FIBA TABLE OFFICIALS MANUAL

VERSION 3.0

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This material is created by the FIBA Referee Department.

If you identify an error or a discrepancy in this material,
please notify the FIBA Referee Department at refereeing@fiba.basketball

FOREWORD

FIBA continues its commitment to facilitate and supervise the development of all FIBA family members.

Together with Referees, Referees Instructors and Commissioners, Table Officials are an important part of the Officiating Team family. The role of Table Officials is worldwide crucial in ensuring the smooth running of basketball games.

Modern basketball is constantly evolving in all aspects, in and around the game. Naturally, all the participants must constantly improve their skills and knowledge in order to meet basketball's ever-changing requirements.

The objective of the 3rd edition of the FIBA Table Officials' Manual is to upgrade the practical working tool for table officials, based on the new FIBA Basketball Rules and Interpretations.
Moreover, the content of this Manual has been edited bearing in mind the practical feedback from Table Officials worldwide.

Same as previously, this Manual is intended to serve FIBA Competitions and National level Competitions alike. We hope it will be helpful and useful in your day-to-day basketball officiating activities.

FIBA Referee Department would like to thank everyone for their contribution and would like to encourage table officials to provide profitable feedback in the future.

For any suggestions or if you spot a mistake, please send your comments to refereeing@fiba.basketball .

Thank you for your contribution in striving for excellence in worldwide basketball officiating.

Throughout the Table Officials Manual, all references made to a player, coach, official, etc., in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

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INTRODUCTION

1. INTRODUCTION

Basketball is a constantly evolving sport. Conceived by Mr. Naismith as an indoor school activity played during the winter, is now played in 213 countries. In many of these countries basketball is played at a professional level.

The increasing technical level of teams / leagues must be accompanied by an increase in the technical level of the officiating team (referees and Table Officials), to ensure the smooth running of each game.

An increase in electronic media presence means the work of Table Officials is constantly in the public eye, for example, by showing the running score, the time left to play or for a shot.

This Table Officials Manual aims to standardise, unify, and prepare a high-level table official.

The Manual is based on new technologies and techniques to help beginners and experienced Table Officials. The use of the video clips will provide for a better understanding of these concepts. At the same time, this Manual is intended as a tool to promote the unification of criteria (method of work, communication, performance standards, signals etc.), for the more experienced Table Officials.

The globalisation of basketball requires the creation of this document to standardise the collaborative dynamics of the Game Officials Team (Table Officials and referees), and to prepare high-level Table Officials for the modern game and competitions. This Manual will promote one methodology for Table Officials in all countries, thus minimising any confusion and maximising consistency.

It is important to adopt the same principles that were used to create other FIBA teaching philosophies, for example, the Mechanics for Referees. The goal is that everybody must "speak" the same basketball language and everybody should "perform" in the same way, regardless of their country.

The mechanics and guidance in the Table Officials Manual are to be understood and followed as fundamental principles in ensuring some uniform and consistent criteria for action, whilst adapting to other cases which do not appear in the Manual. Furthermore, the Manual promotes teamwork among the Table Officials as being a key to success, thus requiring all four Table Officials to work as a seamless and effective team.

ONE GAME – ONE LANGUAGE – ONE METHOD – ONE FIBA

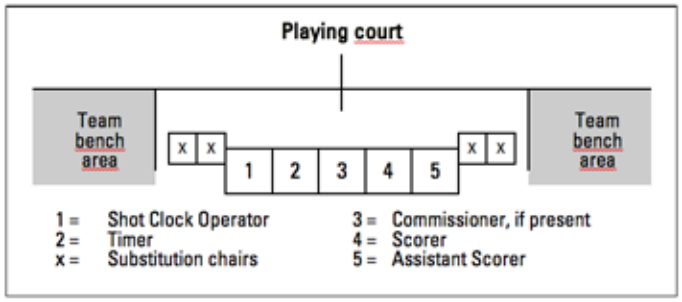
OFFICIALS, TABLE OFFICIALS AND COMMISSIONER

2. OFFICIALS, TABLE OFFICIALS AND COMMISSIONER

2.1 Who are they?

The officials shall be a Crew Chief and 2 Umpires. They shall be assisted by the Table Officials and a Commissioner, if present.

The Table Officials shall be the scorer, an assistant scorer, a timer and a shot clock operator. The Table Officials shall sit at the centre of the table on one side of the court, between the team benches. They are responsible for recording the actions that occur during the game and operating the different electronic devices necessary for the proper management of a basketball game.



The Commissioner shall sit between the scorer and the timer. His primary duty during the game is to supervise the work of the Table Officials and to assist the Crew Chief and Umpires in the smooth running of the game.

- In international FIBA competitions with four Table Officials they will be seated as shown in the photo and diagram on the right.

The Table Officials and their main duties are described below.

Scorer: Recording all actions that occur during the game on the scoresheet.
Timer: Measuring playing time, time-outs and intervals of play.
Shot clock operator: Operating the shot clock and to apply the correct shot clock rules.
Assistant scorer: Operating the scoreboard and to assist the scorer.

In the current game of basketball, the responsibility of the table official has acquired a growing importance in the officiating team. However, it must be remembered that they have no executive powers and only the Crew Chief has the power to make final decisions where necessary. The action of a table official must not put either playing team at a disadvantage. Therefore, he must:

- know the FIBA official rules, interpretations and competition regulations correctly
- have a general technical knowledge of refereeing (referees' mechanics on the court, movements, signalling etc.)
- know exactly what to do in each of the roles indicated above, and in every moment of the game. He should coordinate and help colleagues (be decisive or not procrastinate) so that the table officiating team can act quickly and efficiently
- be a good FIBA representative always.

2.2 Personal attributes

There are other qualities that an excellent table official should have if he is to avoid putting either team at any disadvantage. These qualities will also ensure that Table Officials are a part of the larger officiating team at a game of basketball.

- CONCENTRATION: To successfully perform any task in life, you should be focused and aware of what is happening. Table Officials require a high degree of concentration that must be maintained all through the game.
- CALM AND SELF-CONTROL: It is the only way to rationalise situations and resolve any issues that may happen. An excellent table official shall strive to set aside a domino effect where a whole series of negative and irrational thoughts lead to a decrease in performance, concentration, and of course, enjoyment.
- TEAM WORK: Basketball is a team sport. Only by working as a team can the officiating crew perform at their best for the game. No one in the game can be perfect by themselves; we win and lose together as a team. During the game, we help and support each other. If there are any problems during the game, we work together as a team to solve them – not just one person on their own. We should never say: "that is your job and this is mine", because at any time we may need help from our co-officials. Two eyes are not enough to check what is happening on the court. We must use common sense to make the correct decisions at the correct time, working as a team, for the good of the game.
- ACKNOWLEDGMENT: If the work of the referee is rarely publicly acknowledged, the work of the table official is even less so. The satisfaction of a job well done; the thanks received from our team-mates (other Table Officials and referees); the joy from doing a good job, knowing that each member has contributed to the successful management of the game: this must be enough. Moreover, being a part of the basketball family means that we meet new officiating colleagues, learn from each other and develop long-lasting friendships across many countries. Officiating in basketball is about more than just turning up to a game, doing a job and then going home again.
- MOTIVATION: The very best officials are motivated to do the best job that they can in each game, for the benefit of the players and those watching the game. They are also self-motivated, continually working hard to keep up-to-date with changes and to learn from their officiating partners.
- ASSERTIVENESS: Assertiveness is a communication skill which is defined as the capacity to acknowledge our own rights while respecting the rights of others, without being manipulated or manipulating others, and without ever being aggressive. The key to a friendly but highly professional approach is often to listen properly and to smile.
- EMPATHY: Empathy is the ability to put oneself in someone else's place, emotionally speaking; to imagine how they must be feeling at a particular moment, and to react accordingly. A table official must be able to show empathy, and to understand that in some situations, other people might react in a way that is driven by their emotions. We must not take things personally and we must be professional at all times.
- HUMILITY AND RESPECT: The task of the table official is not the same as that of the referee. It does

not matter how old we are, how much experience we have or how well qualified we are. We all play an equal part in the officiating team. We must never consider ourselves superior or inferior to our co-officials. At the same time, we must have the same respect for our co-officials as we have for all those who participate in the game.

2.3 Behaviour – Code of Conduct

Any person who plays a role within the officiating team must have an ability to relate to their co-officials. There are other groups of people that Table Officials must also be able to relate to. In the context of a basketball game, from the time the Table Officials arrive at the arena until they leave after the game, they will relate to different people as follows:

- FANS AND TEAM MEMBERS: We must be professional and neutral at all times. We should not engage in excessive conversation, especially if someone or a team express a grievance. We must not show, either in our actions or in our conversations, any bias for one group over another. This includes our use of social media.
- PLAYERS AND COACHES: We need to use our empathy in these situations. Coaches and players may be unkind or aggressive towards us, but we must behave professionally about this. We must not be aggressive or threatening in responding to these situations; we must remain calm and focused. Where appropriate, and at the right time, Table Officials should talk to the referee discreetly about any behaviour that concerns them.
- THEIR CO-OFFICIALS: There must be mutual respect, collaboration, a sense of team, and an acceptance of each role that has been assigned. If we need to call the attention of the referees about something that has occurred on or off the court, we should do this discreetly to avoid putting them in a difficult situation.

TABLE OFFICIALS COMMON DUTIES

3. TABLE OFFICIALS COMMON DUTIES

3.1 Nomination

The pre-game begins when a table official receives his nomination to the game. At this time, you should commence your preparation by analysing your journey options to the arena and understanding who will be your team-mates, the importance of the game (age, category, regular season or play-off, etc.), checking and ensuring that you have all the necessary equipment and uniform prepared well before the day you travel.

3.2 Arrival at the venue

It is essential that all Table Officials make their travel arrangements to arrive at their destination in good time. Punctuality is an essential aspect of the officiating team.

- In FIBA competitions, all officials are required to arrive at the arena at least 90 minutes before the game is scheduled to begin.
- You should plan the journey well in advance, anticipating things such as traffic congestion, bad weather conditions and so on. This is especially important if you have not been to the arena before.
- It is important to bring a list with the telephone numbers of your co-officials, to notify them of any unexpected delays.
- On arriving at the venue, you should let the organisers and the Commissioner (if present) know that you have arrived. You should then meet with the rest of the officiating team.

