

# BASKETBALL RULES FOR BEGINNERS



**2015**

(BNSW would like to acknowledge the invaluable contribution by Alan Caldwell in the creation of this booklet)

**Please not that this booklet is an introduction to the rules of basketball based on FIBA rules. It is not intended to replace the official rule book. Is is essential that every referee obtains a copy of the official FIBA rule book and have a complete understanding of the rules.**  
**Please refer to the relevant rules for the different competitions for variations to these rules. In particular, rules relating to timing regulation, team fouls, time-outs-uniforms**

## **SUMMARY:**

Teams .....	3
Uniforms.....	3
Scoring .....	3
Act of Shooting.....	3
Team Control.....	3
Charged Time-outs.....	4
Substitutions .....	4
Jump Ball.....	4
Jump Ball Situations .....	5
Free Throws.....	5
Free Throw Violations .....	6
Defaults .....	6
Timing Regulations.....	6
VIOLATIONS .....	7
Out of Bounds.....	7
Throw in from Out of Bounds .....	7
Illegal Dribble.....	7
Carried Ball .....	8
Travelling .....	8
Return to Backcourt .....	9
Playing the Ball.....	9
Three Second Rule.....	9
Five Second Rule .....	9
Eight Second Rule .....	9
Twenty Four Second Rule.....	9
FOULS .....	10
Principle of Verticality.....	11
Foul Penalties .....	11
COURT COVERAGE .....	12
The Scoresheet.....	16
OFFICIALS SIGNALS.....	17

## Teams

Teams consist of up to 12 players (most competitions only allow 10 players) and a coach. A team may have an assistant coach. At any time during playing time there are 5 players on the court. The coach may address his/her players during the game provided he/she remains in the team bench area. Only the coach may stand.

## Uniforms

Teams must be in correct uniform. Singlets must be the same colour numbered on the front and back using the numbers 4 to 15. Most competitions allow the numbers 20-25, 30-35, 40-45, 50-55.

Players from the same team may not wear the same number.

Shorts must be of the same colour but not necessarily the same colour as the singlet.

## Scoring

The winner of a game of basketball is determined by the team scoring the greater number of points. If scores are tied at the end of the 4th period, extra period(s) of 5 minutes (time frames may differ) are played until a result is obtained.

Goals from the field score either **2** or **3** points. A 3 point goal is awarded if the ball is released from outside the three point area. The position of the shooter is determined from where the shooter last touched the court before releasing the ball.

Free throws may be awarded to a player resulting from a foul committed by the opposing team. Each successful free throw scores **1** point.

If the ball passes through the basket from below **no** points can be scored and a violation is called.

If a team *accidentally* scores a goal in the wrong basket, the points are awarded to the court captain of the opposing team.

If a team *deliberately* scores a goal in the wrong basket, no points can be scored and the ball is awarded to the opposing team out of bounds opposite the free throw line.

## Act of Shooting

A player is in the act of shooting when the player has started an attempt to score and continues until the ball leaves the player's hand(s). If the shooter is in the air, the act of shooting continues until the player's feet return to the floor.

## Team Control

Team Control occurs when a player of the team is holding or dribbling a live ball or when team-mates are passing the ball. This includes when the ball is at the disposal of a player out of bounds.

Team control ends

- when the ball leaves the hand on a shot.
- The ball becomes dead. (Whistle is blown)
- The other team gains control of the ball.

*A fumble is when a player accidentally loses control of the ball*

## Charged Time-outs

May vary according to the age group playing and the timing of the quarter. In the age groups above and including Under 16, each team is permitted 2 time-outs in the first half, 3 time-outs in the second half and 1 time-out in each period of extra time. The length of a time-out is one (1) minute.

The scorekeeper (or chairman) shall sound his/her signal after 50 seconds has elapsed.

Time-outs are granted after any whistle to stop the play or if an opponent scores a goal or after the last free throw if the ball becomes dead.

*In last 2 min of the game, a time-out awarded to a team in its backcourt the ball is advanced to front the front court, opposite side of the bench.*

*In the last two minutes of the game if no time have been used during the second half by a team, only two are permitted.*

## Substitutions

Requests are made when a substitute (not the coach) goes to the scoretable and asks for a substitution. The substitute should be dressed ready to play.

Substitutions are permitted by either team when the whistle is blown to stop the game or after the last free throw if the ball becomes dead.

After a basket is scored in the last 2 minutes of the last period (or any extra period) only the team who are scored against may initiate a substitution. The other team may then substitute.

A fouled out or disqualified player must be substituted within 30 seconds.

If the game is delayed (approx 15 seconds) to attend to an **injured player** or the player is treated for bleeding, the player must be substituted (unless there are no substitutes left).

During free throws if a request for a substitution is made by either team, this shall be granted if the last or only free throw is successful.

Substitutions are not permitted once the ball becomes live (at disposal of player on free throw line or out of bounds).

## Jump Ball

The game commences with a jump ball at the centre circle. This is the only jump ball in the game.

During a Jump Ball

- The jumpers occupy their half of the circle with one foot close to the line.
- The non-jumpers are entitled to alternating positions around the circle

Or any other position on the court.

