



FIBA Oceania
Level 1
Scoretable Officials
Workbook

2007 Version

INTRODUCTION

The FIBA Oceania Level 1 Scoretable Workbook contains all the information that is required for the successful completion of the course. The level 1 course is the minimum requirement for officials to complete if they are working benches on the South Pacific Games, Oceania Youth Tournament and the Oceania Senior Tournament.

The examination is an open-book exam, with the participants encouraged to use the rule book to ensure the correctness of their answers.

Participants will learn to understand the roles and responsibilities of:

- The Chairperson
- The Scorer
- The Assistant Scorer
- The Timekeeper
- The 24 second Operator

COURSE TIME:

- Two sessions, each of 4 hours maximum
- Practical sessions as required to monitor and assess performance

MODULES 1 - 5:

MODULE 1:

Introduction to Score tables
Code Of Conduct
Referee Signals

MODULE 3:

Roles of Score table officials
Duties of:
 Chairperson
 Scorer
 Assistant scorer
 Timekeeper
 24 second operator

MODULE 2:

Rule Knowledge
Status of the Ball, Time Outs
Substitutions, Alternating Possession
Pre and Post Game Duties

MODULE 4:

Using the Scoresheet
Summary Sheet
Game simulation practice

MODULE 5:

Workshop & examination

FIBA Oceania Level 1 Scoretable

Try this Quick Quiz!!

NAME: _____

1. How many people sit on an official FIBA scorebench? _____
2. Name these people? _____

3. How do you record a 3 point shot on the scoresheet?
4. Who can stop a game of basketball? _____
5. Can a team be granted a timeout after a successful basket? Explain fully _____

6. If the scoresheet and the visuals are different, which is the official record? _____
7. How and who indicates the starting 5 on the scoresheet: _____

8. When does the 24 second clock start? _____

9. Who is the bench official who communicates with the referees? _____

10. When, and by whom, should the summary sheet be completed? _____

MODULE 1:

At the completion of this module the scoretable official will be able to:

- Understand the competencies required to be a Scoretable Official
- Appreciate
 - Correctness
 - Concentration
 - Communication
 - Co-operation
- Understand the “Code of Conduct” for Scoretable Officials.
- Be able to recognise Referees Signals.

Content:

- Discussion on the 4 C’s of scoretable
- Discussion on the Code of Conduct for scoretable officials
- Explanation and practice of refereeing hand signals

COMPETENCIES FOR SCORETABLE OFFICIALS

The keys to being successful on the Scoretable are:

Correctness	- Rule Knowledge
Concentration	- Personal Ability
Communication	- Team Work
Co-operation	- Professionalism

Without these four key elements, the scoretable will not work. You are an assistant to the referee; and form the ‘third’ team at the game – the officials’ team.

- Scoretable officials must know the official referee signals. It is suggested that hand signals are practised in front of a mirror.
- If the game is in quarters, then the pen colour used in the first quarter is used in the third quarter; and the pen colour used in the second quarter is used in the fourth quarter and any overtime periods.
- Because the timing and game regulations are different for various competition, there should always be a written set of these on the scoretable to ensure correctness.

THE SCORETABLE OFFICIALS' CODE OF CONDUCT

- All Officials should be accredited and, where applicable, registered before being rostered.
- Officials must be in the designate uniform on representative games and above.
- Officials must not barrack from the scoretable, or show reaction to the game situation. They must not offer comments to referees who are officiating.
- No food, drink, mobile phones or pagers must be on the scoretable
- Officials must be at the venue 45 minutes prior to game starting time and at the scoretable at least 30 minutes prior to the commencement of the game.
- It is advisable for all scoretable officials to carry their own set of multi coloured pens.
- Personal foul bats must be used.
- The scoretable shall remain supervised during all intervals. Officials are not to leave the scoretable at half time until the scoresheet and summary sheet is completed. Officials are not to leave the scoretable at full time until the scoresheet and summary sheet has been completed and signed off.
- The chairperson will help the scorer to complete the summary sheet.
- Officials will conduct themselves in a professional manner, they will not volunteer statements to the press and they will not become involved with the behaviour of others. All communications with players, coaches, referees and administrators shall be in a courteous manner.

ACTIVITY:

1. If you were the bench Chairperson, what action would you take in the following situations:

Officials on your bench were cheering/making comments about the refereeing? _____

Officials have lollies and drinks on the score bench? _____

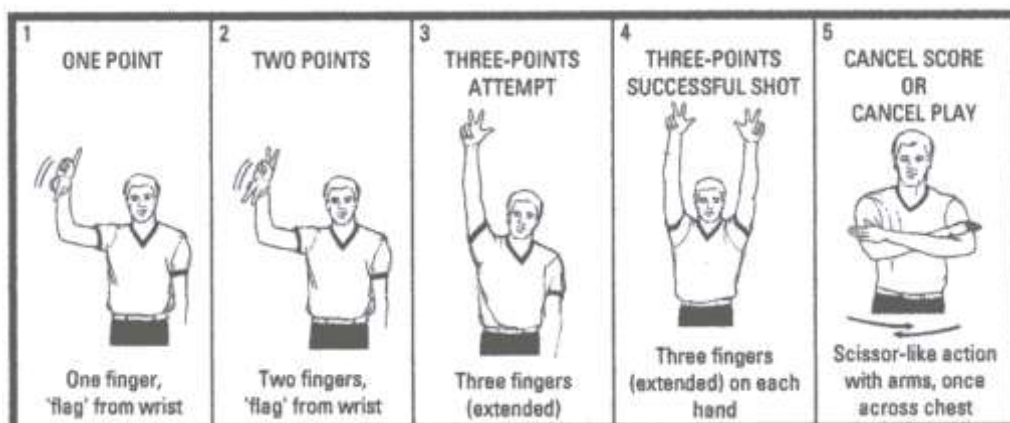
Officials are making errors in their duties? _____

Officials are impolite to players and coaches? _____

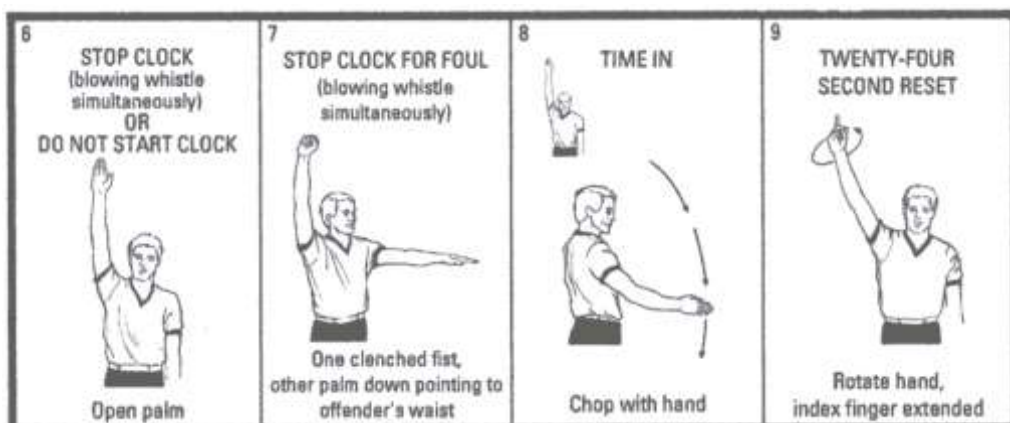
REFEREE SIGNALS

- The hand signals illustrated in these rules are the only official signals.
- It is important that the table officials are also familiar with these signals.