3.3 Dress code

Personal appearance is very important. Table Officials should take care of their image, maintaining a professional appearance in themselves and their work; thus, obtaining respect from all.

Remember that you, like the referees, are a representative on court of your leagues, federations, and country. Your words, your attire and your behaviour will be observed attentively by all participants.

Table Officials should arrive at the venue in smart business clothing and be prepared to change into their table officiating uniform. Table Officials should change at the end of the game and leave the venue in smart business clothing.

It is not acceptable to go to the venues wearing sportswear, shorts and sports shoes. You must take care of your appearance, ensuring you are clean and tidy, including your hair and facial hair.

The Table Officials' uniform should be in good condition, clean and properly ironed.

3.4 Table Officials' meeting

It is important for the Table Officials team to have a talk and prepare properly for the game in a pre-game meeting.
This will form a strong team. It should take place in your designated room and away from other people at the arena.
In the pregame meeting, you should discuss at least the following points:

- Confirmed game start time.
- Recent changes in rules and interpretations.
- Game context: level of difficulty, external and internal factors of the game, situation in the league (regular season, finals, play-offs, etc.). This means officiating all games with equal seriousness, regardless of their status.
- Coordination of the procedures to follow in different critical situations: baskets scored, time-outs, substitutions, end of the quarter/game, change in team in control of the ball, team fouls, alternating possession procedure, etc.
- Special considerations about this arena: location of the game/shot clocks, what to do in special conditions or malfunctions, team benches, when to do a full check of all devices.
- Eye contact.
- Communication methods with the referees and the other Table Officials, including communication in unexpected situations.
- How to solve any problems that might arise.
- Special conditions for the game such as TV time-outs, minute of silence, presentations, tributes, etc.
- Half-time procedure – will the Table Officials leave the table and return to their changing room, or not?

3.5 Pre-game duties

- Identify the Technical Delegate, Commissioner, or court manager of the game (if any).
- Check the table equipment and electronic devices (game clock, shot clock, acoustic signals and electronic scoreboard), and share any unusual features with your co-officials .

- Request the team lists: each team must give its own list at least 40 minutes before the game is scheduled to begin.
- Notify the Commissioner (if present) or the Crew Chief of any potential issues with the team lists or any other documentation needed to play the game.
- Prepare the scoresheet according to the rules. In the case of a FIBA Digital Scoresheet (DSS), the prepared scoresheet should be printed out at least 20 minutes before the scheduled tip off for the game.

- Table Officials must be at the table before the referees enter the court.
- Keep the game ball safe and secure.
- Measure the 20 minute interval of play before the start of the game (with the referees present on court). In the event of team presentations, the timer will inform the referees when 7, 8, or 9 minutes (the Local Organising Committee (LOC) will generally decide this), remain prior to the start of the game, depending on whether national anthems must be played. In any case, the timer will stop the clock when 3 minutes remain until the start of the game, if the presentation is not finished. In the event of a minute of silence being observed, this is done just before the start of the game, with the starting players on the court.
- Assist in checking how many people are seated in the team bench areas.
- The shot clock operator will run the shot clock down when the referees are present on court so that they can hear the sound of the device when a shot clock period expires.
- Request from the coach of each team confirmation of the names and corresponding numbers of their team members, the names of the coach and assistant coach and the starting 5 players and get him to sign the scoresheet. This should be done at least 10 minutes before the beginning of the game (Team A coach first, then Team B). The scorer will share this information with the statisticians and court announcer, if present.
- The timer will sound the signal 3' before the start of the game and then again 1'30" before the start of the game. The referee will indicate 3' by showing three fingers in the usual manner and then will blow the whistle when 1'30" remain to indicate to the teams that they are to go to their own team bench areas.

3.6 Duties during the game

- Maintain high levels of concentration, particularly towards the end of quarters of play and in the final two minutes of the game.
- Apply the rules correctly.
- Collaborate with your table co-officials and referees.
- Speak professionally with members of both playing teams.
- Table Officials should watch the flow of the game carefully, anticipating possible requests for substitutions and time-outs, paying special attention to time-out requests after scored baskets.
- Remember that the Table Officials must be discreet in the use of acoustic signals. In exceptional cases the whistle can be used in certain situations to attract the attention of the referees.
- Do not ever put the referees in a no-win situation. You must know exactly what happened before you call the referee to the table to report any actions by bench personnel.

- It is strictly forbidden to make any signals that can compromise the decisions of the referees.
- Give information and support to any member of the officiating team who requests it, but in a discreet way.
- Clarify the procedure if a request by the referees is made following an unclear situation (end of a quarter, goal made etc.). Never use a gesture or speak loudly. Only give information if the referee requests it, and assign only one speaker from the Table Officials crew.

- Record separately the minutes and the participants in any fights, bench clearances or disqualifying fouls.
- Procedures during a fight and / or team bench personnel leaving the bench area. Should a fight break out on court, and / or the team bench personnel leave the bench area, the Table Officials must remain focused. The assistant scorer must observe the visiting team bench, the shot clock operator the local team bench and the scorer and the timer must observe the playing court. They are to note the events unfolding on court and in the team bench areas, recording any actions of players, coaches and team followers, in order to assist the referees and Commissioner.
- Inform the referees about any malfunction of the devices whenever the rules provide the opportunity.

3.7 Post-game duties

- Avoid discussions or comments with any non-member of the officiating team.
- The scorer should complete the scoresheet as indicated in the rules and in this Manual.
- Observe and record any incident that occurred after the end of the game.
- Help the referee write a report to the organising body of the competition, if he needs assistance.
- Check (print in the case of the DSS) the scoresheet and sign before giving it for final approval and signature by the referee.
- Procedure in case of protest. If a team decides to file the protest, they must follow the procedure described in the FIBA Official Basketball Rules. Teams as well as referees, Technical Delegate/Commissioner and Table Officials must comply with the timeline requirements related to the protest procedure. Immediately after the end of the game, the scorer must indicate in the column "The game ended at" the exact time when the game has ended. The referees must not rush to sign the scoresheet. Instead, the Crew Chief together with the Technical Delegate/Commissioner shall verify that that the scorer has entered the time in the "Game ended" column. The referees shall then go to their dressing room and wait for the allocated 15 minutes after the end of the game.The Table Officials and the Technical Delegate/Commissioner shall not leave the scorer's table during the 15 minutes after the end of the game.

  Once the team captain signs the scoresheet in the column "Captain's signature in case of protest", the scorer and the FIBA Technical Delegate/Commissioner shall go the referees' dressing room and present the scoresheet to the Crew Chief. After the verification of the scoresheet, the Crew Chief shall sign the scoresheet, write down the captain signature time, and the FIBA Technical Delegate/Commissioner will distribute the copies of the scoresheet to both teams.

  The protesting team, however, must submit in writing the reasons for the protest no later than 1 hour following the end of the game. The FIBA Technical Delegate/Commissioner, the referees and the Table

Officials must stay in the sport hall at least 1 hour and under no circumstances may they leave the sport hall until all the paperwork is finalised and the confirmation of the completed procedure has been received from FIBA/FIBA Regional Office. The Crew Chief must report in writing the incident which led to the protest and submit it to the FIBA TD and the respective FIBA Regional Office.

- Give back to the teams a copy of the scoresheet and any license cards or other documents.
- Ask the referee, the Technical Delegate or the Commissioner (if present) for permission to leave the arena.
- Use the post-game meeting in the changing area to ask about any situations in the game where a misunderstanding took place, or where any unusual situations happened.

PROTEST PROCEDURE

1. A team may file a protest if its interests have been adversely affected by:
   a. an error in scorekeeping, time-keeping or shot clock operations, which was not corrected by the officials.
   b. a decision to forfeit, cancel, postpone, not resume or not play the game.
   c. a violation of the applicable eligibility rules.
2. In order to be admissible, a protest shall comply with the following procedure:
   a. The captain (CAP) of that team shall, no later than 15 minutes following the end of the game, inform the Crew Chief that his team is protesting against the result of the game and sign the scoresheet in the 'Captain's signature in case of protest' column.
   b. The team shall submit the protest reasons in writing no later than 1 hour following the end of the game.
   c. A fee of CHF 1,500 shall be applied to each protest and shall be paid in case the protest is rejected.
3. The Crew Chief shall, following receipt of the protest reasons, report the incident which leads to the protest to the FIBA representative or the competent body in writing.
4. The competent body shall issue any procedural requests which it deems appropriate and shall decide on the protest as soon as possible, and in any case no later than 24 hours following the end of the game. The competent body shall use any reliable evidence and can take any appropriate decision, including, without limitation, partial or full replay of the game. The competent body may not decide to change the result of the game unless there is clear and conclusive evidence that, had it not been for the error that gave rise to the protest, the new result would have certainly materialised.
5. The decision of the competent body is also considered as a field of play rule decision and is not subject to further review or appeal. Exceptionally, decisions on eligibility may be appealed as provided for in the applicable regulations.
6. Special rules for FIBA competitions or competitions which do not provide otherwise in their regulations:
   a. In case the competition is in tournament format, the competent body for all protests shall be the Technical Committee (see FIBA Internal Regulations, Book 2).
   b. In case of home and away games, the competent body for protests relating to eligibility issues shall be the FIBA Disciplinary Panel. For all other issues giving rise to a protest, the competent body shall be FIBA acting through one or more persons with expertise on the implementation and interpretation of the Official Basketball Rules (see FIBA Internal Regulations, Book 2).