The **jumpers** shall **not**

- tap the ball until the ball has reached its highest point.
- touch the court on or over the line until the ball has been legally tapped.
- tap the ball more than twice.
- leave the jump circle until the ball has been legally tapped.
- catch the ball until it has touched a non-jumper, the floor, the basket or the backboard (or referee).

The **non-jumpers** shall **not** enter the circle until the ball has been legally tapped. Any violations of the above shall be called immediately and the ball awarded to the non-offending team at the nearest point out of bounds. If the ball is not tossed straight, the ball touches the floor without being tapped or both teams violate the jump ball, the jump ball shall be retaken.

## Jump Ball Situations

Jump ball situations occur for the following:

- Simultaneous (or unknown) out of bounds
- Ball lodges between the backboard and the ring
- double foul or fouls involving equal penalties (with neither team entitled to possession)
- held ball
- both teams violate a missed last free throw
- game is stopped with neither team in control

In jump ball situations the ball is awarded to a team using the **alternating possession procedure**.

This is indicated by the direction arrow. At the start of the game, the direction arrow is first pointed in the direction of play (towards the opponent's basket) of the team that did not gain control of the ball from the jump ball.

The alternating possession procedure starts when the official places the ball at the disposal of the player and ends when the ball is legally touched on court or the throw-in team commits a violation. The direction arrow is reversed when the throw-in ends. A foul called before the throw-in ends, does not cause the throw-in team to lose the possession arrow.

If at the start of the game a jump ball situation occurs and neither team has had control of the ball, the game shall recommence with a jump ball at the centre circle.

**All other periods commence from out of bounds at midcourt opposite the scoretable.**

**The direction arrow determines possession** *except for a technical foul called during an interval of play.*

## Free Throws

### The shooter [A1]

- takes a position behind the free throw line and in the semi circle.
- does not fake the free throw.
- shoots the ball within 5 seconds.
- ensures that the ball hits the ring or enters the basket.
- does not touch the free throw line or restricted area until the ball hits the ring or it is apparent the ball will miss.

### Players in the rebound positions

- maximum 3 defensive [B1, B2 or B3] and 2 offensive players [A2 and A3] may occupy the rebound positions as shown.
- players may only occupy positions they are entitled to.
- may not enter the restricted area until the ball has left the shooter's hand.

### Other players

- may occupy any other position on the court behind the free throw line extended and outside the 3 point line and remain there until the ball hits the ring.

***Opponents may not disconcert the shooter by waving hands or making noises.***

*If there is no rebound after the last free throw, there is no line up along the free throw lanes.*

## Free Throw Violations

### *During the last or only free throw*

#### if missed

- violation by the shooter or team-mate - *opponent's ball out of bounds free throw line extended.*
- violation by opponent of free throw shooter - *substitute free throw is awarded.*
- violation by both teams - *jump ball situation.*

#### if successful

- violation by the shooter - cancel the basket - *opponent's ball out of bounds free throw line extended.*
- violation by team-mate or opposition - award one point and ignore the violation.

### *During a free throw to be followed by another free throw or further penalty*

#### if successful

- violation by the shooter - cancel the basket and complete the free throws
- violation by team-mate or opposition - award one point and ignore the violation.

## Defaults

A team with less than two players left on the court defaults the game.

If the winning team is ahead at the time, that score is the final result.

If the winning team was not ahead, the result is recorded as **2 - 0**.

## Timing Regulations

**Length of a game:** 4 periods of 10 minutes      Extra Periods: 5 minutes.

**Intervals of play:** 10 min half time, 2 min after first and third period (before extra periods).

**Forfeits:** A team forfeits a game if it does not have 5 players present and ready to play within 15 minutes of the scheduled starting time.  
[the score is recorded 20 to 0 ]

Game Clock • Jump ball      » when the ball is legally tapped.  
**Starts** • Out of bounds      » when the ball touches a player **on** the court.  
• Missed last free throw » when the ball first touches a player on the court.

Game Clock • When the official blows the whistle.  
**Stops** • When a field basket is scored **and** the opposing team has requested a charged time-out.  
• When a field basket is scored in the last 2 min of the 4th (or extra) period.  
• At the end of a period.

## VIOLATIONS

Violations are infractions of the rules. The penalty is the awarding of the ball to an opponent at the nearest point out of bounds, *except directly behind the backboard*, unless otherwise stated.

**Out of Bounds** includes the sidelines and endlines, the floor and objects outside of these lines.

Also includes structures, supports, the back of the backboard, lights and overhangs.

A **player is out of bounds** if he/she contacts any of the above.

The **ball is out of bounds** if it touches any of the above or a player who is out of bounds.

The ball is caused to go out of bounds by the last player to touch the ball before it is out of bounds.

### Throw in from Out of Bounds

Once the ball is at the disposal of the **player out of bounds**, the player

- must release the ball within 5 seconds so that it touches a player on the court.
- must not touch the ball on the court until it has touched another player.
- must not step into the court before releasing the ball.
- must not move laterally more than 1 metre. #
- must not cause the ball to touch out of bounds or enter the basket.  
before touching a player on the court.

