

The TIME/VISUALS OPERATOR - is responsible for the accurate operation of the game clock, entering correct scores and team fouls for each quarter and used time outs for each half. The priority is always the timing of each quarter. Every other detail entered is secondary to the operation of the clock.

- Sound the siren at 3 minutes and again at 1 minute 30 seconds on the clock before the 1st and 3rd quarters.
- Sound the siren when 30 seconds is remaining on the clock before the 2nd and 4th quarters.
- Immediately set the game time when the warm up period and intervals of play have expired.
- Immediately set the interval of play period when the quarter time period has expired.

Teams are usually referred to as LIGHT and DARK or HOME and AWAY. It is the timekeepers responsibility to choose how they will enter each teams information on the scoreboard at junior representative level and will inform the chairperson of their decision prior to the game commencing.

The Game Clock will start

- In the Jump to commence the game when the ball is legally tapped.
- From out of bounds when the ball touches a player on the court
- A missed free throw when the ball first touches a player on the court

The Game Clock will stop

- When the whistle is blown by the referee
- When a basket is scored and the team with inbound possession has requested a time out
- When a successful basket has been scored in the last 2 minutes of the fourth period and any extra period

Team Fouls will be entered for each infraction reported by the Referee up to and including the 5th team foul (bonus situation). Team fouls are not reset if there is an extra period (overtime [OT]).

Wait for the Scorer to call the score or the number of team fouls and call back to them as a verbal confirmation that the display matches the information given from the Scoresheet. These verbal communications will be witnessed by the Chairperson and any discrepancies will be detected immediately so that they may be corrected.

Time Outs may be requested by either coach. Once the Referee has indicated that the Time out has been granted it is the responsibility of the Time/Visuals operator to time the 1 minute period informing the Referee by way of the siren once 50 seconds has elapsed. A separate timing device must be used for time outs. Do not use the game clock or the 24

The 24 SECOND OPERATOR - is responsible for the operation of the 24 second device. The 24 second operator must be very attentive and have their fingers near the switch/buttons whilst the clock is running. On an unsuccessful shot the device must be stopped the instant the ball touches the ring and reset once a team gains possession.

Resetting the shot clock

- Whenever a team gains control of a live ball on the playing court

Stopping and resetting the shot clock

- When the referee blows the whistle for a foul, violation or a jumpball resulting in a change of possession
- When an unsuccessful shot for a field goal hits the ring unless the ball lodges on the basket support
- When a shot for goal enters the basket
- When the game is stopped because of the actions of an opponent of the team in control of the ball

Stopping and holding the shot clock (not reset)

When the same team that previously had control is awarded a throw in

- After the ball goes out of bounds
- When a jump ball is called
- Following a double foul
- After a game stoppage due to the team in control
- A cancelation of equal penalties

In U14 Division I, the shotclock will commence when both the player and the ball have entered the front court.

The shot clock will be stopped and switched off when there are fewer than 24 seconds remaining on the game clock in any period

If the device sounds in error, the game continues. Reset the 24 Second clock immediately and start it when a team has control of the ball on the court.

SUBSTITUTIONS - are permitted by either team when:-

- When the Referee blows the whistle and the ball is dead, eg fouls, violations, jump balls, during time outs.
- If a final free throw is successful
- For a fouled out or disqualified player (substitution must occur within 30 seconds)
- When the game is delayed eg an injured player who is being attended to or the floor is being wiped.
- Mid court possession after Technical or Unsportsmanlike foul. Subs can only be called by the non scoring team:-
- After any basket scored in the last 2 minutes of the 4th quarter or any extra period
- For a goal tend in the last 2 minutes of the 4th quarter or any extra period

BNSW Scoretable Brochure 2010

Compiled by Basketball NSW Scoretable Committee



This information has been compiled to assist parents to perform Scoretable duties required at representative level.

It is extremely important that every Scoretable Official is competent in each position they are performing and have knowledge of current timing and regulations.

Scoretable Officials are required to assist the Referees in the smooth running of the game.

Basketball Equipment
Size 6 - U12 to U18 Women & U14 Men
Size 7 - U16 to U18 Men

Correctness - Concentration - Communication - Cooperation

Basketball NSW
117-119 Queen St. North Strathfield NSW 2137
P O Box 198, Sydney Markets NSW 2129

Phone: 02 8765 8555
Fax: 02 8765 8588
www.nswbasketball.net.au

The CHAIRPERSON - is responsible for the smooth operation of the Scoretable. It is important that the Chairperson has good communication with all other Officials and is the most knowledgeable person on the table.