TIMELINE

PROTEST PROCEDURE CHEKLIST

GAME PARTICIPANTS INVOLVED

PROTESTING TEAM	OPPONENT TEAM	REFEREES	TECHNICAL DELEGATE OR COMMISSIONER	TABLE OFFICIALS	COMPETENT BODY
END OF GAME					
The captain signs in the scoresheet no later than 15 minutes after the end of the game.		Immediatelly after the end of the game the Crew Chief verifies that the scorer enters the time in the "Game ended" column. Referees go to the dressing room.	Technical Delegate (TD) or Commissioner (COM) verifies that the scorer enters the time in the "Game ended" column. TD or COM remains at the scorers table.	The scorer enters the time in the "Game ended" column. Table Officials remain at the scorers table until the Crew Chief gives them permission to leave.	
15 MIN AFTER END OF GAME					
No later than 1 hour following the end of the game the team submits the protest reason(s) in writing to the TD or COM.	The opponent team receives the copie of the scorersheet.	Crew Chief verifies and signs the scoresheet.	Following the Crew Chief's signature, the TD or COM distribute the copies of the scoresheet to both teams.	The scorer brings the scoresheet to the referees' dressing room for verification and signature. Table officials still remain in the sport hall until the Crew Chief or TD/COM give them permission to leave.	
1 HOUR AFTER END OF GAME					
If the written report is not submitted within 1 hour following the end of the game the protest shall be considered withdrawn.	TD or COM inform the team whether the opponent team submits the written report or the protest is withdrawn.	Following the receipt of the protest reasons, the Crew Chief shall send the written report to the competent body.	Following the receipt of the protest reasons, the TD or COM shall send the written report to the competent body OR note on the score-sheet and in their report that the protest was considered withdrawn.	Table Officials' involvement in the game ends.	It may ask for additional information from all game participants: teams, referees, TD or COM, Table Officials.
24 HOURS AFTER END OF GAME					
Team is informed regarding the decision of the competent body	Team is informed regarding the decision of the competent body				It issues the decision no later than 24 hours following the end of the game

THE SCORER

4. THE SCORER

4.1 Scorer's duties

The scorer shall keep a record of:

- **Teams**, by entering the names and numbers of the players who are to start the game and of all substitutes who enter the game. When there is an infraction of the rules regarding the five players to start the game, substitutions or numbers of players, he shall notify the nearest official as soon as possible.
- **Running summary of points scored**, by entering the field goals and the free throws made.
- **Fouls charged**. The scorer must notify a referee immediately when five fouls are charged against any player. He shall record the technical fouls charged against each coach (2 'C 'or 2 'B'+'C') and must notify the official immediately when a coach should be disqualified.
- Similarly, he must notify an official immediately when a player has committed 2 unsportsmanlike or technical fouls or 1 technical foul and 1 unsportsmanlike foul (a combination) and should be disqualified.
- **Time-outs.** He must notify the officials of the time-out opportunity when a team has requested a time-out and notify the coach through an official when the coach has no more time-outs left in a half or overtime.
- **The next alternating possession,** by operating the alternating possession arrow. The scorer shall reverse the direction of the alternating possession arrow immediately after the end of the first half as the teams shall exchange baskets for the second half.

The scorer shall also:

- **Indicate the number of fouls committed by each player** by raising, in a manner visible to both coaches, the marker with the number of fouls committed by that player.
- **Position the team foul marker on the scorer's table**, at the end nearest to the bench of the team in the team foul penalty situation, when the ball becomes live following the fourth team foul in a quarter.
- **Request substitutions.**
- **Sound his signal only** when the ball becomes dead and the game clock is stopped, before the ball becomes live again. The sound of his signal does not stop the game clock or the game, nor causes the ball to become dead.

4.2 Scorer's equipment and necessary materials

For the game, the scorer must have the following equipment.

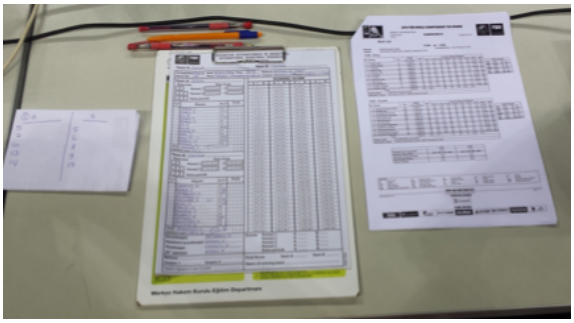
From the local team or organisation:

- Players foul markers
- Alternating possession arrow
- Team foul markers

In addition, he must have:

- Dark pens (blue or black) and red pens

- Spare scoresheets (regardless of LOC (Local Organising Committee) - home team duties)
- Notice paper to take note of incidents (can be useful if required to make a report to the organising body of the competition), alternating possession arrow changes and players on the court.
- Ruler
- Clips to attach the scoresheet to a clip board, if necessary
- A whistle (for special cases)



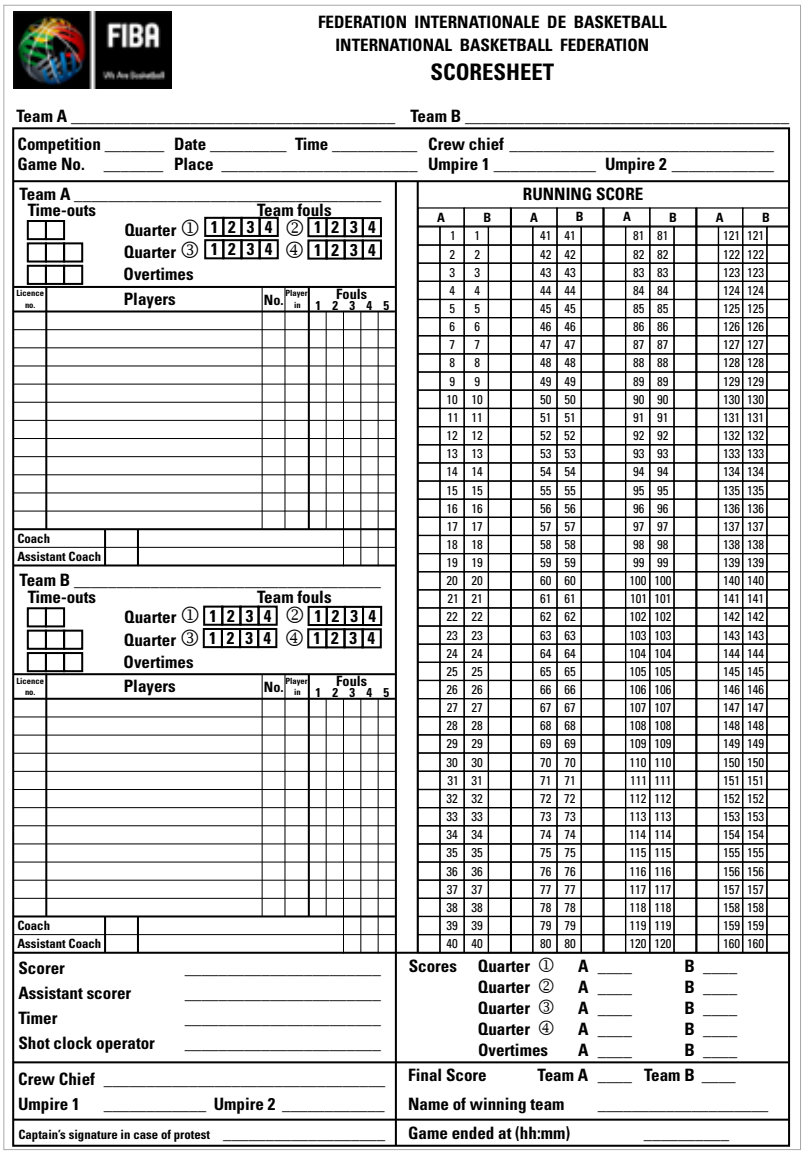
It is also mandatory that the scorer brings the rulebook, interpretations and the table official Manual in paper or digital format.

4.3 The official scoresheet

The scoresheet is the official record of the game. The information contained shall reflect the activities of the game. The scoresheet keeps a record of the teams, running summary of points scored, fouls charged against each player and coach, and time-outs granted.

After the game, the teams receive a copy of the original, so they have an official document which records the important actions of the game.

The scorer is the main table official responsible for recording the actions of the game on the scoresheet, according to the rules. The scorer should write neatly and clearly to ensure high readability of this official document.



FEDERATION INTERNATIONALE DE BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

Team A _____ Team B _____

Competition _____ Date _____ Time _____ Crew chief _____
Game No. _____ Place _____ Umpire 1 _____ Umpire 2 _____

Team A _____
Time-outs
Team fouls
Quarter ① 1 2 3 4 ② 1 2 3 4
Quarter ③ 1 2 3 4 ④ 1 2 3 4
Overtimes

Licence no.	Players	No.	Player in	Fouls 1 2 3 4 5
	Coach			
	Assistant Coach			

Team B _____
Time-outs
Team fouls
Quarter ① 1 2 3 4 ② 1 2 3 4
Quarter ③ 1 2 3 4 ④ 1 2 3 4
Overtimes

Licence no.	Players	No.	Player in	Fouls 1 2 3 4 5
	Coach			
	Assistant Coach			

RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	41	41	81	81	121	121
2	2	42	42	82	82	122	122
3	3	43	43	83	83	123	123
4	4	44	44	84	84	124	124
5	5	45	45	85	85	125	125
6	6	46	46	86	86	126	126
7	7	47	47	87	87	127	127
8	8	48	48	88	88	128	128
9	9	49	49	89	89	129	129
10	10	50	50	90	90	130	130
11	11	51	51	91	91	131	131
12	12	52	52	92	92	132	132
13	13	53	53	93	93	133	133
14	14	54	54	94	94	134	134
15	15	55	55	95	95	135	135
16	16	56	56	96	96	136	136
17	17	57	57	97	97	137	137
18	18	58	58	98	98	138	138
19	19	59	59	99	99	139	139
20	20	60	60	100	100	140	140
21	21	61	61	101	101	141	141
22	22	62	62	102	102	142	142
23	23	63	63	103	103	143	143
24	24	64	64	104	104	144	144
25	25	65	65	105	105	145	145
26	26	66	66	106	106	146	146
27	27	67	67	107	107	147	147
28	28	68	68	108	108	148	148
29	29	69	69	109	109	149	149
30	30	70	70	110	110	150	150
31	31	71	71	111	111	151	151
32	32	72	72	112	112	152	152
33	33	73	73	113	113	153	153
34	34	74	74	114	114	154	154
35	35	75	75	115	115	155	155
36	36	76	76	116	116	156	156
37	37	77	77	117	117	157	157
38	38	78	78	118	118	158	158
39	39	79	79	119	119	159	159
40	40	80	80	120	120	160	160