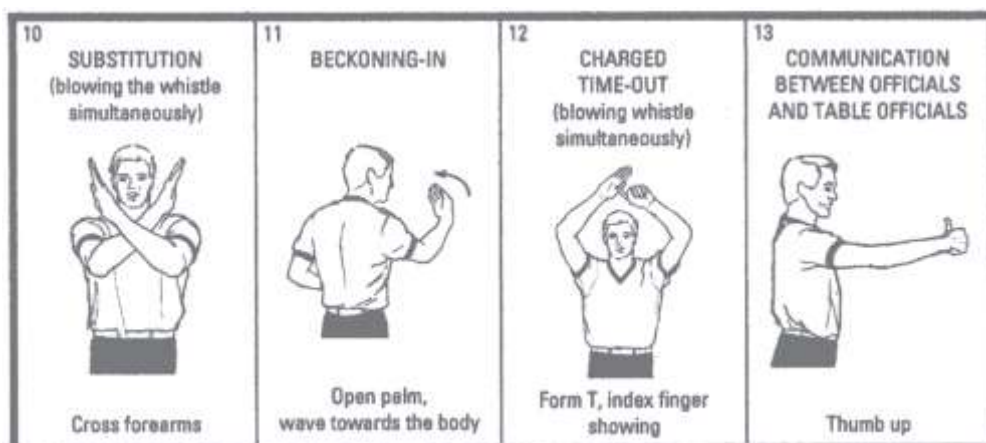
I. SCORING



II. CLOCK-RELATED











III. ADMINISTRATIVE






















IV. TYPE OF VIOLATIONS

<p>14</p> <p>TRAVELLING</p>  <p>Rotate fists</p>	<p>15</p> <p>ILLEGAL DRIBBLE OR DOUBLE DRIBBLING</p>  <p>Patting motion</p>	<p>16</p> <p>CARRYING THE BALL</p>  <p>Half rotation, forward direction</p>	<p>17</p> <p>THREE SECONDS</p>  <p>Arm extended, show 3 fingers</p>
<p>18</p> <p>FIVE SECONDS</p>  <p>Show 5 fingers</p>	<p>19</p> <p>EIGHT SECONDS</p>  <p>Show 8 fingers</p>	<p>20</p> <p>TWENTY-FOUR SECONDS</p>  <p>Fingers touch shoulder</p>	<p>21</p> <p>BALL RETURNED TO BACKCOURT</p>  <p>Wave arm, index finger pointing</p>
<p>22</p> <p>DELIBERATE FOOT BALL</p>  <p>Point finger to the foot</p>	<p>23</p> <p>OUT-OF-BOUNDS AND/OR DIRECTION OF PLAY</p>  <p>Point finger parallel to sidelines</p>	<p>24</p> <p>JUMP BALL SITUATION</p>  <p>Thumbs up followed by point finger in direction of possession arrow</p>	

STEP 1 - NUMBER OF PLAYER

25 No. 4 	26 No. 5 	27 No. 6 	28 No. 7 
29 No. 8 	30 No. 9 	31 No. 10 	32 No. 11 

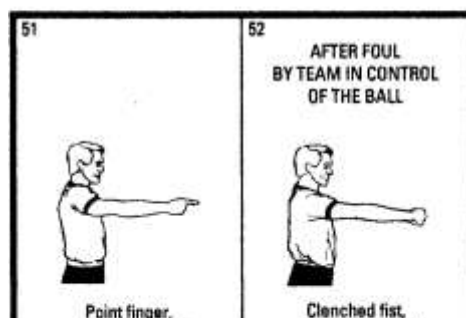
STEP 2 - TYPE OF FOUL

37 ILLEGAL USE OF HANDS   Strike wrist	38 BLOCKING (offence or defence)   Both hands on hips	39 EXCESSIVE SWINGING OF ELBOWS   Swing elbow backwards	40 HOLDING   Grasp wrist downward
41 PUSHING OR CHARGING WITHOUT THE BALL   Imitate push	42 CHARGING WITH THE BALL   Clenched fist, strike open palm	43 BY TEAM IN CONTROL OF THE BALL   Point clenched fist towards basket of offending team	44 DOUBLE   Wave clenched fists
45 TECHNICAL  Form T, palm showing	46 UNSPORTSMANLIKE  Grasp wrist upward	47 DISQUALIFYING  Clenched fists	

STEP 3 - NUMBER OF FREE THROW(S) AWARDED



OR
- DIRECTION OF PLAY



VI. FREE-THROW ADMINISTRATION (2 Steps)

STEP 1 - INSIDE THE RESTRICTED AREA



STEP 2 - OUTSIDE THE RESTRICTED AREA



Diagram 7 Officials' signals

ACTIVITY:

With a partner, practice each of these referee signals – check with the signals shown in the workbook to ensure correctness:

- a. Three point attempt
- b. Three point successful
- c. Time In
- d. Charged Time Out
- e. Substitution
- f. Communication between refs and bench officials
- g. Illegal dribble
- h. Jump ball situation
- i. Direction of possession arrow following jump ball call
- j. Deliberate foot ball
- k. Player number 5
- l. Player number 7
- m. Player number 14
- n. Player number 33
- o. Illegal use of hands
- p. Charging foul
- q. Holding foul
- r. Technical foul
- s. Unsportsmanlike foul
- t. Disqualifying foul
- u. Two free throws awarded

MODULE 1.2:

At the completion of this module the scoretable official will be able to:

- Have a good basic understanding of the Rules of Basketball
- Understand the pre and post-game requirements of scoretable officials.

Content:

List & discuss the rules pertaining to the scoretable.

