5 - (3) / 22 - A 8.12

Translation:

22 FGA, 23 PBA, 22 ORB, 5 TPM, 22 A completed with 8.12 remaining

Substitutions: Bracket players substituting with players leaving listed first

Example: (12,14 / 6, 9) means 12 & 14 leaving and 6 & 9 entering game

TEAM ROSTERS

Home Team		Visiting Team	
Officials			

BASKETBALL NEW ZEALAND

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Copy as many as required

Home Team **Visiting Team**

Game Actions	Time	Game Actions