Scorer _____
Assistant scorer _____
Timer _____
Shot clock operator _____

Scores Quarter ① A ____ B ____
Quarter ② A ____ B ____
Quarter ③ A ____ B ____
Quarter ④ A ____ B ____
Overtimes A ____ B ____

Crew Chief _____
Umpire 1 _____ Umpire 2 _____

Final Score Team A ____ Team B ____
Name of winning team _____

Captain's signature in case of protest _____

Game ended at (hh:mm) _____

4.4 Records – before the game

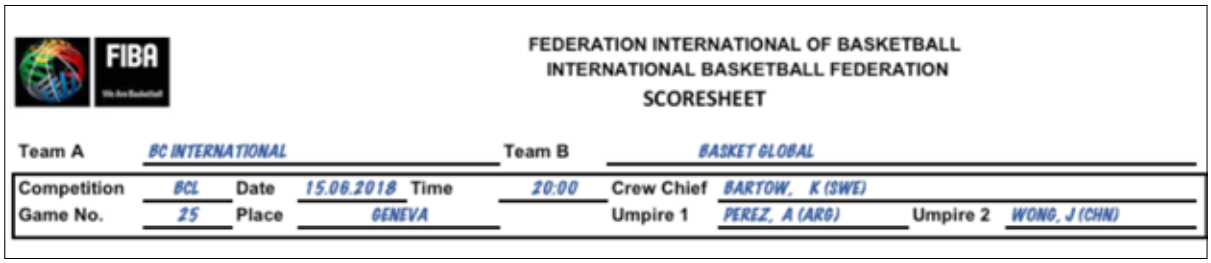
4.4.1 Scoresheet header

Using the dark pen colour (black/blue), the scorer shall then enter in BLOCK CAPITALS:

- The names of the teams. First team "A" (the home team or in the case of tournaments or games on a neutral playing court, the first team named in the programme), and second team" B". If the name of the teams contains sponsors or nicknames, they should be included.
- The name of the competition.
- The game number.
- The date in the correct format (2 digits for the day, 2 digits for the month and 4 digits for the year, for example 02.05.2014)
- The official time that the game begins. Format: 24 hour digital clock, always using local time.
- The place of the game.
- The names of the Crew Chief and the Umpire(s). Format: last name in full, followed by the initial of the first name. For international competitions, the three-letter code (International Olympic Committee (IOC), https://en.wikipedia.org/wiki/List_of_IOC_country_codes) for the referee's country shall be added after in brackets, for example BARTOW, K. (SWE).

4.4.2 Recording teams: players and coaches

The scorer shall then enter the names of the members of each team, using the list of team members as pro-



FEDERATION INTERNATIONAL OF BASKETBALL
INTERNATIONAL BASKETBALL FEDERATION
SCORESHEET

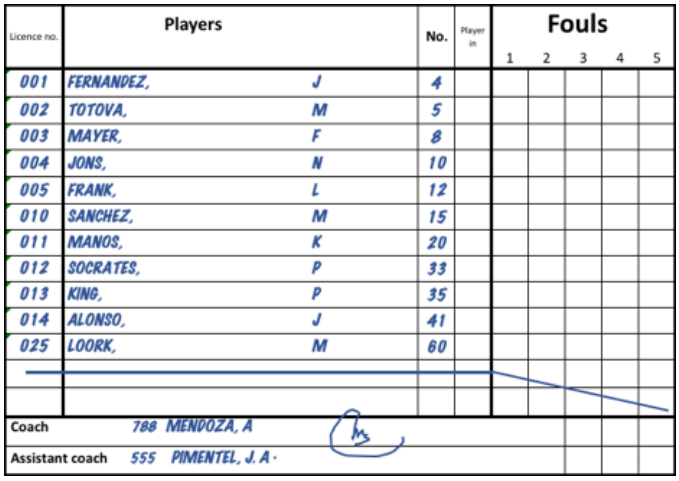
Team A	BC INTERNATIONAL			Team B	BASKET GLOBAL		
Competition	BCL	Date	15.06.2018	Time	20:00	Crew Chief	BARTOW, K (SWE)
Game No.	25	Place	GENEVA			Umpire 1	PEREZ, A (ARG)
						Umpire 2	WONG, J (CHN)

vided by the coach or his representative at least 40 minutes before the game is scheduled to begin.

Team 'A' shall occupy the upper part of the scoresheet, and team 'B' the lower part.

In the first column, the scorer shall enter the number (last three digits) of each player's license. For tournaments, the player's license number shall only be indicated for the first game played by his team.

In the second column, the scorer shall enter each player's name and initials, all in BLOCK CAPITAL letters. Each player's shirt number shall be written in the third column. The captain of the team shall be indicated by entering (CAP) immediately after his name.



Licence no.	Players		No.	Player in	Fouls 1	2	3	4	5
001	FERNANDEZ,	J	4						
002	TOTOVA,	M	5						
003	MAYER,	F	8						
004	JONS,	N	10						
005	FRANK,	L	12						
010	SANCHEZ,	M	15						
011	MANOS,	K	20						
012	SOCRATES,	P	33						
013	KING,	P	35						
014	ALONSO,	J	41						
025	LOORK,	M	60						
Coach	788 MENDOZA, A								
Assistant coach	555 PIMENTEL, J. A.								

At the bottom of each team's section, the scorer shall enter (in BLOCK CAPITAL letters) the names of the team's coach and assistant coach, and their license numbers. For tournaments, the coache's license number shall only be indicated for the first game played by his team.

To make foul recording easier, the names of players shall be entered in increasing order of their shirt number (00, 0,1,2…99).

If a team presents fewer than twelve players, when the game starts, the scorer shall draw a line(s) through the last blank entry(ies). If there are more than one player blank entries, the horizontal line may reach the first box of players' fouls and continue diagonally to the last box (see example above). Such lines should not be ruled until after the coach has signed.

4.4.3 Starting five and coaches' signatures

At least ten minutes before the game is scheduled to begin both coaches shall confirm their agreement with the names and the corresponding numbers of their team members and the names of the coach and assistant coach.

Coach	788 MENDOZA, A			
Assistant coach	555 PIMENTEL, J. A.			

Then the coach shall indicate the five players to start the game by marking a small 'x' beside the players' number in the 'Player in' column, and finally he will sign the scoresheet. The coach of team 'A' shall be the first to provide the above information.

At the beginning of the game, the scorer shall circle the small 'x' of the 5 players in each team to start the game (using the red pen). If there are any discrepancies the scorer must notify the referee immediately. During the game, the scorer shall draw a small 'x' (not circled) in the 'Player in' column when a substitute enters the game for the first time as a player.

Players who have been designated by the coach to start the game may be substituted in the event of an injury. In this case, the opponents are also entitled to substitute the same number of players, if they so wish.

If anyone (coaches, Table Officials, referees etc.) notice an error before the game, for example, that the number of a player recorded on the scoresheet is not the same as the number displayed on his shirt, or the name of a player is omitted on the scoresheet, the error must be immediately corrected. In particular, the wrong shirt number will be corrected or the name of the player will be added in the scoresheet without any sanction. If this kind of error is discovered when the game has already started, the Table Officials shall notify the referees, and the referee will stop the game at a convenient moment so as not to disadvantage either team. The wrong shirt number will be corrected without any sanction. However, the name of any player omitted from the scoresheet cannot be added to the scoresheet once the game has begun.

In the case of a team having no coach, the team's captain becomes responsible and shall sign the scoresheet in the box reserved for the coach. In this case, the scorer shall also record the name of the captain in the coach's box and then write after the word "CAP" (as shown).

Coach	566 SOCRATES, P (CAP)			
Assistant coach				

4.4.4 Procedure in case of game lost by forfeit

Game lost by forfeit

Remember, a team shall lose the game by forfeit if:

- The team is not present or is unable to field 5 players ready to play 15 minutes after the scheduled time to begin.
- Its actions prevent the game from being played.
- It refuses to play after being instructed to do so by the referee.

If a team is not present at the venue, the scorer should complete the scoresheet in the usual way and in the boxes of the team players write "ABSENT" diagonally, over the players' names boxes. If both teams are not present, this procedure would be repeated in the boxes for each team. In any case, the pertinent explanations should be written on the back of the scoresheet.

Procedure:

- The scorer must register at least 5 players of the team that are present for the game.
- The coach that is present, must give 5 starting players and sign the scoresheet.
- After waiting the prescribed time (15 minutes after the scheduled time to begin the game), and after being instructed by the referee, the scorer must disable the boxes where players register by writing: "ABSENT" as described above, for the team that is not present.
- The referees and Table Officials should also sign the scoresheet.
- The Crew Chief must write a brief report on the back of the scoresheet and must score 20-0 on the final score of the match, for the team present.

TEAM A

Licence no.	Players		No.	Player in	Fouls 1	2	3	4	5
001	FERNANDEZ,	J	4	X					
002	TOTOVA,	M (CAP)	5						
003	MAYER,	F	8						
004	JONS,	N	10	X					
005	FRANK,	L	12						
010	SANCHEZ,	M	15						
011	MANOS,	K	20	X					
012	SOCRATES,	P	33						
013	KING,	P	35	X					
014	ALONSO,	J	41	X					
025	LOORK,	M	60						
Coach	788 MENDOZA, A								
Assistant coach	555 PIMENTEL, J.A.								

TEAM B

Licence no.	Players	No.	Player in	Fouls 1	2	3	4	5
	ABSENT							
Coach								
Assistant coach								

Final Score	Team A	20	Team B	0
Name of winning team	BC INTERNATIONAL			

4.5 The running score – during the game

4.5.1 Scores

The scorer shall keep a chronological running summary of points scored, by entering the field goals and the free throws made by each team.

There are four columns on the scoresheet for the running score. The two on the left are for team 'A' and the two on the right for team 'B'. The centre two columns are for the running score (160 points) for each team.

The scorer must use RED pen during the 1st and 3rd quarters, and DARK (blue or black) pen for the 2nd and 4th quarters and all overtimes (since overtimes are considered an extension of the 4th quarter).