- Articles to be known by scoretable officials
- Status of the ball – alive/dead
- Charged time-outs
- Substitutions
- Alternating possession
- Pre-game duties
- Post-game duties

ARTICLES TO BE KNOWN BY SCORETABLE OFFICIALS

Article 1. Definitions	Article 3. Technical Equipment	Article 4. Teams	Article 5. Players Injury
Article 6. Captains: Duties and Powers	Article 7. Coaches: Duties and Powers	Article 8. Playing time, tied scores, extra periods	Article 9. Beginning of Game
Article 10. Status of Ball	Article 12. Jump Ball	Article 14. Control of Ball	Article 16. Goal – When made and value
Article 17 Throw-in	Article 18. Charged Time-out	Article 19. Substitutions	Article 20. Game lost by Forfeit
Article 21. Game lost by default	Article 22. Violations	Article 29. Twenty-four seconds	Article 31. Goal tending ball interference
Article 32. Fouls	Article 34. Personal Fouls	Article 35. Double Fouls	Article 36. Unsportsmanlike Fouls
Article 37. Disqualifying Fouls	Article 38. Technical Fouls	Article 39. Fighting	Article 40. Five Fouls by a Player
Article 41. Team Fouls – Penalty Rule	Article 42. Fouls in Special Situations	Article 43. Free Throws	Article 44. Correctable Errors
Article 45. Table Officials and Commissioner	Article 46. Referees: Duties and Powers	Article 47. Officials: Time and Place for Decisions	Article 48. Scorer & Assistant Scorer: Duties
Article 49. Timekeeper: Duties	Article 50. 24-Second Operator: Duties		

STATUS OF THE BALL Article 19

This rule affects throws-ins, substitutions, time-outs, free throws, jump balls and correctable errors. It is important that scoretable officials pay careful attention to the status of the ball before sounding the horn to gain the attention of the floor officials.

Ball Becomes Live (Article 10.2):

The ball becomes live when:

- During the jump ball, the ball is legally tapped by a jumper.
- During a free throw, the ball is at the disposal of the free throw shooter.
- During a throw-in, the ball is at the disposal of a player for the throw-in.

Ball Becomes Dead (Article 10.3):

The ball becomes dead when:

- An Official blows his whistle.
- Any field goal or free throw is made.
- The game clock signal sounds for the end of the period.
- The 24-Second Operator's signal is sounded while a team is in control of the ball.

CHARGED TIME-OUT Article 18

Time-outs may be granted:

- On any whistle.
- For the non-scoring team, if a field goal is scored.
- When the last or only free throw is successful either team may be granted the request for a charged time-out.
- When a free throw is followed by a throw-in at the centre line extended, opposite the scorer's table, either team may be granted the request for a charged time-out.

A time-out opportunity **begins** when:

- The ball becomes dead, the game clock is stopped and the referee has ended his communication with the scoretable.
- For the non-scoring team, if a field goal is scored.

A time-out opportunity **ends** when:

- The ball is at the disposal of a player out of bounds for the throw-in.
- When the last or only free throw is successful, the ball is at the disposal of a player out of bounds for a throw-in.
- When a free throw is followed by a throw-in at the centre line extended, opposite the scorer's table, the opportunity for a charged time-out ends when the ball is at the disposal of a player out of bounds for a throw-in.

Procedure for Time-outs:

- Only a coach or assistant coach has the right to request a charged time-out.
- Each team may be granted two time-outs anytime during the first half; three at any time during the second half and one anytime during each extra period. The chairman should let the coach know when he has used all his time-outs for a half.
- Unused charged time-outs may not be carried over to the next half or extra period.
- There are no restrictions on when the request for a time-out is made. Whenever an official interrupts the game there is a time-out opportunity for both teams
- The Chairperson must inform the Timekeeper that a time-out has been requested.
- Sound the signal to notify the Floor Officials there is a Time-out after the Referee has completed the foul sequence and after any substitution.
- A charged time-out request may be cancelled only before the scorekeepers signal has sounded for such a request.
- If a field goal is scored and the non scoring team has requested a charged time-out, the chairperson shall sound the horn as soon as the ball passes through the basket and the timekeeper shall immediately stop the game clock.
 - **NOTE:** Continue to sound the horn if the referees do not react.
 - **Do not restart the clock.** This also applies to time-outs (out-of-bounds) if the horn was first sounded before the time-out opportunity ends.
- If a time-out is granted during the last two minutes of the fourth quarter or extra period to the non-scoring team or the team that has been awarded the possession of the ball in its own back court, the throw-in at the end of the time out, shall be administered at the centre line extended. The player taking the throw-in shall be entitled to pass the ball to a team mate on any part of the court.
- Time-out for coaches to talk to the referee is requested in the normal manner but indicating the coaches desire to speak to the referee.
- When the Time-out is granted, inform the referee of the Coach's request. It is the referee's decision whether the time-out is charged to the team or not.
- After goal interference time-outs may be charged to the non-scoring team.

ACTIVITY:

The black team requests a timeout. A foul is called on red 5 – holding foul. With a partner, go through the procedure of alerting the referee to the timeout:

SUBSTITUTIONS

Article 19

Substitution opportunity **begins** when:

- The ball becomes dead, the game clock is stopped and the official has ended his communication with the scortable.
- For the non scoring team, when a field goal is scored in the last two minutes of the fourth period or the last two minutes of each extra period.
- When the last or only free throw is successful either team may be granted a substitution. There is no restriction on the number of substitutions that may be affected by either team.
- When a free throw is followed by a throw-in at the centre line extended, opposite the scorer's table, either team may be granted a substitution. There is no restriction on the number of substitutions that may be affected by either team.
- When a violation is called for goal interference the whistle is blown by the officials and the game clock is stopped. This is a substitution opportunity for teams before the ball is thrown in from the baseline after the score. In the last two minutes of the fourth quarter or any extra period only the team with the throw-in is permitted to have a substitution.

Substitution opportunity **ends** when:

- The ball is at the disposal of a player out of bounds for the throw-in.
- When the last or only free throw is successful, the opportunity for a substitution ends when the ball is at the disposal of a player out of bounds for a throw-in.
- When a free throw is followed by a throw-in at the centre line extended, opposite the scorer's table, the opportunity for a substitution ends when the ball is at the disposal of a player out of bounds for a throw-in.

Procedure for Substitutions:

- Scortable Officials are to use commonsense in the application of these rules as there is no sanction for a failure to report. The important factor here is to avoid having players on court that are not eligible to play.
- Only a substitute has the right to request a substitution. The sub shall go to the scorer's table and ask clearly, making the proper signal with his hands or by sitting on the substitution chair. The sub must be ready to play.
- Sound the signal to notify the Floor Officials there is a Substitution after the Referee has completed the foul sequence.
- Requests for a substitution may be cancelled before the signal has sounded for such a request.
- Substitutions shall be completed as quickly as possible.