*If the distance out of bounds is less than 2 m, all other players on the court must remain at least 1 m from the player out of bounds.*

**Other players** may not have any part of their body over the boundary line (plane).

If an opponent **deliberately** delays the throw-in, a technical foul **may** be called.

**After a field goal or successful last free throw** the ball is put in from behind the endline (except following a technical foul or an unsportsmanlike foul).

The player may move along the endline or pass to a team-mate behind the endline, provided the ball is inbounded under the conditions given on page 4 (except #).

### Illegal Dribble

A dribble is made when a player in control of the ball bounces, throws taps or rolls the ball and touches it again before it touches another player. During a dribble the ball must come in contact with the floor. The dribble ends when the player touches the ball with both hands simultaneously or permits the ball to come to rest in one or both hands.

The following are **not** dribbles: fumbles at the beginning or end of a dribble, successive shots for goal, attempts to gain control of the ball by tapping the ball from another player.

A player may **not** make a second dribble after completing a dribble.

A player may dribble again after a shot is attempted; the ball is batted away by an opponent, a pass or fumble is touched by another player.

## Carried Ball

A player may not allow the ball to come to rest in the hand during a dribble.

## Travelling

### Establishing a Pivot Foot

*A pivot is the movement of one foot while the other (pivot) foot remains at its point of contact.*

When a player receives the ball, he/she is entitled to stop, move, shoot or pass under the following conditions:

- **Player catches the ball with both feet on the floor** - may use either foot as the pivot foot.

- **Player catches the ball while moving or dribbling** may stop as follows:

#### **If one foot is touching the floor:**

- This foot becomes the pivot foot as soon as the other foot touches the floor.

or

- The player may jump off this foot and land simultaneously on both feet.

In this case **neither** foot is the pivot foot.

#### **If both feet are off the floor** and the player lands:

- Simultaneously on both feet then **either foot** is the pivot foot.

or

- On one foot followed by the other then the **first foot** to touch is the pivot foot.

or

- On one foot, jumps and lands simultaneously on both feet.

In this case **neither** foot is the pivot foot.

#### • **Progressing with the Ball**

After coming to a legal stop the player **with a pivot foot**

- must release the ball before lifting the **pivot foot** when commencing a dribble.
- may lift the pivot foot or jump to shoot or pass. The ball must be released before the pivot foot returns to the floor.

After coming to a legal stop the player **without a pivot foot**

- must release the ball before lifting **either foot** when commencing a dribble.
- may lift one or both feet to shoot or pass. The ball must be released before either foot returns to the floor.

**Travelling is any infraction of these conditions.**



## Return to Backcourt

A team with control of the ball in its front court (including out of bounds) may not cause the ball to return to the backcourt. The ball is considered to be in the front court when a three point contacts occurs on a ball carrier situation. The ball returns to the backcourt when it touches a player or the floor on or over the centre line. The violation occurs when a **player of the team in control of the ball** is the **first** to touch the ball in its backcourt after the ball was **last** touched in the frontcourt by the player or a team-mate.

## Playing the Ball

A player shall not **deliberately** play the ball with the foot or the leg.

A player shall not play the ball with closed hand (fist).

On a pass or rebound, a player may not reach through the basket from below and touch the ball.

## Three Second Rule

When a team has control of a live ball **in its front court** and the clock is running, a player must not remain in the opponent's restricted area for more **than three(3) consecutive seconds**.

Allowances must be made for a player who is leaving the restricted area **or** is in the act of shooting (*including a team-mate*) or receives the ball, dribbles in and shoots for goal.

## Five Second Rule

[Closely *Guarded Player*]

A player holding the ball and is **closely guarded** by an opponent must pass, shoot or dribble the ball within five(5) seconds. To be closely guarded, the opponent must be within one (1) metre and actively guarding the player.

## Eight Second Rule

[In *the Backcourt*]

A team in control of a live ball in its backcourt must cause the ball to go into the frontcourt within eight (8) seconds. If the same team retains possession in the backcourt as a result of the ball going out of bounds, a jumpball situation, the game stopped due to an injury to a player of the team in control, a double foul or foul penalties that cancel then the eight(8) second count will continue with the remaining time only. The ball touches the frontcourt when it touches the frontcourt or a player in the frontcourt.

## Twenty Four Second Rule

[Shot *Clock*]

If the twenty four (24) second device is in use, the team in control of the ball on the court must shoot for goal within 24 seconds. The sounding of the 24 second signal when the ball is in flight on a shot shall be ignored if the ball hits the ring *or* enters the basket *or* the opposing team gains immediate control of the ball.

The 24 second clock starts when a team gains control of the ball **on** the court and stops when team control ends (except on a shot for goal).

From out of bounds the 24 second clock is reset unless the **same team retains possession** as a result of the ball going out of bounds, a jumpball situation, a stoppage caused by the team in control of the ball, a double foul or foul penalties that cancel,

If the 24 second signal sounds in error, the 24 second signal shall be ignored. If the game is stopped by this error then the 24 second clock shall be corrected and the team in control of the ball shall be awarded the ball. If neither team had control of the ball, a jumpball situation occurs.