When points are scored from field goals or free throws, the scorer shall record this as shown below.

<table>
<tr>
<td> </td>
<td>One point: a filled circle (●) and beside it write the number of the player who scored the free throw.

In these examples, A8 and B14 each scored free throws.</td>
<td>
<table>
<tr><th colspan="2">A</th><th colspan="2">B</th></tr>
<tr><td>6</td><td>~~58~~</td><td>~~58~~</td><td>4</td></tr>
<tr><td>8</td><td>~~51~~</td><td>~~51~~</td><td>14</td></tr>
<tr><td></td><td>52</td><td>52</td><td></td></tr>
<tr><td></td><td>53</td><td>53</td><td></td></tr>
</table>
</td>
</tr>
<tr>
<td> </td>
<td>Two points: a diagonal line (/) for right-handed and (\ ) for left-handed, and beside it write the number of the player who scored the field goal.

In this example, A10 scored a two-point field goal.</td>
<td>
<table>
<tr><th colspan="2">A</th><th colspan="2">B</th></tr>
<tr><td>8</td><td>~~51~~</td><td>~~51~~</td><td>14</td></tr>
<tr><td></td><td>52</td><td>52</td><td></td></tr>
<tr><td>10</td><td>~~53~~</td><td>53</td><td></td></tr>
</table>
<table>
<tr><th colspan="2">A</th><th colspan="2">B</th></tr>
<tr><td>8</td><td>~~51~~</td><td>~~51~~</td><td>14</td></tr>
<tr><td></td><td>52</td><td>52</td><td></td></tr>
<tr><td>10</td><td>~~53~~</td><td>53</td><td></td></tr>
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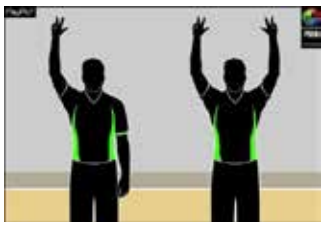
<tr>
<td>  </td>
<td>Three points: a diagonal line (/ or \ ) and by drawing a circle (○) around the player's number.

In this example, A8 scored a three-point field goal.</td>
<td>
<table>
<tr><th colspan="2">A</th><th colspan="2">B</th></tr>
<tr><td>8</td><td>~~55~~</td><td>~~55~~</td><td>14</td></tr>
<tr><td></td><td>56</td><td>56</td><td></td></tr>
<tr><td></td><td>57</td><td>57</td><td></td></tr>
<tr><td>(8)</td><td>~~58~~</td><td>58</td><td></td></tr>
</table>
</td>
</tr>
</table>

- A field goal accidentally scored by a player in his own team's basket shall be recorded as having been scored by the captain of the opposing team on the playing court.
- Points scored when the ball does not enter the basket (Art. 31 Goaltending and Interference) shall be recorded as having been scored by the player who attempted the field goal.

- At the beginning of each quarter the scorer shall continue to keep a chronological running summary of the points scored from the point of interruption (changing the colour of his pen). All overtimes shall be written in the DARK colour (blue or black).

Closures: end of the quarter

At the end of each quarter, the scorer shall draw with the pen used in the quarter a thick circle (O) around the latest number of points scored by each team, followed by a thick horizontal line under those points and under the number of each player who scored those last points.

In addition, the scorer shall enter the score of that quarter in the proper section in the lower part of the scoresheet (using the colour of the quarter)

Scores					
	Quarter ①	A	24	B	20
	Quarter ②	A		B	
	Quarter ③	A		B	
	Quarter ④	A		B	
	Overtimes	A		B	

The scorer shall check his running score; foul counts and time-out counts with the visual scoreboard. If there is a discrepancy, and his score is correct, he shall immediately take steps to have the scoreboard corrected. If in doubt or if one of the teams raises an objection to the correction, the scorer shall inform the referee as soon as possible, but must wait for the first dead ball when the game clock is stopped before sounding his signal.

A		B	
6	~~16~~	~~16~~	4
8	~~17~~	~~17~~	14
	18	18	
10	~~19~~	~~19~~	14
	20	~~20~~	4
8	~~21~~	21	
	22	~~22~~	14
	23	~~23~~	10
8	~~24~~	24	
	25	25	
6	~~26~~	~~26~~	6

Overtime

In the case of overtimes the scorer shall draw, with the DARK pen, a thick circle (O) around the last number of points scored by each team, followed by a thick horizontal line under those points and under the number of each player who scored those last points.

In addition, the scorer shall enter the score of that quarter in the proper section in the lower part of the scoresheet.

Scores					
	Quarter ①	A	24	B	20
	Quarter ②	A	20	B	31
	Quarter ③	A	19	B	19
	Quarter ④	A	31	B	24
	Overtimes	A		B	

A		B	
	90	~~90~~	14
8	~~91~~	91	
	92	92	
	93	~~93~~	4
8	~~94~~	~~94~~	4
	95	95	

The end of game or the overtime

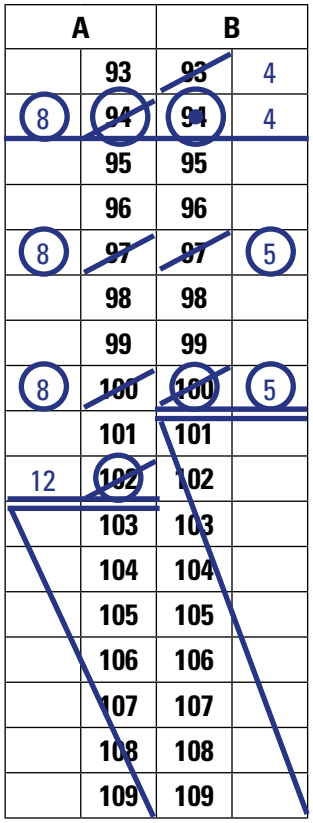
If at the end of the overtime the score is still tied, the scorer shall circle the final score of that overtime and draw a single thick horizontal line under those points and under the number of each player who scored those last points.

The partial score should not be recorded in the lower section of the scoresheet. This procedure shall be repeated for each overtime played until there is a winner.

Once the game is finished, the scorer shall circle the final scores of the last overtime and draw two thick horizontal lines under the final number of points scored by each team and the numbers of the players who scored those last points. He shall also draw a diagonal line to the bottom of the column to obliterate the remaining numbers (running score) for each team. This is to be done in the DARK colour pen. The scorer shall then enter the TOTAL points scored in the overtimes in the lower section of the scoresheet.

At the end of the game, the scorer shall enter the final score and the name of the winning team.

Scores			
	Quarter ①	A 24	B 20
	Quarter ②	A 20	B 31
	Quarter ③	A 19	B 19
	Quarter ④	A 31	B 24
	Overtimes	A 8	B 6



4.5.2 Possible mistakes and solutions

Mistakes can be corrected at any time before the Crew Chief signs the scoresheet at the end of the game, even if this correction influences the result of the game. The Crew Chief must sign next to the correction and report the error to the organisers of the game, by recording this on the back of the scoresheet.

Corrections on the scoresheet must be done clearly to preserve its readability and by using common sense according to the true sequence of the events.

If a mistake is discovered by the scorer:

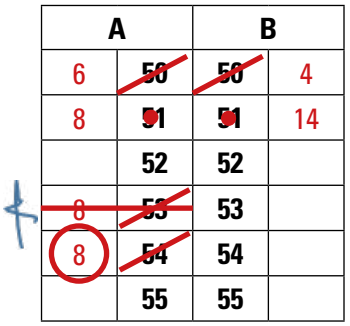
- During the game, the scorer must wait for the first dead ball when the game clock is stopped, before sounding his signal and reporting the error to the referees. It is important to note that the Crew Chief is to be advised prior to any correction occurring. When the correction is complete the Crew Chief shall check it with a little signature with DARK pen as shown in the following examples.

The scorer could make the following mistakes:

Case 1: Less points recorded

Three-point goal (scored by A8) recorded as two points.

The scorer shall draw a horizontal line to cancel the error and then record the correct score in the usual way.

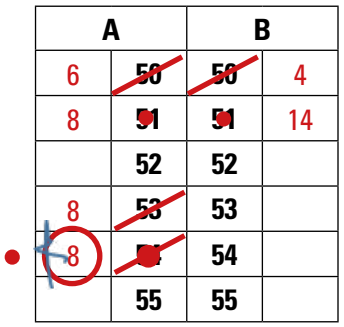


Case 2: More points recorded

Two-point goal (scored by A8) recorded as three points

The scorer shall record immediately the correct score, but not draw a horizontal line to cancel the incorrect recording. Beside the incorrect score, he should draw a little dot (•) to remember it.

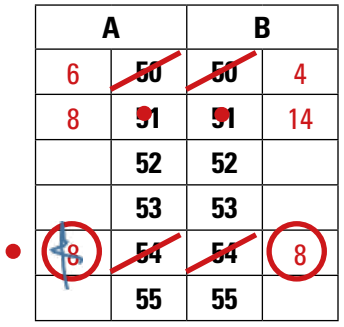
If a free throw is scored next by the team then this can be clearly indicated, as shown in the diagram.



Case 3: Recorded points for the incorrect team.

For the third case, we should follow the same procedure used for incorrectly awarded / recorded points.

The scorer shall record immediately the correct score, but not draw a horizontal line to cancel the incorrect recording. Beside the incorrect score, he should draw a little dot (•) to remember it.



Case 3: ...continues

The scorer shall record immediately the correct score, but not draw a horizontal line to cancel the incorrect recording. Beside the incorrect score, he should draw a little dot (•) to remember it.

The scorer must continue recording the points scored and use the blank spaces, if after the correction A8 scores a field goal followed by a free throw.

Only when the wrong score is passed (2 and 2 or 2 and 3 points), the scorer must draw a horizontal line across the incorrect fields.

In the example after the correction A9 scores a 2 points end goal twice"

A		B	
6	~~50~~	~~50~~	4
8	~~51~~	~~51~~	14
	52	52	
8	~~53~~	53	
• 8	~~54~~	~~54~~	8
	55	55	

A		B	
6	~~50~~	~~50~~	4
8	~~51~~	~~51~~	14
	52	52	
8	~~53~~	53	
• 8	~~54~~	~~54~~	8
9	~~55~~	55	

Case 4: Wrong quarter score

This shall be simply corrected as shown in the diagram.