- It is essential that **all** substitutes report to the Scoretable. This also applies to the substitution of injured, disqualified or fouled out players.
- Ask players for the number of the player they are replacing; however do not insist it be given.
- Substitutes must report to the scoretable during time-outs, during quarter and three quarter time and any interval of play before commencing any extra period. For this purpose **ONLY**, half time is not taken as an interval of play.
- Scoretable officials are to acknowledge all substitutes that report during time-outs and intervals of play.
- In a jump ball, the jumper may **not** be substituted (unless injured, disqualified or fouled out).
- Any number of substitutions may be made at any one time except when substituting the shooter or person in a jump ball.
- Substitutions must wait for permission to enter the court.
- There are no time limits but delays should not be allowed.
- 30 seconds is allowed for the substitution of a player who has committed his fifth personal foul or has been disqualified.
- A player who has become a substitute and a substitute who has become a player cannot respectively re-enter or leave the game until the ball becomes dead again, after a clock-running phase.
- A substitute shall not be permitted to the scoring team when the game clock is stopped following a field goal in the last two minutes of the fourth period and each extra period unless an official has interrupted the game or the non-scoring team has been granted a substitution.

ACTIVITY:

The black team requests a substitution. A shooting foul called on red 5 – 2 shots to 6 black foul. With a partner, go through the procedure of alerting the referee to the substitution.

ALTERNATING POSSESSION

Article 12.4

- Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.

Alternating possession:

Begins when:

- The ball is at the disposal of a player for the throw-in.

Ends when:

- The ball touches or is legally touched by a player on the court.
- The throw-in team commits a violation.
- A live ball lodges on the basket support during a throw-in.

Procedures:

- In all jump ball situations teams will alternate possession of the ball for a throw-in.
- The team that does not gain control of the live ball on the court after the jump ball which began the first period will start the alternating possession.
- The team entitled to the next alternating possession at the end of any period shall start the next period with a throw-in at the centre line extended.
- The team entitled to the possession throw in will be indicated by the possession arrow in the direction of the opponent's basket.
- The direction of the arrow is reversed immediately the alternating possession throw-in ends.
- Under the alternating possession rules, team B is entitled to a throw-in. An official or scorekeeper makes an error and the ball is given to Team A. Once the ball has been touched by a player on court, the error cannot be corrected. Team B does not lose its alternating possession throw-in opportunity as a result of the error and is entitled to possession when the next situation occurs.
- A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in. The arrow will be reversed immediately.
- A foul by either team before the beginning of a period other than the first period, or during the alternating possession throw-in, does not cause the throw-in team to lose the alternating possession throw-in.
- At half time the possession arrow will need to be changed to reflect the change of ends by the teams. The change to the arrow should be made in the presence of the officials when they come to the scortable at the end of the second quarter.

PRE-GAME DUTIES AND RESPONSIBILITIES

For representative games and above, all Scoretable Officials duties commence 30 minutes prior to the commencement of the game; therefore they **must be at the venue 45 minutes prior to the game starting time.**

- All equipment must be checked prior to warm-up
- The Scorer fills in the scoresheet with the names and numbers of all players.
- The names of the coach and assistant coach are also entered onto the Scoresheet.

At Least 10 Minutes Prior To the Commencement of the Game:

- The chairperson takes the scoresheet to the home team coach (first named) and has the coach check that the players are all recorded with their correct numbers.
- The coach then marks the captain (CAP), any player with contact lenses (CL), and the starting five with an X. The coach is then asked to initial the sheet, beside his name, as being correct.
- The chairperson then goes to the visiting coach for the same information.
- As a matter of courtesy the home coach is then shown the starting five for the opposition. No changes can be made without permission of the referee.
- The scorer should check that the players who enter the court at the commencement of the game are the starting five players marked on the scoresheet.

POST-GAME DUTIES AND RESPONSIBILITIES

- At the end of the game all Scoretable Officials must remain at the Scoretable until the Scoresheet has been signed, evaluations if applicable have been completed.
- The Scorer must be given assistance to finish the summary sheet where applicable.

ACTIVITY:

1. **The coach of team A wants to change her starting 5. What is the only reason she can do this?**

2. **What does C.L stand for?** _____

3. **Why does the captain need to be identified?** _____

MODULE 1.3

At the completion of this module the scorable official will be able to:

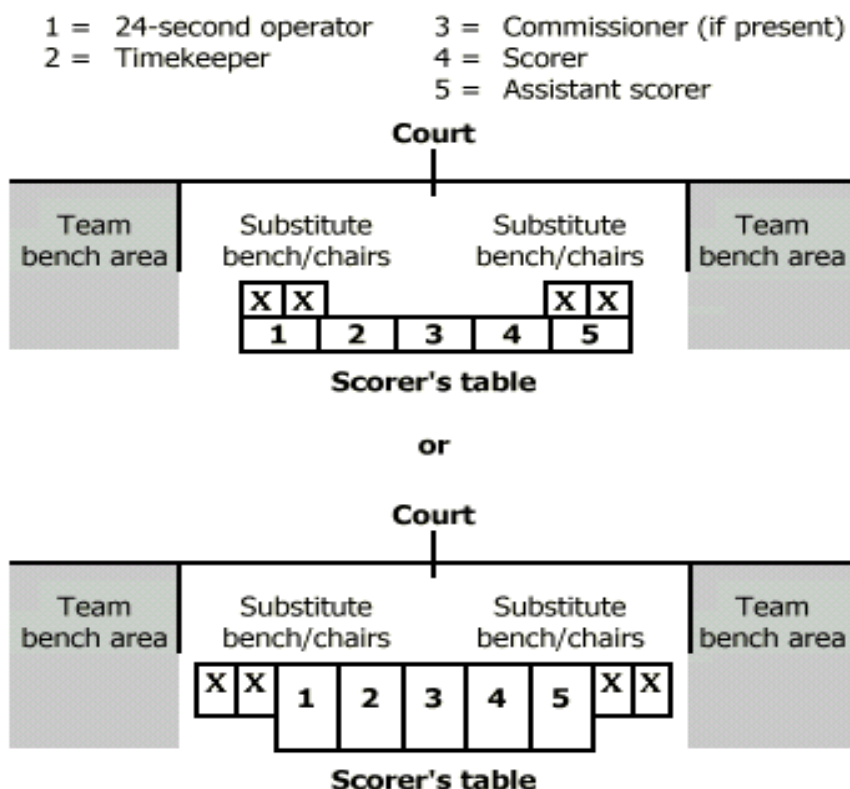
- Understand each of the positions on the Scorable and after hands-on-training, be able to pass the evaluations.

Content:

- Seating positions on the scorebench.
- Roles and responsibilities of the chairperson.
- Roles and responsibilities of the scorer.
- Roles and responsibilities of the assistant scorer (visuals operator).
- Roles and responsibilities of the timekeeper.
- Roles and responsibilities of the 24 second operator.

SEATING POSITIONS ON THE SCOREBENCH

- It is most important that the scorable officials sit in the designated positions to ensure smooth communication.
- The chairperson (or commissioner in this diagram) should always sit in the centre of the bench, and should wear a different coloured shirt to the rest of the bench. This allows the referees, players and coaches to easily identify the chairperson.