*NB: 14 shot clock rule only applies for senior leagues*

# FOULS

**Personal Foul** is illegal contact on an opponent. Illegal contact occurs when the player responsible for the contact gains an advantage and/or the player contacted is disadvantaged.

**Unsportsmanlike Foul** is a personal foul that is not a legitimate attempt to play the ball or causes excessive contact on an opponent **with** or **without** the ball.  
Breakaway foul  
Last two minutes of the game/Throw in

**Disqualifying Foul** is a flagrant unsportsmanlike foul or if a player receives two unsportsmanlike fouls.

**Technical Foul** involves unsportsmanlike behaviour by a player, coach or substitute.

- disrespectfully addressing officials or ignoring their warnings.
- using abusive or obscene language or gestures.
- delaying the game by preventing the ball from being thrown-in.
- Hanging on the ring (or damaging equipment).
- falling down to fake a foul.

In many circumstances a warning is sufficient unless the action is to gain an unfair advantage, is deliberate or a repetition after a warning.

## Major types of Personal Fouls

<p style="text-align: center;"><b>Holding</b></p> <p>When a player uses his/her Hands, arms or legs to stop the movement of an opponent.</p>	<p style="text-align: center;"><b>Pushing</b></p> <p>when a player forcibly moves or attempts to move an Opponent. This includes body Contact when a player jumps Or reaches from behind.</p>	<p style="text-align: center;"><b>Illegal use of Hand(s)</b></p> <p>when a player uses his/her hand(s) to hit or strike an opponent in an attempt to play the ball. (Hit to head-Contact to the hand)</p>
<p style="text-align: center;"><b>Blocking</b></p> <p>When a player causes contact that impedes the progress of an opponent. This usually occurs when a player fails to gain or maintain a legal guarding position and stops the player with the body or legs. Blocking also includes illegal screens that impede the progress of an opponent. ( see guidelines below )</p>		<p style="text-align: center;"><b>Charging</b></p> <p>When the player with the ball forcibly pushes (or moves) into an opponent who is in a legal guarding position.</p>

**Hand Checking** - a defensive player may not contact an opponent with his/her hands or extended arms to gain an advantage.

A player gains an initial **legal guarding position** on the court by being first to the position, facing the opponent, with both feet on the floor (in a normal stance) without causing contact.

A player may maintain this position by moving backwards or laterally as the opponent moves.

An opponent **with** the ball may be guarded as close as possible without causing contact.

An opponent **without** the ball must be allowed sufficient space to stop or change direction.

The maximum distance for a fast moving player is two normal paces.

## Principle of Verticality

Each player has the right to a position on the floor and the space (cylinder) above him/her.

A player may not leave his/her vertical position (cylinder) and cause contact with an opponent in a legal position.

The cylinder is limited by the palms of the hands to the front, the back of the buttocks to the back and the outside edges of the arms and legs to the sides of a player in **normal basketball stance**.

The hands and arms may be extended in front of the torso no further than the position of the feet. The distance between the feet is proportional to the height of the player

### When judging a charging foul consider the following

- defensive player must establish a initial legal guarding position.
- defensive player may remain stationary, jump vertically, move laterally or backwards to maintain his/her legal guarding position.
- contact must be on the torso (body)

*A defensive player may turn within his/her cylinder to avoid injury.*

**FEET -FIRST-FACING**

## Foul Penalties

When a foul (or a number of fouls) is called, the game is restarted by awarding free throws, awarding the ball to a team out of bounds or using alternating possession (jumpball situation).

Foul on a player in the act of shooting - the goal shall count if successful plus one free throw.  
- if missed - 2 (or 3) free throws are awarded.

Foul on a player **not** in the act of shooting - the ball is awarded to the player or team-mate at the nearest point out of bounds.

### Unsportsmanlike Foul

Act of shooting - a goal scored is awarded, plus one free throw, plus possession at midcourt.  
- shot for goal misses - 2 (or 3) free throws plus possession at midcourt.

**Not** in the act of shooting - 2 free throws plus possession at midcourt.

**Two (2) Unsportsmanlike Foul** the player is Game Disqualified (GD)

### Disqualifying Foul

Same as for unsportsmanlike fouls. In addition the disqualified player or coach shall go to the changeroom or leave the building until the end of the game.

A **coach** that receives 2 technical fouls personally or 3 technical fouls accumulated by himself, assistant coach, substitute or team follower must be disqualified.

### Technical Foul

One (1) free throw plus possession from midcourt opposite the scoretable.

*Exception: A technical foul during the interval of play before the game shall be penalised with one(1) free throws. After the free throws the game shall commence with a jump ball.*

Technical fouls against a coach do not count towards the team fouls for the period.

Player with 2 technical fouls is game disqualified (GD)

Coach with 2 C1 or 3 Technical fouls (B1/C1/B ...) Is game disqualified (GD)

**Four Team Fouls** - After four (4) team fouls in a period, any additional fouls shall be penalised by two (2) free throws unless a greater penalty is involved.

*exception: team control fouls - see below*

Any extra periods are considered a part of the 4th period.