Scores			A	B
	Quarter	①	25	20
	Quarter	②	~~22~~ 20	20
	Quarter	③		
	Quarter	④		
	Overtimes			

If a mistake is discovered by the scorer:

- **At the end of the playing time** and before the scoresheet has been signed by the referee, the error should be corrected, even if this correction influences the result of the game. The referee must sign next to the correction and report the error to the organisers of the game, on the back of the scoresheet.
- **After the referee has signed the scoresheet,** no errors can be corrected. The referee or Commissioner, if present, must send a detailed report to the organising committee of the competition.

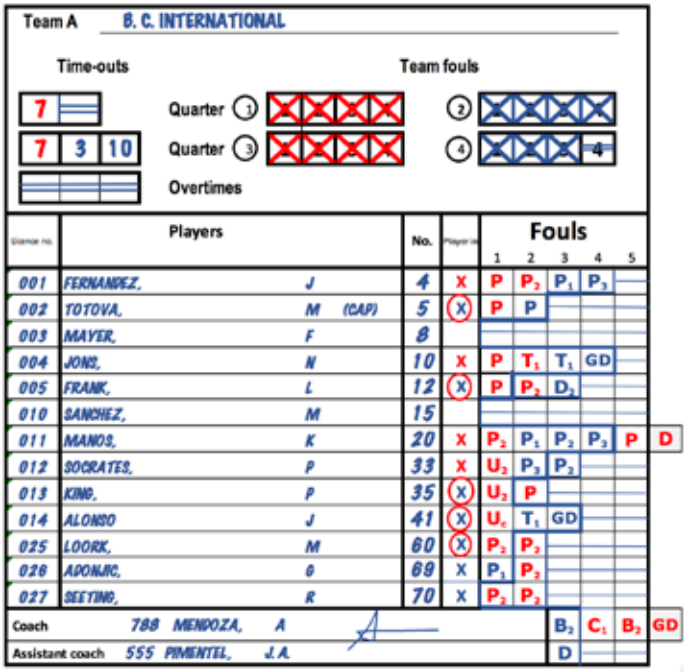
4.5.3 Classification of the fouls

Player fouls may be personal, technical, unsportsmanlike or disqualifying and shall be recorded against the player.

Fouls committed by assistant coach, substitutes, excluded players and accompanying delegation members may be technical or disqualifying and shall be recorded against the coach. The scorer shall record fouls using the pen colour of the quarter.

Each time a new foul is recorded, the scorer must call out loud the personal foul reached by the player and team fouls (team fouled – and A-B team fouls), so the Table Officials crew is updated about records on the scoresheet (eg. 14B 4th personal – 3rd team foul – 2 – 3 team fouls), and with the help of colleagues (assistant scorer and/or timer) may check fouls recorded on the visible scoreboard.

All fouls shall be recorded, in the players and coach's boxes, as follows:



Classification of the fouls

P	PERSONAL FOUL
T	TECHNICAL FOUL
U	UNSPORTSMANLIKE FOUL
D	DISQUALIFYING FOUL FOR PLAYER, COACH, ASSISTANT COACH, SUBSTITUTE, EXCLUDED PLAYER & ACCOMPANYING DELEGATION MEMBERS
F	DISQUALIFYING FOUL FOR FIGHTING ART. 39
C	TECHNICAL FOUL AGAINST THE COACH FOR HIS PERSONAL BEHAVIOUR
B	TECHNICAL FOUL AGAINST THE COACH FOR BEHAVIOUR OF THE ASSISTANT COACH & ACCOMPANYING DELEGATION MEMBERS
GD	DISQUALIFICATION FOR PLAYER, COACH, ASSITANT COACH & ACCOMPANYING DELEGATION MEMBERS FOR COMBINATION OF TF O UF

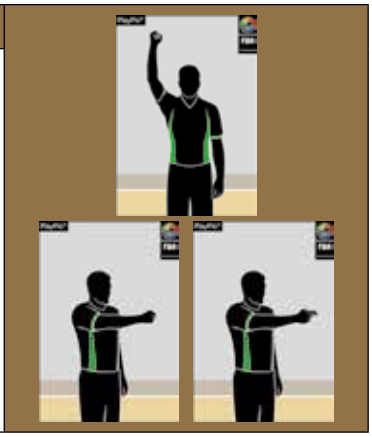
Recording and description ot the fouls

Player fouls

PERSONAL FOUL, WITHOUT FREE-THROWS

P				

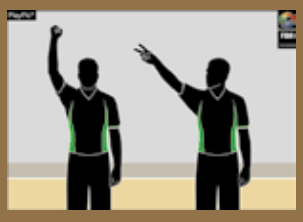
A personal foul shall be indicated by entering a 'P'.



PERSONAL FOUL, WITH 1, 2 or 3 FREE-THROWS

P_1	P_2	P_3		

Any foul involving a free throw(s) shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'P'.



FOULS WITH PENALTIES CANCELLED ACCORDING TO ART 42

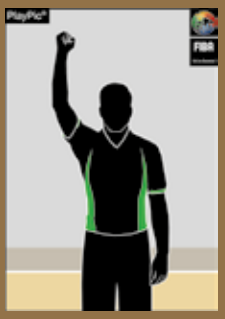
Player Team A

P	P_2	D_C		

Player Team B

P	U_C			

All fouls against both teams involving penalties of the same severity and cancelled according to Art. 42 (Special situations) shall be indicated by adding a small 'c' beside the 'P', 'T', 'C', 'B', 'U' or 'D'.



DOUBLE FOUL

Player Team A

P				

Player Team B

U_2	P			

A double foul is a situation in which 2 opponents commit personal, unsportsmanlike, technical or disqualifying foul against each other at approximately the same time and both fouls have the same penalties.

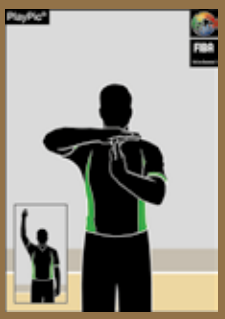
TECHNICAL FOULS & COMBINATION

T_1	T_1	GD			
T_1	U_2	GD			
T_1	P	P	P_2	T_1	GD

A technical foul against a player shall be indicated by entering a T followed by the, corresponding number of free throw (1) beside T.

A second technical foul shall also be indicated by entering a 'T', followed by a 'GD' for the game disqualification in the following space.

A technical foul against a player with an earlier unsportsmanlike foul or an unsportsmanlike foul against a player with an earlier technical foul shall also be indicated by entering 'T' or 'U' followed by a 'GD' in the next following space.



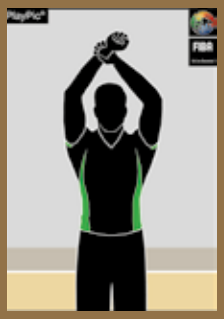
UNSPORTSMANLIKE FOUL & COMBINATION

U_2	U_2	GD			
T_1	U_2	GD			
U_2	P	P	P_2	U_2	GD

An unsportsmanlike foul against a player shall be indicated by entering a 'U'. If it involves free throws they shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'U'.

A second unsportsmanlike foul shall also be indicated by entering a 'U', followed by a 'GD' in the next following space.

An unsportsmanlike foul against a player with an earlier technical foul or a technical foul against a player with an earlier unsportsmanlike foul shall also be indicated by entering 'U' or 'T' followed by a 'GD' in the next following space.

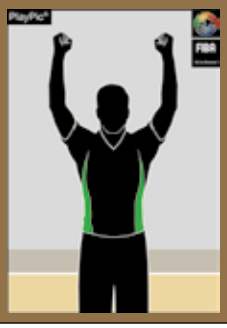


DISQUALIFYING FOULS

Player

D_2				

A disqualifying foul shall be indicated by entering a 'D'. If it involves free throws they shall be indicated by adding the corresponding number of free throws (1, 2 or 3) beside the 'D'.



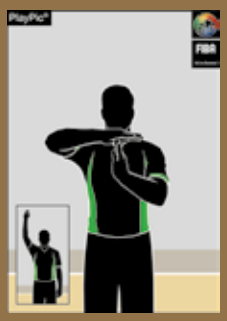
Substitute & excluded player fouls

TECHNICAL FOUL BY A SUBSTITUTE OR AN EXCLUDED PLAYER

Coach	B_1			
Coach	C_1	B_1	B_1	GD
Coach	B_1	B_1	B_1	GD

A technical foul against a substitute or a excluded player for his unsportsmanlike behaviour shall be indicated by entering 'B' in the coach box, and adding the 1 free throw beside 'B'

After a combination of the (3) technical fouls has been charged to the assistant coach, substitute, excluded player or accompanying delegation members, a 'GD' shall be recorded against the coach.

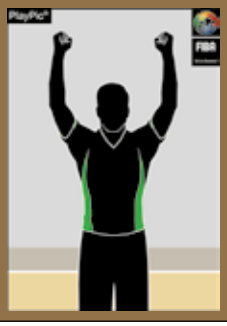


DISQUALIFYING FOUL BY A SUBSTITUTE

Substitute

D				
Coach		B_2		

A disqualifying foul shall be indicated by entering a 'D' against the player. In addition, a bench technical foul for the coach shall be entered. This foul does not count towards team fouls.

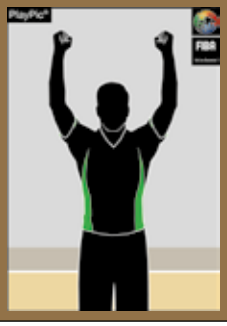


DISQUALIFYING FOUL BY AN EXCLUDED PLAYER

Excluded player

P	P	P_2	P_2	P	D
Coach		B_2			

A disqualifying foul shall be indicated by entering a 'D' against the player. In addition, a bench technical foul for the coach shall be entered. This foul does not count towards team fouls.