THE CHAIRPERSON

- Responsible for communicating with the Floor Officials
- Responsible for communication on the Scoretable
- Ensure fouls and scores are recorded
- Administer Subs and Charged time-outs
- Set the Alternating Possession Indicator as per the Basketball Rules

Communication:

Chairperson to Floor Officials:

Fouls:

- Indicate if a basket is counted or cancelled (after the referee has indicated to bench)
- Give the number of the player who committed the foul (after the referee has indicated to bench)
- Indicate the number of free throws awarded (if applicable)

The order for calls will be:

- Points count to Colour/ Number.....or cancel as the case may be.
- Foul is on Colour/Number
- One shot to come.
- Sound signal.
- Sub on Colour/number.....signal...Do not indicate the type of foul.

Chairperson to Scorer:

- Foul – Colour – Player number – (shooter – free throws)
- Points scored – Colour – Player number

SCORER Article 48

- Pre Game Duties:
 - Fill in the scoresheet
 - Blank name spaces are ruled through.
- At least 10 minutes prior to the commencement of the game the coaches of both teams (home coach followed by visiting coach) are asked to check and sign the scoresheet. Coaches must check player's names and numbers, mark the starting five (x), captain (CAP) and any player with contact lenses (CL). If a chairperson is rostered then they will take on this duty.
- Use two different colour pens, one for the first and third period and one for the second and fourth period.

- Indicate when a player enters the game for the first time by placing a cross against his name in the team list.
- Use personal foul markers (foul bats) to indicate player fouls. The scorer normally performs this, but assistance can be given by the assistant scorer.
- Use the team foul indicators (bonus lights) to show when a team has reached 4 team fouls in each period. If a chairperson is rostered, then they will take on this duty

Communication:

1. Scorer to Chairperson:

- When a player has been charged with two unsportsmanlike fouls
- A player has five fouls.
- A team has 4 fouls in a period.
- A coach has used his time-outs for a half.
- There are any discrepancies.
- When a coach has been charged with two personal technical fouls (C2) or three bench technical fouls.

2. Scorer to Assistant scorer:

- Call the running scores as per the Scoresheet
- Call the fouls to the Assistant Scorer eg: 1st personal 2nd team.
- At time outs and intervals of play check scoresheet to visual board.

ASSISTANT SCORER **Article 48**

To give an accurate score of the game for players, coaches and spectators.

- Communicate with Scorer to ensure accuracy
- Call scores to scorer (repeat scores or yes)
- Call fouls to scorer (1st personal 2nd team or yes.)
- Change the visual board in the following order:
 - Team Score; Player Foul; Team Foul; Player Score
- Watch for requests for time-out and substitutions.
- Assist with display of personal foul bats if required.

Communication

Assistant Scorer to Scorer:

- Reply to information given by Scorer (repeat scores & fouls)

TIMEKEEPER

Article 49

- Use pre game to check clock.
- Accurately measure playing time, time-outs and intervals of play.
- Stop and start the clock as per the rule book or local Association by-laws.

Clock stops:

- On all whistles.
- During free throws.
- Time-out is requested and opponent scores a field basket. The clock is not stopped when a basket is scored (except when a time-out is requested).
- When a field goal is scored in the last two minutes of the fourth period and in the last two minutes of any extra period.

Clock Starts:

- During a jump ball when ball is legally tapped by a jumper.
- Out of bounds when the ball touches or is touched by player on court.
- After free throws;
 - Successful - same as out of bounds
 - Unsuccessful - touches a player on the court, e.g. rebounder.
- Be aware of the rules relating to playing time for the competition at hand. As there are many local variations, it is best to check.
- If a time-out has been requested before, as or after a shot for goal is made, make sure, if the clock is to be stopped, it is turned off as the ball goes through the ring (make sure it goes through). If the referees do not hear then keep the game clock turned off and continue to sound the signal until they react.

Communication

Timekeeper to Floor Officials:

- Sound signal before the first and third periods at three (3) minutes and again at one minute thirty seconds (90 seconds) remaining until the beginning of the period.
- Sound signal before the second, fourth and each extra period when thirty (30) seconds remain until the beginning of the period.
- Time the time-out. This is done on a stopwatch. Sound signal when 50 seconds of the charged time-out has elapsed & sounding signal when the time-out is ended, 60 seconds.
- Notify the teams and officials at least three minutes before the third period is to start.
- Replacement of players with five fouls or disqualified players is timed – 30 seconds

Timekeeper to 24 second operator:

- Call 10 seconds, then count down aloud the last 5 seconds when a 24 second violation is imminent.

TWENTY- FOUR SECOND OPERATOR

Article 29 & 50

- Operate the 24- second clock as per the rule book.
- Always check the equipment before the game.
- Notify the Floor Officials if the 24-second clock sounds and is not heard by them.
- The first action/reaction of the 24 second operator should always, without exception, be to stop and hold the 24 second clock.
- This clock should have an OFF/ON toggle switch and a reset button, which resets to 24-seconds when pressed.
- The 24-second clock is not started until a player of that team is in control of a live ball on the court.
- When a player gains control of a live ball on the court, the count shall not stop until:
 - A whistle sounds for a foul or violation.
 - A shot for goal strikes the ring or enters the basket.
 - The opponents gain control
- The mere touching of the ball by an opponent does not start a new 24-second period if the same team remains in control of the ball.
- The 24 second clock is stopped, but not reset to 24 when the same team that previously had control is awarded the ball for a throw-in as a result of:
 - A ball having gone out of bounds
 - A player of the same team having been injured.
 - A jump ball situation, which results in the offensive team regaining possession.
 - A double foul.
 - A cancellation of equal penalties against the teams.
- If there is to be a new 24-second period and there is less than 24-seconds remaining on the game clock, the 24-second clock shall not be re-started. If the shot clock has expired, the last 10 seconds of the period must be counted by the 24 second operator by calling 10 and then counting aloud from 5, 4, 3, 2, 1, and 0. The shot clock takes priority if it is still running
- If the ball is knocked out of the hands of a player and no one picks it up the 24-second clock will continue to run.
- A signal by the referee of a circular motion above the head (signal no. 9) means the 24-seconds clock is to be reset.
- Should the team in control of the ball fail to shoot within the 24-seconds a siren shall be sounded.
- When a shot for a field goal is attempted near the end of the 24 second period and the signal sounds while the ball is in the air:

- If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.
- If the ball touches the ring but does not enter the basket, no violation has occurred, the signal shall be disregarded and the game shall continue.
- If the ball hits the backboard (not the ring) or misses the ring, a violation has occurred unless the opponents have gained immediate and clear control of the ball, in which case the signal shall be disregarded and the game shall continue.

