

## Timekeeper and Visuals Operator

*The Timekeeper is in charge of all timing and all information placed on the scoreboard including:*

- Accurately measuring playing time, time-outs and intervals of play.
- Stops and starts the clock as set out in the competition rules.
- Timing the time-out to ensure only 60 seconds are used.
- Working with the Scorer to ensure accurate score and fouls are issued on the scoreboard.
- Start the game:
  - When the ball is legally tapped.
  - On a restart when the ball touches a player from the pass off.
  - From a missed free throw, when the ball first touches a player on the court.
- Stop the clock when:
  - A referee blows the whistle.
  - A field basket is scored in the last 2 minutes of the 4th quarter and in the last 2 minutes of any extra period.
  - At the end of a quarter or an overtime period.

## 24 Second Shot Clock Operator

*The operator of the 24 second clock must be constantly attentive throughout the entire game. The role of the 24 Second Shot Clock Operator is to:*

- Ensure each 'play' is within the allotted 24 second time frame.
  - Ensure 'play' starts when a player of one team gains control of the ball, or the game has restarted.
  - Ensure 'play' ends when:
    - A shot is made and it either goes in, or touches the hoop.
    - A foul from either team is made.
    - The opposition gains control of the ball.
- In all cases - stop, reset and hold the clock until the game is restarted or a team has gained control of the ball.
- If the ball is 'loose' (not in control by either team) and does not hit the rim of the hoop, the clock continues to run until either a shot is made/hits the hoop or the opposition gains possession of the ball.

## Substitutions

Subs are permitted by either team when a referee has called a foul, violation, jump ball, if free throw is successful, during time-outs and during game stoppages such as the floor being wet.

Subs can only be called by the non-scoring team after the opposition scores a basket or goal tend in the last 2 minutes of the 4th quarter or in the last 2 minutes of any extra period.

## Time-outs

Time-outs are permitted to either team after a referee blows their whistle to stop the game or if a final free throw was successful.

Time-outs to the non-scoring team can only be called when the opposition scores a field goal.

## General Notes

- Please ensure the scorebench is clean and tidy during and after every game.
  - Please ensure when on scorebench you conduct yourself in a professional and unbiased manner.
  - If there are discrepancies with any part of the scoresheet, or scorebench duty, at the earliest game stoppage, ask the referee for advice.
- Scorebench duty is a vital part of basketball. If there are any discrepancies or problems during the game (relating to lining, score sheet or teams), please seek the direction of the floor controller or referee at the first stoppage possible.
- For further information about Basketball in your area, please contact your local association or Basketball New Zealand.



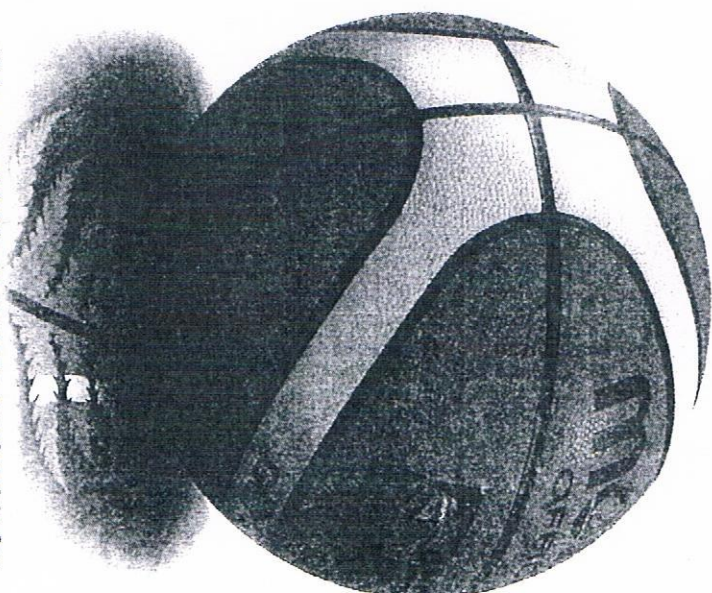
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# SCOREBENCH GUIDE 2008



*This pamphlet is an easy-to-read guide for scorebench officials and includes basic information for all sections of the scorebench.*

[www.basketball.org.nz](http://www.basketball.org.nz)



This pamphlet is a guide to help complete scorebench duty for Basketball New Zealand tournaments. To effectively complete scorebench, there should be four people.