**Team Control Fouls** - are personal fouls committed by the team in control of the ball.  
No points can be scored.  
The penalty for these fouls is awarding the ball to an opponent out of bounds.(except for unsportsmanlike or disqualifying fouls)  
*This also applies to fouls by a team entitled to the ball.*

**Double Foul** - occurs when two players from opposing sides foul each other at approximately the same time. The game is recommenced by awarding the ball out of bounds to the team in control of the ball or entitled to the ball when the double foul was called. If neither team is in control of the ball the game recommences using alternating possession (jumpball situation).  
If a valid field goal is scored the ball is awarded to the opposition from the endline.

**More than one Foul** - If more than one foul is called on one or both teams at approximately the same time or during the stopped clock period that follows, all fouls are recorded. Fouls that involve the same penalty are cancelled and the remaining penalties are administered in the order they occurred. If no penalties remain, the game is recommenced as for a double foul. Once the ball becomes alive on free throws or throw-in, this penalty cannot be used for cancelling other foul penalties.

**Player with Five Fouls** - when notified by the referee the player must leave the court immediately. The substitution must be made within 30 seconds or a time-out may be charged.

## **COURT COVERAGE**

**Sidelines and Endlines** - During the game Lead is responsible for his left sideline and endline while the Trail official is responsible for his left sideline , the half-line and end line.  
An out of bounds call should only be called by the official responsible for that sideline or endline.  
If an official is unsure of who caused the ball to go out of bounds, the other official may help.



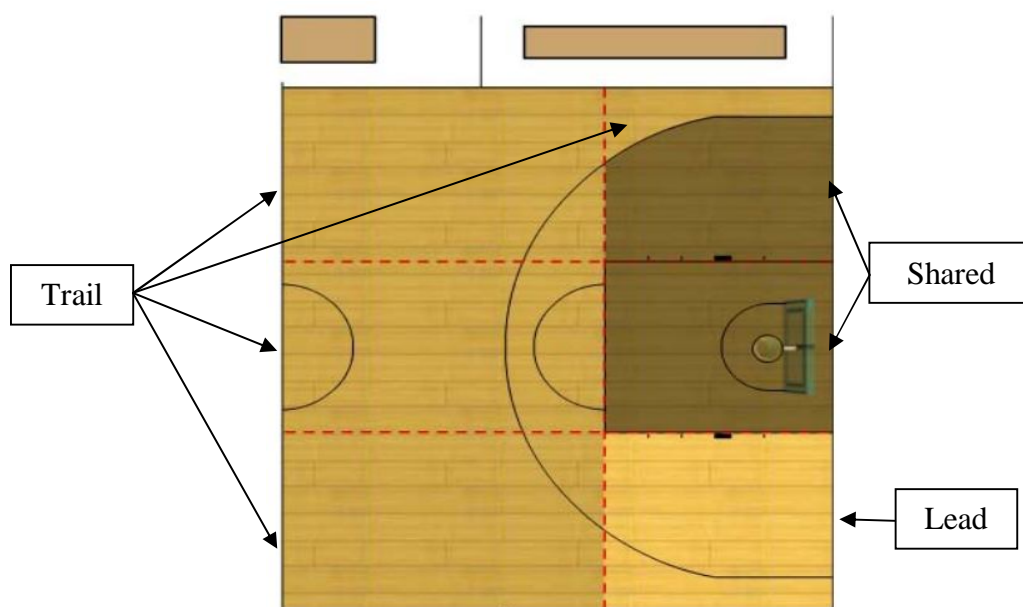
## Lead and Trail Positions

- The official ahead of the play (on the endl ine) is called the **Lead Official**. This official is responsible for watching the activity on and around the ball when the ball is in areas 4 and 5 (and part of 6). At other times the lead official is responsible for watching the other players.
- The official that follows behind the play is called the **Trail Official**. This official is responsible for watching the activity on and around the ball when the ball is in areas 1, 2, 3, 5 and 6. At other times the trail official is responsible for watching the other players. The trail official is also responsible for most of the play in the backcourt.
- When the ball is in area 5 (restricted area) and part of area 6 both officials are responsible for on the ball and off the ball activity. The closer official should make the call.

It is **most important** that the officials

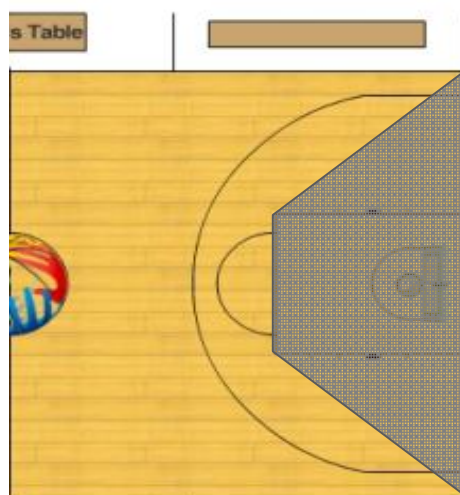
- keep up with play.
- look for spaces between the players.
- know their areas of responsibilities.
- keep moving to obtain the best position.
- keep most of the players between them. ("boxing in" )

The shaded areas below show which official is responsible for watching **ON** the ball.