Communication

24 second operator to Timekeeper:

- If the shot clock has expired, the last 10 seconds of the period must be counted by the 24 second operator by calling 10 and then counting aloud from 5, 4, 3, 2, 1, and 0. The shot clock takes priority if it is still running

ACTIVITY:

1. What are the basic roles of the chairperson?

2. What are the basic roles of the scorer?

3. What are the basic roles of the assistant scorer?

4. What are the basic roles of the timekeeper?

5. What are the basic roles of the 24 second operator?

MODULE 1.4

At the completion of this module the scoretable official will be able to:

- Successfully and correctly complete the FIBA Basketball Scoresheet.
- Successfully and correctly complete the summary sheet.

Content:

- Discuss the correct filling out of the scoresheet
- Discuss the correct filling out of the summary sheet
- Discuss the need for all competitions in every Oceania federation to use the FIBA scoresheet in local and representative competition

Using the FIBA Scoresheet

The Scoresheet:

The Scoresheet is the record of the game. Full attention must be given to this throughout the game. The scoresheet records the fouls committed, baskets scored, timeouts taken and player in. The scoresheet is the official record of the game. Scorebench officials must communicate with each other to ensure the scoresheet and the visuals are always the same.

Before the game:

At least 20 minutes before the beginning of the game, the scorer shall prepare the scoresheet

They shall enter:

- The information required at the top of the scoresheet if this has not already been completed. The first team on the draw is team A on the scoresheet, and the second mentioned team on the draw is team B.
- The name of the competition.
- The number of the game.
- The date, the time and the place of the game.
- The names of the referee and umpire(s).
- If this information has already been done for you, the chairperson should check it is correct, and bring any errors to the attention of the competition administrator
- Using the list provided by the coach or his representative, enter the names of the members of each team,
- Players numbers and surname and initials all in UPPERCASE LETTERS.
- Enter the teams coach and assistant coach in UPPERCASE LETTERS.
- If a team presents fewer than twelve players, the scorer shall draw a line through the spaces of the players who are not participating.

Using the FIBA Scoresheet

Pre-Game:

- First named Team is the A team.
- Second named Team is the B team.
- Fill in Date, Time, Court
- Fill in names of Teams, and player's names and numbers – in numerical order.
- Player's name all in upper case.
- If a team presents fewer than 12 players, draw a line through the remaining spaces for the number, name etc.

End of each period:

At the ends of each period, circle ('O') the last score for both teams. Using one thick line underlining both the score and the number of the player who scored those points.

Enter score of that period in the designated box at the bottom of the scoresheet.

Rule a vertical line at the end of player's fouls for the 1st, 2nd and 3rd period.

Place 2 parallel lines = for unused time-outs of each half.

POST-GAME

At the end of the game, circle ("O") the score for both teams using thick lines = underline both the score and the number of the player who scored those points. Draw a diagonal line to the bottom of the column (running score).

Place 2 parallel lines = through unused time-outs and team fouls.

Place 1 line through unused player, coach and assistant coach foul boxes.

Enter the final score and the name of the winning team.

All Scoretable Officials shall print their name in upper case on the scoresheet.

Scoring:

	A	B	
	1	1	
6	2	2	
	3	3	
	4	4	
7	5	5	
8	6	6	
	7	7	

2 Points scored by Number 6.

3 points scored by number 7

1 Free throw made to number 8.

Missed free throws are NOT recorded.

Fouls:

- Personal fouls are recorded beside the player's number & in the Team Foul boxes.

P	Personal Foul – Side Ball
P ₁	Personal Foul – One Free Throw
P ₂	Personal Foul – Two Free Throws
P ₃	Personal Foul – Three Free Throws
T ₂	Technical Foul against a Player – Two free throws and mid court possession.
U	Unsportsmanlike Foul–Number of Free Throws as directed by the referee and mid court possession.
D	Disqualifying Foul – Number of Free Throws as directed by the referee and mid court possession.

***Coach Technical Fouls and Bench Technical Fouls are recorded against the coach and are **NOT Team Fouls**.

B ₂	Bench Technical Foul - Two Free And mid court possession – recorded against the coach.
C ₂	Coach Technical Foul – Two Free Throws and mid court possession – recorded against the coach

Team Fouls are recorded in the boxes below the Teams Name.

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

At the end of each quarter: place 2 parallel lines = in unused team foul boxes

Time-outs:

Time-outs are recorded in the boxes below the team's name. One set of boxes per half and extra time if required. Record the time in the game when the timeout is taken – clock reads 9.35 – 1st minute of play – record "1"

1 st Half	X	=
2 nd Half	X	X

At the end of each half or extra period, unused time-outs shall have 2 parallel lines = drawn inside the boxes.

ACTIVITY: Game Simulation & Summary Sheet

Complete the scoresheet, and then the summary sheet from this game simulation.

Presenters will need to hand out to participants the pre-prepared scoresheet and summary sheets (MS Excel version) to use in completing this exercise.

PLACE: THE HOLLYWOOD STADIUM

DATE: TODAY

TIME: 7.00pm HOURS

REFEREE: STEPHEN SPEILBERG

UMPIRE (1 & 2): MEG RYAN; DEMI MOORE

TEAM 'A'

CARTOONS (GOLD)

- 4 CAPTAIN HOOK
- 5 WILEY ROADRUNNER
- 6 MICKEY MOUSE
- 7 DONALD DUCK
- 8 SYLVESTER CAT
- 9 PRETTY PRECIOUS
- 10 TWEETIE BIRD
- 11 GOOFY GOON (CAP)
- 12 CHICKEN LITTLE
- 13 WILEY COYOTE

COACH: WALT DISNEY

ASST COACH: MEL BLANC

STARTING FIVE: 4, 5, 7, 11, 13

TEAM 'B'

ACTORS (BLACK)

- 4 CLARK GABLE
- 5 ERROL FLYNN
- 6 HUMPHREY BOGART (CL)
- 7 RAYMOND BURR (CAP)
- 8 CARY GRANT
- 9 ROCK HUDSON
- 10 JOHN WAYNE
- 11 MICKEY ROONEY
- 12 YUL BRYNNER
- 13 GEORGE BURNS

COACH: TOM CRUISE

ASST COACH: MEL GIBSON

STARTING FIVE: 4, 6, 7, 8, 9.

