

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.

TEAM A on the scoresheet is the Light Team and **TEAM B** on the scoresheet is the Dark Team.

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.
- After 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]).

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 second clock.

The 24 SECOND OPERATOR is responsible for operating 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, reset and started 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 jump ball resulting in a change of possession.
- When an unsuccessful shot for a field goal hits the ring.
- 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, e.g. injury.

Stopping and holding the shot clock (not reset) occurs 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, e.g. injury.
- A cancellation of equal penalties.

In U14 Division I, the shot clock 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 ball lodges on the basketball support the clock is stopped. A jump ball situation occurs.

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, e.g. held ball, ball lodges between ring and backboard, start of any period including extra periods.

At the end of the 2nd quarter the arrow will be changed in front of the Referees as teams change ends for the 2nd 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.

ACT SCORETABLE BROCHURE 2014

Produced by Basketball ACT Scoretable Committee



This brochure has been compiled to assist in performing scoretable duties.

It is important that every scoretable official is competent in each position and knows the current regulations and timing procedures.

Scoretable officials are required to assist the referees in the smooth running of the game.

Basketball Equipment

U12 to U18 Women – Size 6

U12 to U14 Men – Size 6

U16 to U18 Men – Size 7

Basketball ACT

42 Oatley Court Belconnen ACT 2617

All Correspondence:

PO Box 3268 Belconnen DC, ACT 2617

 (02) 6253 3066

 (02) 6253 3060

 Admin@act.basketball.net.au

 www.act.basketball.net.au

 www.facebook.com/BasketballACT

 www.twitter.com/basketballACT

 www.youtube.com/BasketballACT

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 usually 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.
- Acknowledge that the Scoresheet and Scoreboard is correct after each score and foul.
- 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.

SUBSTITUTIONS are permitted by either team:

- When the Referee blows the whistle and the ball is dead, e.g. fouls, violations, jump balls, during time outs.
- If a final free throw is successful.
- For a fouled out or disqualified player (subs must occur within 30 seconds).
- When the game is delayed, e.g. an injured player who is being attended to or the floor is being wiped.
- At mid court possession after a Technical or Unsportsmanlike foul.

In the last 2 minutes of the 4th quarter or extra time:

- The non-scoring team can have subs after a basket.
- If the non-scoring team have subs, then the scoring team can have subs as well.

The SCORER will complete the official Scoresheet and is responsible for:

- Recording all successful baskets scored and calling the score (of the scoring team only) to the Chairperson.
- Recording all Personal Fouls and Team Fouls and calling these to the Chairperson, e.g. 3rd personal 2nd team.
- Displaying the appropriate foul bat for personal fouls e.g. 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)

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. 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 e.g. 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 Out

	A	B
	1	1
8	/	/
	3	●
6	/	●
	5	5
	6	6
(10)	/	7
10	●	8
9	●	9
	10	(10)
	11	11
	12	12
	13	13
	14	14
	15	15
	16	16
	17	17
	18	18
	19	19
	20	20
	21	21
	22	22
	23	23
	24	24
	25	25
	26	26
	27	27
	28	28
	29	29
	30	30
	31	31
	32	32
	33	33
	34	34
	35	35
	36	36
	37	37
	38	38
	39	39
	40	40

1st quarter
Full time
Unused scores

FOULS

Fouls, starting 5 etc are recorded as shown below:

Players	No	Player in	Fouls					
			1	2	3	4	5	
S. Pepsi	4	x	P	U ₂				
S. Lemon	5							
M. Cola	6	(x)	P	P ₂				
L. Soda	7	(x)	P	F	F	F	F	F
B. Ginger	9	(x)	P					
W. Fanta	10		D	N	P			
D. Lime	11	x						
M. Berry	12	x	U ₂	U ₂				
N. Milk	14	(x)	P	T ₂				
M. Solo	15	(x)	P					

Ruled off - player not in uniform or not present.

DNP - Did Not Play. Player is court-side in uniform but injured.

U2 - Two only. Player cannot resume.

All player fouls are recorded as team fouls

X	X	3	4
---	---	---	---

T. Drinker	Coach	C ₂	B ₂
L. Lunch	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 Coach's 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 | D2 Disqualifying Foul
2 free throws |
| P1 Personal Foul
1 free throw | C2 Coach Technical Foul
2 free throws |
| P2 Personal Foul
2 free throws | B2 Bench Technical Foul
2 free throws |
| U2 Unsportsmanlike Foul
2 free throws | Pc Personal Foul
Penalty cancelled |
| T2 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.

Note: U12 - No 3 point baskets.