*If a violation or foul occurs in this shaded area, the ball is inbounded from the endl ine.*

*Except: If a goal / free throw is cancelled, violation of the free throw or an offensive basket interference, the ball is inbounded on the sideline opposite the free throw line*



## Switching on Fouls

The official that calls a foul from Lead become the **new trail official**. The trail official calling a foul does not switch.

## Blowing the Whistle

The whistle should be blown in a short, sharp manner to stop the game. Do not blow the whistle when a goal is scored unless there is a time-out by the opposing team or a foul called.

## Signaling Goals

The trail official is responsible for the awarding of goals using the correct signal.

1 point goal – signal #1, 2 point goal - signal #2, Attempt for 3 point goal -signal #3, 3 point goal scored - signal #4

## Out of Bounds

The nearer official is responsible for **handing** the ball to the player out of bounds. *Do not handle the ball when a goal is scored.*

In some circumstances a bounce pass to the player is permitted.

*Advise the player out of bounds of the time remaining to progress the ball to the frontcourt if the same team receives the ball out of bounds in the backcourt.*

## Jump Balls

At the beginning of the game the referee takes a position outside the centre circle, facing the score table. The referee is responsible for tossing the ball. The umpire takes a position on the sideline on the same side as the score table and is mainly responsible for the calling of violations and will take the lead position. It is important that officials practise tossing the ball for a jump ball. The ball should be thrown up straight and higher than either players can reach when jumping.

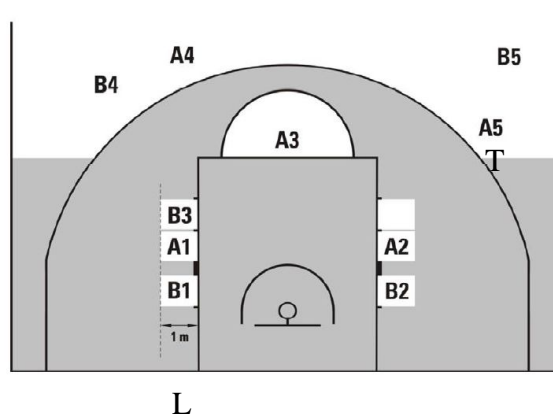
## Free Throws

The positions of the officials are shown on the diagram of the restricted area on page 3.

Official [R1] takes a position at the intersection of the free throw line extended and the 3 point line. Trail (T) is responsible for giving the correct free throw signals and awarding successful free throws. Official (L) is responsible for administering all free throws.

For sets of free throws to be followed by possession or further sets of free throws, players do not line up along the free throw lanes.

Both officials are required to look for violations.





## Calling Violations

On each violation\* the official must give three signals

- Stop the clock (and blow the whistle) [signal #6]
- Reason for the violation [signals #14 - #24] { \* *not required for out of bounds calls* }
- Direction of play.

[If the ball enters the basket (*except on defensive basket interference*) the goal must be cancelled (#5)]

## Calling Fouls

### To the player

- Give the foul signal (and blow the whistle)
- Award or cancel any goal made
- Penalty: direction of play [#23] *or* number of free throws *or* team control signal

### To the Score Table

- Award or Cancel any goal made.
- Team colour and the offending player's number • Reason for the foul
- Penalty { direction of play *or* number of free throws *or* team control signal }

It is essential that the official calling the foul comes clear of the players [6m–8m from the score table] before signalling to the score table. The other official should "freeze" and observe the players before swapping positions if required.

## Time-outs and Substitutions

Whenever a time-out or substitution is requested, the closer official blows the whistle and gives the appropriate signal .

During a time-out officials take a position opposite the scorebench. After a time-out or substitution check that each team has 5 players and recommence the game as soon as possible. In the last 2 minutes of the game, the ball will progress to the front court (advanced position) if the TO was awarded to the team gaining control.

# The Scoresheet

## Completing Names and Recording Fouls, Time-outs

Players' names and numbers are recorded in the spaces provided.

Also include coach's name (& assistant coach).

Fouls are recorded as shown by the table.

1	2	3	4
---	---	---	---

All player fouls are recorded as team fouls

No	Players		1	2	3	4	5
4	A. Prius	⊗	P				
5	B. Calais	X	P	P <sub>2</sub>			
6	C. Liberty	⊗	P	P	U <sub>2</sub>		
7	D. Dodge	⊗	P	F	F	F	F
8	E. Ford	⊗	P				
9	F. Holden		D	N	P		
10	H. Kingswood	⊗	P	T <sub>1</sub>			
11	I. Honda	X	U <sub>2</sub>	U <sub>2</sub>	GD		
12	K. Monaro						
13	L. Mustang	X	P				

P Personal Foul  
no free throws

P<sub>1</sub> Personal Foul  
1 free throws

P<sub>2</sub> Personal Foul  
2 free throws

U<sub>2</sub> Unsportsmanlike Foul  
2 free throws

T<sub>1</sub> Technical Foul  
1 free throw

D<sub>2</sub> Disqualifying Foul  
2 free throws

C<sub>1</sub> Coach Technical Foul  
1 free throw

B<sub>1</sub> Bench Technical Foul  
1 free throw

P<sub>c</sub> Personal Foul  
penalty cancels

F Fighting Foul  
coming off the bench

A. Brown	Coach	C1	B1	
B. Black	Assistant Coach			

## Recording Scores

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

Mark the score 

15
----

 for a field goal (diagonal line)

15
----

 for a free throw (dot)

For a 3 point goal circle the **player's** number.