START OF GAME

Starting Five

Foul Black 6
2 points Gold 11
2 Points Black 9
2 Points Gold 13
2 points Black 9
Foul Gold13

Foul Black 7

2 Points Black 6
2 Points Gold 11

Foul Gold 11

Foul Black 7

Gold 4, 5, 7, 11, 13

Side Ball

Side Ball

2 shots Gold 7
1pt Gold 7
2nd missed

2 shots Black 4
1pt Black 4
2nd missed

Side Ball

Black 4, 6, 7, 8, 9

1st personal 1st team

2 0

2 2

4 2

4 4

1st personal 1st team

1st personal 2nd team

5 4

5 6

7 6

1st personal 2nd team

7 7

2nd personal 3rd team



Foul Gold 13	Side Ball	2 nd personal 3 rd team
Foul Gold 7	2 shots Black 6	1 st personal 4 th team
	1pt Black 6	7 8
	1pt Black 6	7 9
2 Points Gold 4		9 9
TIME-OUT BLACK	Clock reads 7.35	SCORE 9.....9
2 Points Gold 7	Foul Black 8	11 9
	1 shot to come	1st personal 4 th team
	Sub Black 5 in	
	1pt Gold 7	12 9
2 Points Gold 7		14 9
2 Points Black 4		14 11
2 Points Gold 7		16 11
Foul Black 5	Team control	1 st personal & over
2 points Gold 5		18 11
Foul Gold 4	2 shots Black 5	1 st personal & over
	Both missed	
2 Points Black 5		18 13
2 Points Black 9		18 15
Foul Black 5	2 shots Gold 13	2 nd personal & over
	1pt Gold 13	19 15
	1pt Gold 13	20 15
END OF 1ST QUARTER	SCORE GOLD 20....	BLACK 15
3 Points Black 6		20 18
2 Points Gold 7		22 18
2 Points Gold 7		24 18
Foul Black 5		3 rd personal 1 st team
	Sub Gold 8 in	
	Black 13 in	
2 Points Gold 8		26 18
2 Points Black 13		26 20
2 Points Black 9		26 22
2 Points Gold 11	Foul Black 13	28 22
	1 shot to come	1 st personal 2 nd team
		Sub Gold 6 In
	Black 12 in	
	1pt Gold 11	29 22
Foul Gold 6	Side Ball	1 st personal 1 st team
2 Points Black 9		29 24
2 Points Gold 6		31 24
2 Points Gold 6		33 24
Foul Black 12	2 shots Gold 8	1 st personal 3 rd team

	1pt Gold 8 2 nd miss	34 24
3 Points Black 5 2 Points Gold 8		34 27 36 27
Foul Gold 8	Side Ball	1 st personal 2 nd team
Foul Black 9	2 shots Gold 4 1pt Gold 4 2 nd miss	1 st personal 4 th team 37 27
2 points Gold 6		39 27
END OF 2nd QUARTER		
FIRST HALF...SCORE	GOLD 39	BLACK 27.
2 Points Gold 6 2 Points Black 5		41 27 41 29
Foul Gold 6		2 nd personal 1 st team
2 Points Gold 13	Foul Black 9 1 shot to come 1pt Gold 13	43 29 2 nd personal 1 st team 44 29
2 Points Black 5 Foul Gold 8	Side Ball	44 31 2 nd personal 2 nd team
TIME OUT BLACK	Clock reads 5.25	
2 points Black 9	SCORE GOLD 44 Foul Gold 6 1 shot to come 1pt Black 9	BLACK 31 44 33 3 rd personal 3 rd team 44 34
2 Points Gold 13 2 Points Black 9		46 34 46 36
Foul Black 5	Side Ball	4th personal 2 nd team
Foul Black 13	2 shots Gold 7 Sub Gold 12 in Both missed	2 nd personal 3 rd team
Foul Gold 7	Side Ball	2 nd personal 4 th team
2 Points Black 13		46 38
Foul Gold 12	Team control Sub Black 10 in	1 st personal & over
2 Points Gold 13		48 38
Foul Black 10	Side Ball	1 st personal 4 th team
2 Points Gold 13		50 38

2 Points Black 7	Foul Gold 6	50	40
	1 shot to come	4 th personal & over	
2 Points Gold 12	1pt Black 7	50	41
		52	41
Foul Gold 13	2 shots Black 10 Sub 7 Black in Both missed	3 rd personal & over	
2 Points Gold 6		54	41
2 Points Black 7		54	43
2 Points Black 7		54	45
Foul Black 8	Team control	2 nd personal & over	
3 Points Gold 11		57	45
Foul Black 6	2 shots Gold 11 Both missed	2 nd personal & over	
TIME OUT GOLD	Clock reads 4.25 SCORE GOLD 57 Sub 4 Black in	BLACK 45	
Foul Black 4	2 shots Gold 6 Both missed	1 st personal & over	
2 Points Black 6		57	47
Foul Black 4	2 shots Gold 13 1pt Gold 13 2 nd missed	2 nd personal & over	
		58	47
Foul Black 4	2 shots...Gold 11 1pt Gold 11 1pt Gold 11	3 rd personal & over	
		59	47
		60	47
2 Points Gold 5		62	47
Foul Black 8	2 shots Gold 6 1pt Gold 6 1pt Gold 6	3 rd personal & over	
		63	47
		64	47
END OF 3RD QUARTER	SCORE GOLD 64	BLACK 47	
Foul Gold 7	2 shots Black 6 Both missed	3 rd personal 1 st team	
Foul Black 7	2 shots Gold 13 1pt Gold 13 2 nd missed	3 rd personal 1 st team	
		65	47
2 Points Black 6		65	49
Foul Black 6	2 shots Gold 5 1pt Gold 5 1pt Gold 5	3 rd personal 2 nd team	
		66	49
		67	49

Foul Gold 13	2 shots Black 6 1pt Black 6 1pt Black 6	4 th personal 2 nd team 67 50 67 51
Foul Gold 11	2 shots Black 9 1pt Black 9 1pt Black 9	2 nd personal 3 rd team 67 52 67 53
2 Points Gold 13		69 53
Foul Gold 5	2 shots Black 5 Both miss	1 st personal 4 th team
2 Points Gold 6		71 53
Unsportsmanlike Foul Black 10	2 shots Gold 11 Sub Black 11 in 1pt Gold 11 1pt Gold 11	2 nd personal 3 rd team 72 53 73 53
3 Points Black 11		73 56
Foul Black 11	2 shots Gold 5 1pt Gold 5 1pt Gold 5	1 st personal 4 th team 74 56 75 56
2 points Gold 5		77 56
Unsportsmanlike. Foul Black 10 (2 nd Unsportsmanlike Foul – Black 10 disqualified)	2 shots Gold 8 Sub Black 5 in 1pt Gold 8	& Over Check sheet for correct entry. 78 56
Technical Foul Black Coach	2 shots Gold 5 1pt Gold 5 1pt Gold 5	 79 56 80 56
3 Points Black 6		80 59
2 Points Gold 7		82 59
GAME FINISH SCORE:	GOLD 82	BLACK 59

MODULE 1.5

At the completion and passing of this examination, the scoretable official will be able to:

- Work at any position on the basketball scoretable at a domestic or junior representative game.
- Be eligible to attend the next available Level 2 Scoretable Course after 6 months of regular, practical experience.
- This examination is an open book exam. Participants should use their FIBA rulebook, and this workbook to ensure they know the correct answers to questions.
- Where it is thought appropriate by the presenter, the examination can be used as the study mechanism during the clinics.