DISQUALIFYING FOUL FOR FIGHTING ART 39 BY A SUBSTITUTE OR AN EXCLUDED PLAYER

Substitute

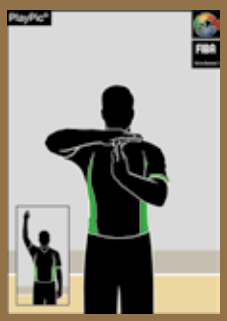
P	P	F	F	F
Coach		B_2		

Excluded player

P	P	P_2	P_2	P	F
Coach		B_2			

If the substitute has fewer than four fouls, then an 'F' shall be entered in all remaining foul spaces. If the player already has five fouls, then 'F' shall be written immediately after the fifth personal foul box (as shown above).

In addition, and regardless of the number of team members who leave the team bench area, only one technical foul shall be entered for the coach recorded as B. Technical or disqualifying fouls according to Art. 39 shall not count as team fouls.



DISQUALIFYING FOUL FOR FIGHTING ART 39 BY A SUBSTITUTE OR AN EXCLUDED PLAYER ACTIVELY INVOLVED IN THE FIGHT

Substitute

P	D_2	F	F	F
Coach		B_2		

Excluded player

P	P	P_2	P_2	P	D_2 F
Coach		B_2			

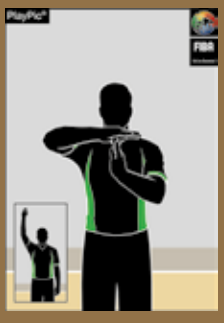
A disqualifying foul shall be indicated by entering a 'D', against the substitute or excluded player adding the 2 free throws beside 'D'
If the substitute has fewer than four fouls, then an 'F' shall be entered in all remaining foul spaces.

If an excluded player is actively involved in a fight, then a 'D' shall be entered, adding the 2 free throws beside 'D'. Also, an 'F' shall be written immediately, below and next to the fifth personal foul box (as shown above).

In addition, a technical foul for the coach 'B' shall be entered.

Coach, assistant coach & accompanying delegation members fouls
(All fouls charged against the coach do not count as team fouls)

TECHNICAL FOULS



Coach	C_1		
Coach	C_1	C_1	GD

A technical foul against the coach for his personal unsportsmanlike behaviour shall be indicated by entering a 'C'. A second similar technical foul shall also be indicated by entering a "C", followed by a "GD" in the following space.

Technical fouls during an interval of play are considered to be committed in the next quarter, using the pen colour of the quarter that follows, so it must be recorded as:

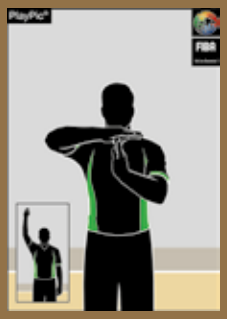
- B if the foul was committed by an assistant coach, substitute, excluded player or an accompanying delegation member.
- C if the foul was committed by the coach.

TECHNICAL FOUL BY AN ASSISTANT COACH, SUBSTITUTE, EXCLUDED PLAYER AND AN ACCOMPANYING DELEGATION MEMBERS

Coach	B_1			
Coach	C_1	B_1	B_1	GD
Coach	B_1	B_1	B_1	GD

A technical foul against an assistant coach, substitute, excluded player and accompanying delegation member for his unsportsmanlike behavior shall be indicated by entering a 'B' in the coach box, and adding the 1 free throw beside 'B'.

After a combination of the (3) technical fouls has been charged to the assistant coach or accompanying delegation members, a 'GD' shall be recorded against the coach.



DISQUALIFYING FOUL

Coach	D_2		

A disqualifying foul against the coach for his personal unsportsmanlike behaviour shall be indicated by entering a 'D', adding the 2 free throws beside the 'D'.

DISQUALIFYING FOUL BY AN ASSISTANT COACH, SUBSTITUTE, EXCLUDED PLAYER OR ACCOMPANYING DELEGATION MEMBERS

Coach	B_2		
Ass.Coach	D		

A disqualifying foul against an assistant coach for his personal unsportsmanlike behaviour shall be indicated by entering a 'D'. Also, a bench technical foul recorded as 'B' and adding the 2 free throws beside the 'B' should be entered in the coach`s box.

Coach	B_2		

A disqualifying foul against an accompanying delegation member for his personal unsportsmanlike behaviour shall be indicated by entering a 'B' and adding the 2 free throws beside the 'B' should be entered in the coach`s box.

DISQUALIFYING FOUL ART. 39 FIGHTS

If only the coach is disqualified

Coach	D_2	F	F

If only the assistant coach is disqualified

Coach	B_2		
Ass.Coach	D	F	F

If both the coach and the assistant coach are disqualified

Coach	D_2	F	F
Ass.Coach	D_2	F	F

If an accompanying delegation member is disqualified

Coach	B_2	B	

Disqualifying fouls against coaches, assistant coaches, substitutes, excluded players and accompanying delegation members for leaving the team bench area (Art. 39), shall be recorded as shown above. In all remaining foul spaces of the disqualified person an 'F' shall be entered.

DISQUALIFYING FOUL FOR FIGHTING (DF) ART 39 BY THE ASSISTANT COACH OR ACCOMPANYING DELEGATION MEMBERS ACTIVELY INVOLVED IN THE FIGHT

If only the coach is disqualified

Coach	D_2	D_2	F

If only the assistant coach is disqualified

Coach	B_2		
Ass.Coach	D_2	F	F

A disqualifying foul shall be indicated by entering a 'D', and adding the 2 free throws beside the 'D', against the Assistant Coach, then an 'F' shall be entered in all remaining foul spaces.

Also, a bench technical foul recorded as 'B' and adding the 2 free throws beside the 'B' should be entered in the coach`s box

If both the coach and the assistant coach are disqualified

Coach	D_2	D_2	F
Ass.Coach	D_2	F	F

If the assistant coach and an accompanying delegation member are disqualified

Coach	B_2	B_2	
Ass.Coach	D_2	F	F

If 2 accompanying delegation members are disqualified

Coach	B_2	B_2	B_2

A disqualifying foul for assistant coach, shall be indicated by entering a 'D', and adding the 2 free throws beside the 'D', and the same each person disqualified, then an 'F' shall be entered in all remaining foul spaces.

Each disqualification of an accompanying delegation member shall be charged against the coach, recorded as B_2, but shall not count to the three technical fouls for his disqualification.

Player-Coach fouls
(All fouls charged against the coach do not count as team fouls)

TECHICAL FOULS – UNSPORTSMALIKE FOULS & COMBINATION

Player

T_1	P	P		
Coach		C_1	GD	

Player-Coach A1 has committed a technical foul during 1st quarter for faking a foul as a player. The technical foul shall be indicated against him as a player by entering a 'T1'. In the 4th quarter he has been charged with a technical foul for his personal unsportsmanlike behavior as a coach, recorded as 'C1', followed by 'GD' in the following space.

Player

U_2	P			
Coach		B_1	B_1	GD

Player-Coach A1 has committed an unsportsmanlike foul during 2nd quarter on B1 as a player. The unsportsmanlike foul shall be indicated by entering a 'U2'. In the 3rd quarter he has been charged with a technical foul as a coach for unsportsmanlike behaviour of his physiotherapist, recorded as 'B1'. In the 4th quarter he has also been charged with a technical foul for an unsportsmanlike behaviour of substitute A6, recorded as 'B1' against a coach, followed by 'GD' in the following space

Player

P	P	P	U_2	GD
Coach		C_1		

Player-Coach A1 has committed a technical foul during 2nd quarter for his personal unsportsmanlike behavior as a coach, recorded as 'C1'. In the 4th quarter, he has committed an unsportsmanlike foul as a player, against B1. The unsportsmanlike foul shall be indicated by entering a 'U2', followed by 'GD' in the following space.

Is important to note that:

- During an interval of play, all team members entitled to play are considered as players (Art. 4.1.4).
- All team fouls committed in an interval of play shall be considered as being committed in the following quarter or overtime (Art. 41.1.2).
- All team fouls committed in an overtime shall be considered as being committed in the fourth quarter (Art. 41.1.3).

The scorer, while recording a foul, shall show the foul marker reporting the number of fouls committed by that player. The scorer shall follow this three-step process to ensure that the marker is visible for:

1. both benches
2. spectators, players and officials
3. both benches (again)

The reason for showing the player foul marker towards benches twice is very simple: it is to ensure the coach is fully aware so that he may make a substitution if required.

1.

2.

3.

When a player reaches his fifth foul the scorer shall sound his signal and at the same time shall show the fifth personal foul marker. In this case, it is a two-step process:

There are some special situations to consider:

a. The same player has committed more than one foul (set of fouls, in the same dead ball period);
b. Two players have committed one foul each (e.g. double foul);

Case a) In the same hand the scorer shall show the player's foul markers that correspond to the committed fouls, as shown below.

1.

2.

3.

Case b) In this case the scorer shall take in his hand the foul marker that corresponds to the foul committed by each player. It is important to note that in the diagrams below, the table official is indicating that the team A player has committed his first foul and the team B player his third.

1.

2.

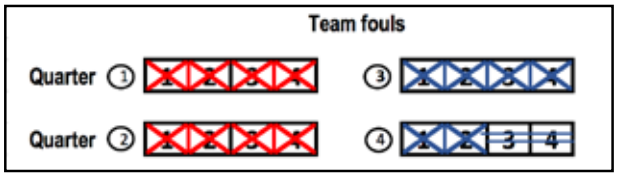
3.

4.5.4 Team fouls

For each quarter, four spaces are provided on the scoresheet (immediately below the team's name and above the players' names) to enter the team fouls.

Whenever a player commits a personal, technical, unsportsmanlike or disqualifying foul, the scorer shall record the foul against the team of that player by marking a large 'X' in the designated spaces in turn.

At the end of each quarter, unmarked spaces will be ruled out with two lines as shown below.



When a team reaches **its fourth team foul the team foul** marker shall be positioned on the scorer's table.

Where – at the end nearest to the bench of the team in a team foul penalty situation.

When – the ball becomes live following the fourth team foul in a quarter.