At the **end of the first three periods** draw a circle around the last score and a horizontal line under the last score and the number of the last player to score.

At the **end of the game** draw a circle around the last score and two horizontal lines under the last score and the number of the last player to score. Draw a diagonal line through the remaining unused scores in the column.

Complete the details at the bottom of the sheet ensuring that the **correct team** is recorded as **winning the game**.

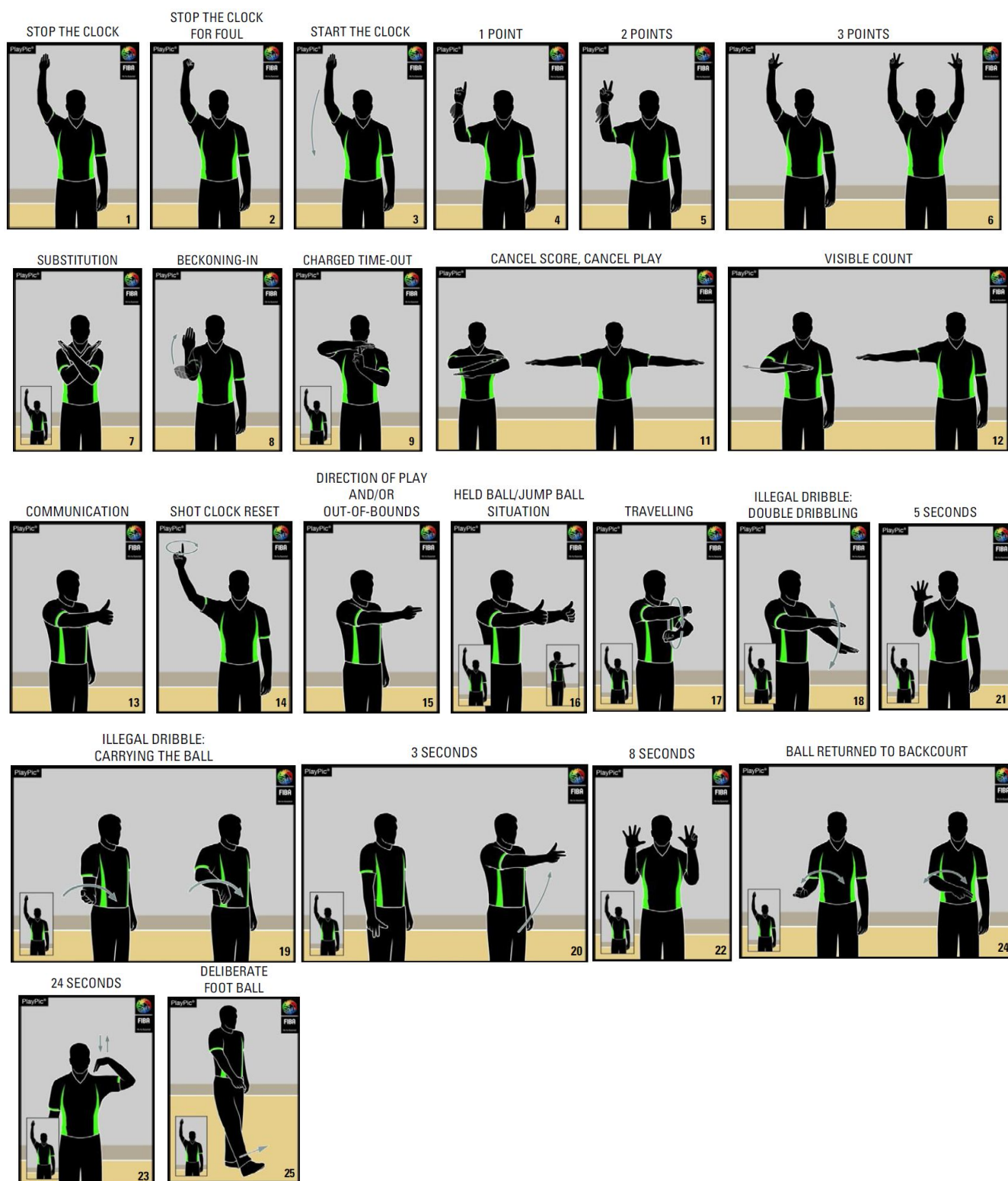
After the scoresheet is complete the umpire signs the sheet and the referee then checks and signs the sheet.