**FIBA OCEANIA LEVEL ONE SCORETABLE
THEORY EXAM**

THIS IS AN OPEN BOOK EXAM - THE PASS MARK IS 86%

NAME: _____

ADDRESS _____

TELEPHONE HOME _____

WORK _____

MOBILE _____

EMAIL _____

DATE OF EXAM _____

HOME ASSOCIATION _____

YEAR OF BIRTH (OPTIONAL) _____

RESULT _____

SUPERVISOR'S SIGNATURE _____

NAME _____

**SCORERS AND TIMEKEEPERS
THEORY EXAM - LEVEL 1**

SECTION A: Each question is worth TWO (2) marks

True or False

1. The correct signal by the Scoretable chairperson to acknowledge a three point basket is one arm raised to full height with three fingers extended.
2. The game clock starts on a jump ball when it is legally tapped by a player.
3. The game clock stops for a time-out after a basket as the ball passes through the net.
4. A player is allowed five personal fouls before he must leave the game.
5. If a player receives a technical foul he must leave the court and game.
6. A Coach has 60 seconds to replace a player who has been fouled out of the game.
7. A coach is allowed to make a request for a substitution.
8. A coach is allowed to change his mind on a request for a time-out after the referee has been signalled.
9. A Player from the Red team requests a substitution after the last and successful free throw. This is permitted.
10. When a foul is called, the personal foul is put on the scoreboard first before the team foul.
11. A charged time-out is one minute.
12. The game clock is started when the ball is touched by the first player on court following a throw in from out of bounds.
13. The referee calls a disqualifying foul on Red 4. This is Red 4's third foul, Red 4 may continue in the game.
14. The Red Team may have a substitution following a foul by either team.
15. The alternating possession arrow is changed at half time when the referee comes to the Scoretable at the end of the period.
16. There is a double foul. A foul should be recorded against each player.
17. On the jump ball that begins the 1st period the Red team established control of the live ball on court. The arrow shall point in the direction that the Blue team is shooting.
18. The Scorer should sound the signal at the next dead ball following the discovery of an error, to bring the matter to the referee's attention.
19. A player is injured; the team doctor comes onto the court to attend the player. The injured player must be substituted.
20. An official tosses the ball for the opening jump ball. Immediately after the ball is touched by the jumpers a held ball occurs between Red 5 and Blue 5. Another jump ball is called.

21. When a coach has 2 coach technical fouls they must leave the vicinity of the court.
22. During the jump ball Red 5 commits a violation. The ball is awarded to Blue 6. The alternating arrow shall be set for Red team.
23. The referee calls an unsportsmanlike foul on Red 4 he may continue to play in the game.
24. The ball becomes live for all periods other than the first by a throw in as shown by the alternating possession arrow.
25. If a player accidentally scores in the wrong basket the points are awarded to the court captain of the opposing team.
26. Either team may be granted substitutions on any foul.
27. Red 4 is awarded free throws but cannot take them because of injury and is substituted. The red captain may designate any red player to take the free throws.
28. Once the official enters the circle to administer a jump ball neither team is permitted a time-out.
29. The coach requests a substitution. The score table should tell him to send the player to the Scoretable.
30. During half time, Red 10 and Red 5 are given technical fouls. These fouls count towards team fouls in the second half.
31. A player is considered to have control of the ball when that player is either holding the ball or dribbling the ball.
32. Two important aspects of good team work are communication and concentration.
33. Substitutes legally become players when the referee beckons them onto the court.
34. The Red team requests their first time-out which is granted, after 50 seconds the Blue team requests a time-out. This should be signalled immediately.
35. A playing coach receives a disqualifying foul for rough play. The coach is permitted to stay on the bench and coach the team
36. A player with blood on his singlet may change his number during the game providing he reports it to the referee and the Scorer.
37. On a shot for goal the ball enters the basket but remains in the basket rather than passing through it. This goal shall count.
38. A playing coach is given a technical foul during the warm up for hanging on the ring. The foul is recorded against the coach.
39. Red 5's final free throw is not successful. The game clock shall be started as soon as the ball is touched by a player on court.
40. If the 24-second clock is running and the defence deflects the ball, the 24-second operator must reset the clock to a new 24 seconds.

SECTION B: Each question is worth ONE (1) mark

State the meaning of the referee signal described below and demonstrated by your examiner if required.

41. Two fingers flagged from the wrist.
42. Scissor-like action with arms, once across chest.
43. Both fists rotated around each other.
44. Both hands with thumbs up.
45. Referee shows seven fingers to the Scorer.
46. Index finger forming a "T" in the palm.
47. Arms crossed at forearms.
48. Clenched fist striking open palm.
49. Two fingers pointing to free throw line.
50. Clenched fist, arm raised, whistle blown.

SECTION C: Each question is worth ONE (1) mark.

This section relates to the scoresheet .

You will need to draw the required boxes, and record all the actions for the referee's call.

Example: Mark all team fouls and time-outs

Red 6 shoots a field basket just inside the foul shot line.

6	2
---	---

What would the scoresheet entry be for the following?

51. Before the game started a technical foul was awarded against No 6 Blue for hanging on the ring.
52. No 7 Red takes the shots, the first is good, the second misses.
53. A three point goal is scored by number 10 Red.
54. A time-out is called by Blue Coach
55. A foul is called on Red 10 with two free throws being called.
56. A 2 point shot was made by No 8 Red
57. During the half time break, the Red coach abuses the referee, a technical foul is called.
58. A technical foul is called on player No 5 Red.
59. An unsportsmanlike foul is called on No 8 Blue.
60. A technical foul is called on the Assistant Coach for the blue team.

Name: _____

SECTION A – 2 marks

- | | | | |
|----------|----------|----------|----------|
| 1 _____ | 11 _____ | 21 _____ | 31 _____ |
| 2 _____ | 12 _____ | 22 _____ | 32 _____ |
| 3 _____ | 13 _____ | 23 _____ | 33 _____ |
| 4 _____ | 14 _____ | 24 _____ | 34 _____ |
| 5 _____ | 15 _____ | 25 _____ | 35 _____ |
| 6 _____ | 16 _____ | 26 _____ | 36 _____ |
| 7 _____ | 17 _____ | 27 _____ | 37 _____ |
| 8 _____ | 18 _____ | 28 _____ | 38 _____ |
| 9 _____ | 19 _____ | 29 _____ | 39 _____ |
| 10 _____ | 20 _____ | 30 _____ | 40 _____ |

SECTION B – 1 mark

- 41 _____
- 42 _____
- 43 _____
- 44 _____
- 45 _____
- 46 _____
- 47 _____
- 48 _____
- 49 _____
- 50 _____

SECTION C – 1 mark

51 _____

52 _____

53 _____

54 _____

55 _____

56 _____

57 _____

58 _____

59 _____

60 _____