

GUIDELINES TO FOLLOW FOR SCORE BENCH PERSONS

Please ensure that an experienced scorebench person is placed on bench with your in-experienced scorebench person to ensure that they can learn the correct guidelines for scoretable and this also ensures that correct procedures are followed during the game. If at any time during the game there are concerns in relation to the scoretable please go and see the Court Controller and advise them of the problem.

The Game

- 10 minutes a quarter.
- Clock does **NOT** stop at anytime during the game, this includes time outs.
- Clock will only stop in the last **1 minute** on the referees whistle if the score difference is 10 or under.

Score sheet

- Please start the score sheet in red
1st and 3rd quarter in red
2nd and 4th quarter in blue/black

Time Outs

- A coach can call a time out.
- Time outs will be for 1 minute; this must be timed by a bench person. The referees must be told at 50 seconds that there is 10 seconds left of the time out. This is done by the siren and signalling 10 fingers.
- A time out can be called on any whistle, when the opposing team scores or after a successful free throw.
- One timeout per quarter for each team.
- A timeout cannot be called once the game clock is UNDER 2 minutes. Except in the last quarter if the score is within 10 points.

Subs

- All players **MUST** approach the bench to call a sub.
- A sub can be called on any whistle.

Jump Ball/Arrow

- The direction arrow **MUST** be turned at each jump ball and the start of each quarter
- At the start of the game, the arrow will point to which ever team loses the jump ball.

Fouls

- 5 fouls allowed per player.
- On the 5th team foul players awarded 2 free shots, let referee know by siren.

THE SCORE SHEET

Scoring

	1	1	
15	2	2	
	3	3	
	4	4	
7	5	5	
20	•	6	
	7	7	

When marking a score – place a diagonal line through the running score and place the number of the scorer beside this score only. When noting a foul shot – place a dot over each of the numbers for scored foul shots ie. If only one foul shot scored only one dot if two foul shots scored there should be two dots running after each other.

Fouls

Personal fouls are recorded beside the player's number

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and in the team foul boxes.

X

Team Fouls

Team fouls are recorded in the boxes below the teams' name.

1 st Quarter	X	X	X	X
2 nd Quarter	X	X		

At the end of each quarter place parallel lines = in unused team fouls boxes.

Time outs

Time outs are recorded in the boxes below the team's name. One set of boxes per half. An X indicates a time out has been taken.

1 st Half	X	
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2 nd Half	X	X	X
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At the end of each half or extra period, place parallel lines = in any unused time-outs.

At the end of each quarter

- Draw a thick line underlining both the score and the number of the player who scored those points.
- Enter the score of that quarter in the designated box at the bottom of the scoresheet.
- Draw a vertical line at the end of the player's fouls.