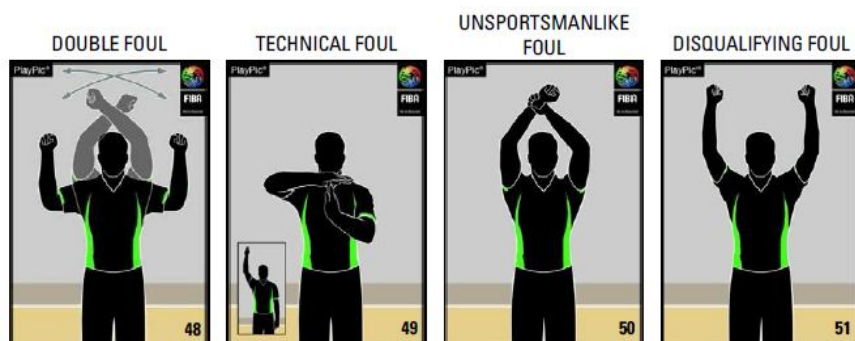
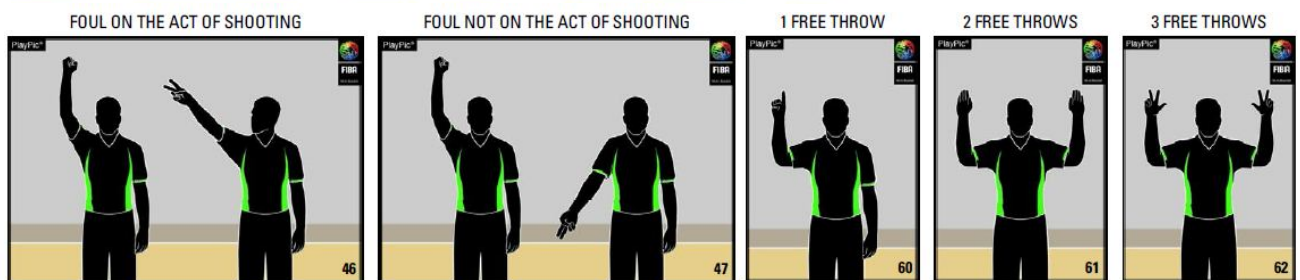
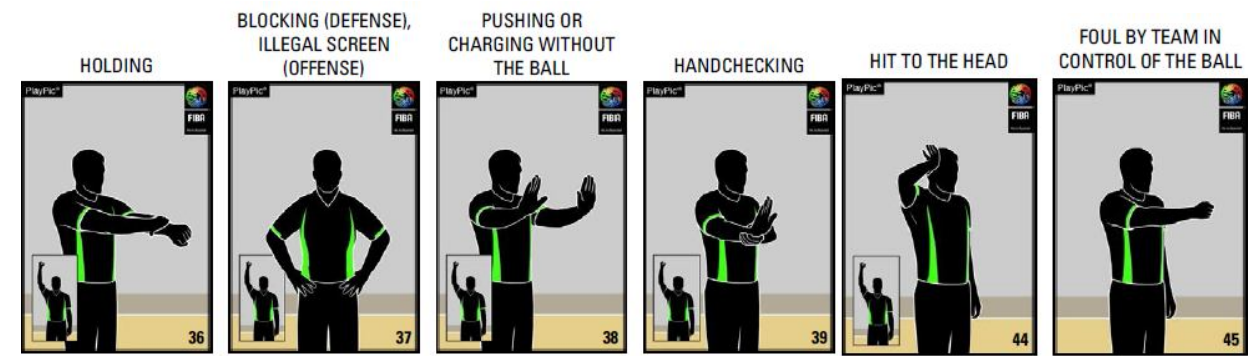
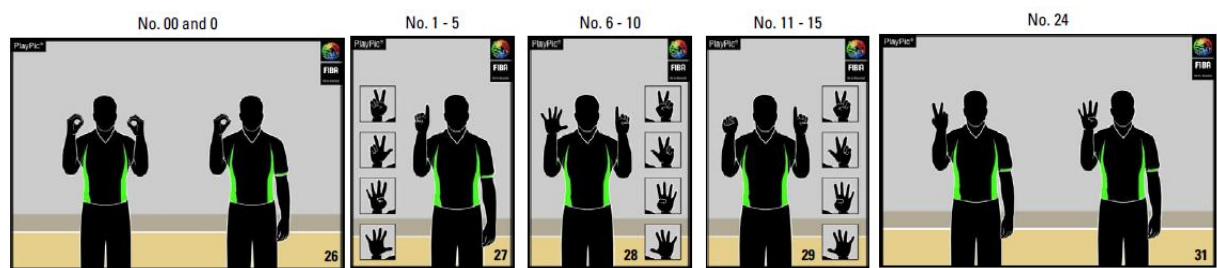
	A	B
	1	1
8	2	2
	3	●
6	4	●
	5	5
	6	6
10	7	7
10	●	8
9	●	9
	10	10
	11	11
	12	12
	13	13
	14	14
	15	15
10	16	16
	17	17
8	18	18
	19	19
	20	20

Scorer	N. MAIER	Scores	Period ①	A 15	B 18
Assistant scorer	O. SABAY		Period ②	A 19	B 10
Timer	R. LEBLANC		Period ③	A 26	B 19
Shot clock operator	K. AUSTIN		Period ④	A 16	B 25
			Extra periods	A /	B /
Referee	M. Walton	Final Score	Team A	76	Team B 72
Umpire 1	G. Cheng	Name of winning team	HOOPERS		
Umpire 2	K. Bartok				
Captain's signature in case of protest					



# OFFICIALS SIGNALS





## NOTES

[illegible]