- Caller/Chairperson.
- Scorer.
- Timekeeper.
- Shot Clock Operator.

Please look through this guide for a detailed explanation of these roles.

## Caller/Chairperson

The Caller or Chairperson is responsible for the smooth running of the scorebench. Core responsibilities involve:

- Communication between referees, teams and scorebench.
- Ensuring the scoresheet requirements are complete at the beginning and end of the game.
- Changing direction of the possession arrow as required.
- Calling player colour and number for baskets and fouls to the Scorer as required during the game.
- Administering substitutions and time-outs from teams.
- Sounding the sirens for substitutions and time-outs (only to be done when the ball is dead). If a referee is reporting a foul, please wait until they have finished calling before sounding the horn.
- Placing the team foul indicators on the bench after the 4th team foul.
- Notifying teams and referees how many fouls a player has by displaying the numbers foul baton when a player is fouled.
- Ensure order is maintained during the game at all times.

## Scorer

The Scorer is responsible for the completion of the scoresheet including:

- Recording all successful baskets made and calling the score aloud to the person on scoreboard duty.
- Record all personal, team and coach fouls committed and calling to the person on scoreboard duty.
- Inform the Chairperson when a player commits their 5th foul.
- Record time-outs taken.

## Using the scoresheet

Write the number of the player that scored next to the total for the team.

### To mark the score use:

A diagonal line for field goals.

A heavy dot for free throws scored.

A circle around the number of the player if they score a 3-pointer.

At the end of each quarter or extra period, draw a circle around the last score and number of the last scorer.

At the end of the game, for each team, draw a circle around the last score and a double heavy line under the last score and the number of the last scorer.

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

	A	B
	1	1
	8	2
	3	3
	6	4
	6	5
	6	6
	7	7
	10	8
	9	9
	10	10
	35	35
	36	36
	37	37
	38	38

## Entering names, fouls and time-outs

Mark the starting five with – (X)

Mark all other "players in" entering with – x

Team Fouls: Cross out the team fouls up to 4 per period. Bench and Coach fouls do not count to team fouls.

## Codes to be used on the scoresheet

P – Personal Foul (no free throws)

P<sub>1</sub> – Personal Foul (1 free throw)

P<sub>2</sub> – Personal Foul (2 free throws)

P<sub>3</sub> – Personal Foul (3 free throws)

U<sub>2</sub> – Unsportsmanlike Foul (2 free throws)

T<sub>2</sub> – Technical Foul (2 free throws)

D<sub>2</sub> – Disqualifying Foul (2 free throws)

C<sub>2</sub> – Coach Technical Foul (2 free throws)

B<sub>2</sub> – Bench Foul (2 free throws)

(Bench Foul issued to members of the team other than coach and members playing, includes assistant coach and manager).

P<sub>c</sub> – Personal Foul (Penalty cancels)

Name	No	Player in	1	2	3	4	5
Robert Jones	4	(X)	P <sub>1</sub>				
Neil Smith	6	x	P	U <sub>2</sub>			
Albert Einstein	7	(X)	P <sub>2</sub>	P <sub>1</sub>	P <sub>c</sub>		
Jackie Chan	10						
Tom Shaw	23	x	D	D	D	D	D
Simon Says	34	(X)	P				
Ronald McDonald	41	(X)	P <sub>2</sub>	T <sub>2</sub>	P		
Mark Moore	44	(X)					
Coach: Sean Smith							
Assistant Coach: Kirk Jones							

