GENERAL

- ➤ The referee is the controller of the game. Always follow the direction of the referee.
- Starting the Game Clock:
 - o In the jump ball and the ball is legally tapped
 - From out of bounds or a missed free throw, when the ball TOUCHES a player on court.

> Stopping the Game Clock:

- When the whistle is blown by an official
- o After a field goal is scored and the NON scoring team has requested a time out
- When a field goal is scored in the last 2 minutes of the 4th quarter and in the last 2 minutes of any extra period
- o At the end of a quarter or an overtime period

Substitutions

- o Subs are permitted by either team:
 - When an official calls a foul, violation or jump ball.
 - If a final free throw is successful
 - A throw in at centre court following a final free throw
 - During time-outs and during the game stoppages such as floor being wet.
 - Fouled out and disqualified players have 30 seconds to make a substitution.
- Subs can be called by the NON scoring team:
 - After any basket scored in the last 2 minutes of the 4th quarter
 - In the last 2 minutes of any extra time
 - For a goal tend in the last 2 minutes of 4th quarter and last2 minutes of extra time

> Time-Outs:

- o Timeouts are permitted by either team:
- o After an official blows their whistle for any call
- o If a final free throw is successful
- o Before a throw in at the centre court following a final free throw
- o Timeouts to the non-scoring team can be called when any field goal is scored
- The scoring team cannot have a timeout after a basket.
- Two time outs are allowed in the 1st half, 3 in the second half and 1 in each extra period per team.

> Fouls

- o Personal Foul
- o Bench Technical Foul
- o Coach Technical Foul
- o Disqualifying Foul
- Technical Foul
- Unsportsmanlike Foul
- o Fighting
- Penalty for all fouls except Personal Fouls is 2 Free Throws with possession from the half line.
- Team fouls are not reset for extra periods. The last quarter foul counts are carried forward to each and every extra period.

CHAIRPERSON

The chairperson is responsible for the smooth running of the scoretable. The chairperson is responsible for:

- Communicating with the referees
- Communication between the scoretable officials
- Obtaining the starting five from each team and getting each coach to sign the scoresheet before the game starts
- Changing the directional arrow as required
- Calling fouls and baskets to the scorer, providing the player's number and team colour
- Accepting and administering request for substitutions (from players ONLY) and timeouts (from Coaches and Assistant Coaches)
- Sound the horn for substitutions and timeouts only when the ball is dead. If the referee is reporting a foul, wait until that has been completed before signalling the substitute or timeout
- Place the team foul indicators (red lights) on the bench after the 4th team foul in each quarter
- Notify the referee if a player has 5 fouls by displaying the 5th foul bat.
- Observe the team benches should a fight occur to assist the referees in disqualifying players
- Ensure that the summary sheet and the scoresheet is completed, checked and signed at the end of the game by the referees and scoretable staff.

SCORER

The scorer completes the scoresheet & is responsible for:

- > Recording all successful baskets made & calling the score aloud to the person on visuals
- Record all personal, team and coach fouls committed & calling to the person on visuals i.e 3rd personal 2nd team
- ➤ Record timeouts taken record the minute of playing time only i.e. timeout with 4 mins showing on clock is 6 min of playing time in 10 min quarter
- Inform the Chairperson when a player commits 5th foul

24 SECOND SHOT CLOCK OPERATOR

- Operate the 24 second clock as per the rulebook and competition rules. The operator must be very attentive and have their fingers near the switches when the clock is running or about to run.
- On an unsuccessful shot, the device must be STOPPED the instant the ball touches the ring or when, on a shot that does not hit the ring, the opposition gains control of the rebound.
- 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.

> STOP & RESET the 24 second clock to 24 when an:

- Unsuccessful shot for a field goal hits the ring
- When an official blows for a foul, violation or jump ball resulting in change of possession
- When a shot for a field goal enters the basket
- When the game is stopped (in the back court) because of the actions of an opponent of the team in control of the ball

> STOP & RESET the 24 second clock to 14 when:

- A foul or violation is called in the FRONT COURT and the device is displaying 13 seconds or less
- When the game is stopped in the FRONT COURT because of actions of the opponent of the team in control of the ball or the officials and the device is displaying 13 seconds or less

> STOP & HOLD the 24 second clock when:

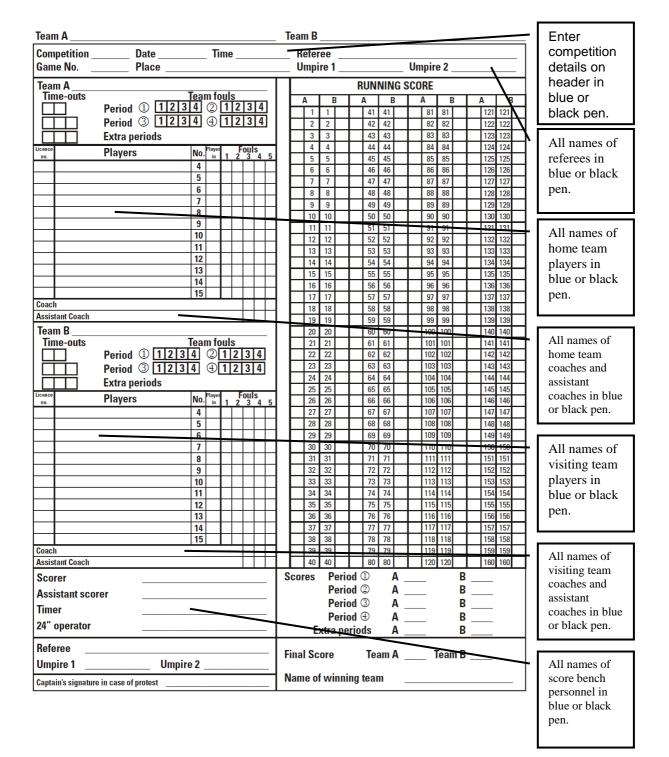
- A foul or violation is called in the front court and the device is displaying 14 seconds or more
- o The same team is awarded the throw-in after the ball goes out of bounds
- When a jump ball situation is called, following a double foul and the team in control
 of the ball the time, is getting the ball back or
- o After a game stoppage due to the team in control of the ball

Restart the 24 Second Clock

- After an unsuccessful shot at basket hits the ring and a player on the court gains control of the ball.
- When a team gains control of the ball and the game clock is running.
- Stop, reset and restart the shot clock for a turnover.
- If the 24 second clock is running and there is a loose ball, the device continues to run until one of the above occurs.

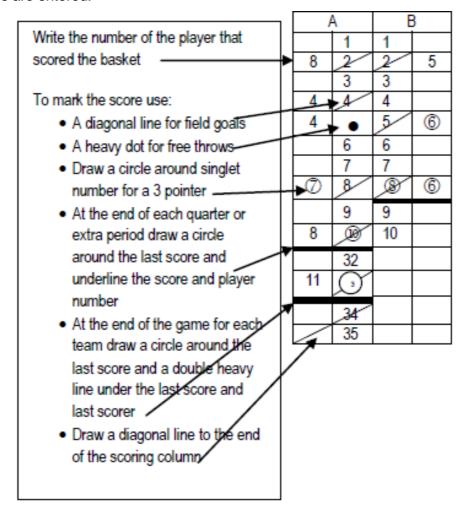
SETTING UP THE SCORESHEET.

- > All names of referees, score bench personnel, players, coaches and assistant coaches are completed in blue or black pen.
- > Enter competition details on header in blue or black pen.
- > Circle the starting five using a RED pen
- Mark all other players with a X when they enter (use the same colour as you are scoring with at the time)



COMPLETING THE SCORE ON THE SCORESHEET.

- Use red pen for first quarter and third quarter only.
- Use blue or black pen for second and fourth quarter.
- Use blue or black pen for all extra periods.
- Scores are entered:

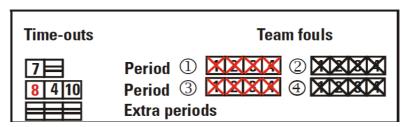


> Fouls

- o P = Personal Foul
- o P1 = Personal Foul with 1 Free Throw penalty
- o P2 = Personal Foul with 2 Free Throws penalty
- o P3 = Personal Foul with 3 Free Throws penalty
- o Pc = Personal Foul with penalty cancelled
- o B2 = Bench Technical Foul
- o C2 = Coach Technical Foul
- o D2= Disqualifying Foul
- o T2 = Technical Foul
- o U2 = Unsportsmanlike Foul
- \circ F = Fighting
- Penalty for all fouls except Personal Fouls is 2 Free Throws with possession from the half line.
- o Bench & Coach fouls DO NOT count as team fouls.
- o Rule off unused foul boxes at the end of game.

P	Name	#	1	2	3	4	5
⊗	Jones. R	4	Р	P ₂			
⊗	Bruce. B	5	P ₃				
X	Wilson. K	6	P ₂	U2			
⊗	Brown. M	7	P ₂	P1	Pc		
_	McKenzie. J	8					
⊗	Turner. R	9	F	F	F	F	F
⊗	Smyth. P	10	D ₂ _				
Coach: Smith. S					C ₂	B ₂	
Asst. (Asst. Coach: Jones. K						

- > Team Fouls and Time Outs
 - Time out boxes are completed with the minute of the game that the time out is called by the referee i.e. 3:15 on game clock, 10 3 = 7, 7 is marked in the next available box in the boxes for the 1^{st} or 2^{nd} half as appropriate.
 - Team fouls are marked as below with a cross through the box.
 Bench and Coach fouls are not marked as team fouls.
 - o Rule of team fouls and time out boxes not used with double lines at the end of each quarter for fouls and the end of each half for time outs.



Write in scorebench personnel at end of game and enter the points scored by each team in each period

Scorer	N. MAIER	Scores Period ⊕ A <u>15</u> B <u>18</u>				
Assistant scorer	O. SABAY R. LEBLANC	Period ② A <u>19</u> B <u>10</u>				
Timer		Period ③ A <u>26</u> B <u>19</u>				
24" operator	K. AUSTIN	Period ④ A <u>16</u> B <u>25</u> Extra periods A <u>/</u> B <u>/</u>				
Referee (Umpire 2 K. Barth	Final Score Team A 76 Team B 72				
Captain's signature in case of protest		Name of winning team <u>HOOPERS</u>				