The Chairperson is responsible for:-

- Obtaining the 'starting five', team captain - CAP, anyone wearing contact lenses - CL and the Coach's signature for each team prior to the game commencing.
- Changing the Possession Arrow.
- Observing successful points scored and relaying the information (team & player) number to the Scorer.
- Receiving requests for Substitutions from players & Time Outs from Coaches
- Acknowledge fouls reported by the Referees and relaying the information to the Scorer.
- Signal to the Referee at an appropriate time when a substitution or time out is to be granted.
- Notify the Referee if a player has 5 personal fouls and display the 5 foul bat
- Notify the Referee if any player has 2 Unsportsmanlike Fouls
- Periodically check that the Scoresheet and Scoreboard coincide.
- Observe that the Time Clock and the 24 Second Clock are operating correctly, prompting the operators where necessary.
- Notify the Referees should any problems arise.
- Fill in the summary sheet at the intervals of play - never during the game.
- Ensure that the summary sheet and the scoresheet are completed and sign the scoresheet at the end of the game.
- You may use a Chairperson sheet but this should not interfere with the smooth operation of your duties. All information will be obtained from the Scoresheet if required for Referees or Coaches.

POSSESSION ARROW



The possession arrow points in the direction of play for the team entitled to the next possession when a jump ball situation occurs, eg held ball, unknown out of bounds, ball lodges between ring and backboard, start of any period including extra periods.

At the end of the second quarter the arrow will be changed in front of the Referees as teams exchange baskets for the second half.

The Possession Arrow is changed after the ball has been passed in following a Jump Ball situation or if the team with possession violates the out of bounds. If a foul is called before the ball is inbounded the Possession Arrow does not change.

The SCORER - will complete the official Scoresheet.

The Scorer is responsible for:-

- Recording all successful baskets scored and calling the score (of the scoring team only) to the Visuals Operator.
- Recording all Personal Fouls and Team Fouls and calling these to the Visuals Operator, eg 3rd personal 2nd team.
- Displaying the appropriate foul bat for personal fouls eg 1,2,3 or 4
- Immediately informing the Chairperson if a player has committed their 5th Personal Foul or 2nd Unsportsmanlike Foul
- Recording Coach (bench) fouls and informing the chairperson when the Coach has reached two fouls of his own or three accumulated from his bench
- Recording all Time Outs used in each half for each team and informing the chairperson when a Coach has used all Time Outs available.

SCORING

Write the number of the player who scored next to the total for the team. To mark the score use:-

- ✓ A diagonal line for successful field goals
 - A dot for successful free throws
 - ✓ A diagonal line for successful 3 point shots
- circling the players number ⑩

	A	B
	1	1
8	11	11
	3	• 14
6	• 14	14
	5	5
	6	6
10	7	7
10	• 9	9
9	• 10	10
	10	10
	35	• 10
10	36	• 11
	37	37
8	38	38
	39	39
	40	40

At the end of each quarter or extra period underline the score and the last scorer for each team and circle the last score for the period.

At the end of the game underline the score and the last scorer with two horizontal lines for each team and circle the last score for the period.

Draw a diagonal line through the remaining unused scores in the column.

Finally complete the results of the game including the name of the winning team then sign the Scoresheet. At this time the Summary Sheet will also be completed with the assistance of the Chairperson.



TIME OUTS

Enter the 'minute of the game' when Time Out was awarded eg if the Time Out was awarded at 6.21 enter 4 in the appropriate box for 10 minute quarters or 2 for 8 minute quarters

Time Out taken →

4

 ← Unused Time Outs

The SCORESHEET - will be completed by each Team Manager 10 minutes prior to Tip Off and can be collected from the Court Supervisors office. Fouls, starting 5 etc are recorded as shown below:-

No	Players	1	2	3	4	5
4	A. P rius	(X)	P			
5	B. Calais	X	P	P ₂		
6	C. Liberty	(X)	P	P	U ₂	
7	D. Dodge	(X)	P	F	F	F
8	E. Ford	(X)	P			
9	F. Holden		D	N	P	
10	H. Kingswood	(X)	P	T ₂		
11	I. Honda	X	U ₂	U ₂		
12	K. Monaro					
13	L. Mustang	X	P			

DNF - Did Not Play
Player is outside in uniform

U₂ - Two only
Players cannot resume

Rated off - player not in uniform or not present

All player fouls are recorded as team fouls

A. Brown	Coach	C ₂	B ₂
B. Black	Assistant Coach		

This foul will be awarded to the Coach if an Assistant Coach, bench player or team follower has received a Technical Foul. It is the Coaches responsibility to control the conduct of the players bench.

Coach fouls are not recorded as team fouls

FOUL codes used on the Scoresheet :-

- | | | | |
|----------------|---------------------------------------|----------------|---------------------------------------|
| P | Personal Foul
no free throws | D ₂ | Disqualifying Foul
2 free throws |
| P ₁ | Personal Foul
1 free throw | C ₂ | Coach Technical Foul
2 free throws |
| P ₂ | Personal Foul
2 free throw | B ₂ | Bench Technical Foul
2 free throws |
| U ₂ | Unsportsmanlike Foul
2 free throws | P _c | Personal Foul
penalty cancels |
| T ₂ | Technical Foul
2 free throws | F | Fighting Foul
coming off the bench |

Note: Coaches will select their starting five by placing a cross next to the players names. The scorer will only circle the starting five once the players have entered the court to commence the game. All other players are marked with an X as they enter the game. All U12 players must take the court in each half of the game. The Scoretable is responsible responsible for marking the scoresheet with an X in the appropriate box for each player as they take the court. Teams who fail to play all players in each half may lose the match by forfeit. U12 - No 3 point baskets