Who – The team marker may be lifted up by the table official nearest the bench of the team in a team foul penalty situation (e.g. assistant scorer, timer, shot clock operator)

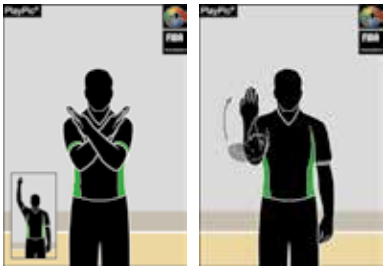
Why – If the scorer lifts up the team marker and passes it to a colleague, this could distract the officials from the game that is about to restart. This could mean that there are fewer Table Officials watching the court and could result, for example, in the game clock being erroneously started later than it should be.

4.6.5 When substitutes enter the game for the first time

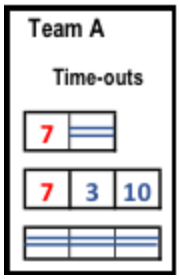
During the game, the scorer shall draw a small 'x' (not circled) in the 'Player in' column, beside the number of a player when he enters the game for the first time.

The scorer should use the pen colour of the quarter that is being played.

0 12	SOCRATES,	P	33	X	U_2	P_3	P_2		
0 13	KING,	P	35	X	U_2	P			
0 14	ALONSO	J	41	X	U_c	P_2	P_1		



4.5.6 Time-outs



Each team may be granted:

- 2 time-outs during the first half,
- 3 time-outs during the second half with a maximum of 2 of these time-outs in the last 2 minutes of the second half,
- 1 time-out during each overtime.

Time-outs granted shall be recorded on the scoresheet by entering the minute of the playing time of the quarter or overtime in the appropriate boxes below the team's name. For example, if 3:44 minutes are left to the end of the first quarter, the scorer shall record 7, because 10-3 =7.
Unused time-outs may not be carried over to the next half or overtime. At the end of each half, (1st and 2nd quarter, 3rd and 4th quarter), unused time-outs will be ruled out with two horizontal lines as shown above.

Should the team not be granted its first time-out before the last 2 minutes of the second half, the scorer shall mark 2 horizontal lines in the first box for the team's second half.

4.5.7 End of quarter or interval play

- **Recording the partial scores, fouls and unused time-outs.**
- With two horizontal parallel lines (as described above):
  - At the end of each period unmarked team foul spaces (page 39)
  - At the end of each half unused time-outs (page 40)

At the end of 2nd quarter (first half), the scorer shall draw a thick line between the spaces that have been used and those that have not been used in the players' personal foul boxes and the coach's foul boxes. These lines shall be drawn in the DARK colour (blue or /black).

011	MANOS,	K	20	X	P_2	P_1	P_2	P_3	P	D
012	SOCRATES,	P	33	X	U_2	P_3	P_2			
013	KING,	P	35	X	U_2	P				
014	ALONSO	J	41	X	U_c	T_1	GD			

The scoresheet should be made available to the Commissioner and Referee whenever they request to see it.

4.5.8 Procedure in case of game lost by default

Game lost by default
A team shall lose a game by default if, during the game, the team has fewer than two players on the playing court ready to play.

- If the team to which the game is awarded is ahead, the final score shall stand as at the time when the game was stopped. If the team to which the game is awarded is not ahead, the score shall be recorded as 2 to 0 in its favour.
- The referees and Table Officials should also sign the scoresheet. The referee should also make a record on the back of the scoresheet for the organising body.
- The referee must write the report for the organization on the back of the scoresheet, and will also write either current result of the game or 2-0, depending on who has run out of players to play.

4.6 Time-out and substitution requests

Time-outs and substitutions are interruptions of the game requested respectively by the coach and the substitute. After a request, and when an appropriate opportunity exists the scorer must notify the referee of them. To better understand the opportunities available for time-outs and substitutions we need to introduce two concepts: live ball and dead ball.

The ball becomes **live** when:

- During the jump ball, the ball leaves the hand(s) of the referee on the toss.
- 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 the player taking the throw-in.

The ball becomes **dead** when:

- Any field goal or free throw is made.
- An official blows his whistle while the ball is live.
- It is apparent that the ball will not enter the basket on a free throw which is to be followed by:
  - Another free throw(s).
  - A further penalty (free throw(s) and/or possession).
- The game clock signal sounds for the end of the quarter.
- The shot clock signal sounds while a team is in control of the ball.
- The ball in flight on a shot for a field goal is touched by a player from either team after:
  - An official blows his whistle.
  - The game clock signal sounds for the end of the quarter.
  - The shot clock signal sounds.

The ball does **not become dead** and the goal counts if made when:

- The ball is in flight on a shot for a field goal and:
  - An official blows his whistle.
  - The game clock signal sounds for the end of the quarter.
  - The shot clock signal sounds.
- The ball is in flight on a free throw and an official blows his whistle for any rule infraction other than by the free throw shooter.
- A player commits a foul on any opponent while the ball is in the control of the opponent in the act of shooting for a field goal and who finishes his shot with a continuous motion which started before the foul occurred. This provision does not apply and the goal shall not count if:
  - after an official blows his whistle and an entirely new act of shooting is made.
  - during the continuous motion of a player in the act of shooting the game clock signal sounds for an end of quarter or the shot clock signal sounds.

4.6.1 Time-out request

As stated above a time-out is an interruption of the game requested by the coach or assistant coach. Each time-out shall last one minute.

A time-out opportunity begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the official has ended his signalling (in case of violations) and / or communication with the Table Officials (in case of foul).
- For both teams, the ball becomes dead following a successful last or only free throw.
- For the non-scoring team, a field goal is scored.
- **In any case that IRS is used, for both teams after the final IRS decision.**

A time-out opportunity ends when the ball is at the disposal of a player for a throw-in or for a first or only free throw (live ball).

- A time-out cannot be granted before the playing time for a quarter has started or after the playing time for a quarter has ended.
- If the request for the time-out is made by either team after the ball is at the disposal of the free throw shooter for the first or only free throw, the time-out shall be granted if:
  1. The last or only free throw is successful.
  2. The last or only free throw is followed by a throw-in from the throw-in line at the team's frontcourt.
  3. A foul is called between free throws. In this case the throw(s) shall be completed and the time-out shall be permitted before the new foul penalty is administered, unless otherwise stated in the OBR.
  4. A foul is called before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the new foul penalty is administered.
  5. A violation is called before the ball becomes live after the last free throw. In this case the time-out shall be permitted before the throw-in is administered.
- In the event of consecutive sets of free throws and/or possession of the ball resulting from more than one foul penalty, each set is to be treated separately.
- A time-out shall not be permitted to the scoring team when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime and, following a successful field goal unless an official has interrupted the game.
- When the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime, following a time-out taken by the team that is entitled to possession of the ball from its backcourt, the coach of that has the right to decide whether the game shall be resumed with a throw-in from the throw-in line at the team's frontcourt or from the team's backcourt at the place nearest to where the game was stopped.

The ball is at the disposal of a player for a first or only free throw.

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

If a time-out opportunity has just ended and a coach runs to the scorer's table, loudly requesting a time-out and the scorer reacts and erroneously sounds the signal, the official blows his whistle and interrupts the game, the game shall resume immediately. The request was made too late and, the time-out shall not be granted.
A time-out is charged against the team whose coach first made a request unless the time-out is granted following a field goal scored by the opponents and without an infraction having been called. In this case, it is necessary to notify the coaches who the time-out was charged to, and to ask the coach if his pending time-out request is still valid. This is important, specially in the last 2 minutes of the game.

Procedure:
After a time-out request, during the time-out opportunity the scorer shall notify the referees by sounding his signal and giving the signal below. It is a two-step signalling process: the scorer gives the time-out signal and then indicates the bench of the team who requested the time-out, showing an open palm for higher visibility. When the referee confirms the time-out, the scorer should record it on the scoresheet as described earlier.

The coach requests a time-out	
The scorer sounds his signal and makes the time-out signal, when there is an opportunity	
The referee blows his whistle and makes the signal. The time-out begins	
The players stay in the bench area	
The timer sounds his signal when 50" and 1 minute of the time-out have elapsed	

- Only a coach or assistant coach has the right to request a time-out. He shall establish visual contact with the scorer or he shall go to the scorer's table and ask clearly for a time-out, making the proper conventional sign with his hands. To gain visibility, the coach can approach the table. The scorer must call the time-out at the first opportunity.
- Conditional requests are not allowed. For example, it is not permitted for a coach to say "Time-out if they score".
- A time-out request may be cancelled only before the scorer's signal has sounded for such a request.
- The time-out period begins when the referee blows his whistle and gives the time-out signal. It ends when the official blows his whistle and beckons the teams back on to the playing court. If, following a request for a time-out, a foul is committed by either team, the time-out shall not begin until the referee has completed all communication related to that foul with the scorer's table. In the case of a fifth foul by a player, this communication includes the necessary substitution procedure. Once completed, the time-out period shall begin when an official blows his whistle and gives the time-out signal. Teams shall be permitted to go to their benches if they are aware that a time-out has been requested, even though the time-out period has not formally begun.
- As soon as a time-out opportunity begins, the scorer shall sound his signal to notify the referees that a request for a time-out has been made. If a field goal is scored against a team which has requested a time-out, the timer shall immediately stop the game clock and sound his signal.

<table>
<tr><th>SUMMARY</th><th>GAME CLOCK</th><th>STATUS OF THE BALL</th><th>TIME-OUT ALLOWED</th></tr>
<tr><td>PLAYING</td><td>Running</td><td>Live</td><td>NO</td></tr>
<tr><td>REFEREE WHISTLES</td><td rowspan="3">Stopped</td><td rowspan="2">Dead</td><td rowspan="2">BOTH TEAMS</td></tr>
<tr><td>DEAD BALL</td></tr>
<tr><td>BALL AT DISPOSAL</td><td>Live</td><td>NO</td></tr>
</table>

4.6.2 Substitution requests

A substitution is an interruption of the game requested by the substitute to become a player. A team may substitute more than one player during a substitution opportunity. Substitutions cannot be granted before the game has begun (except in the case of an injury to a starting five player during the warm up).

A substitution opportunity begins when:

- For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table.
- For both teams, the ball becomes dead following a successful last or only free throw.
- For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.

A substitution opportunity ends when:

The ball is at the disposal of a player for a first or only free throw

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

Players who have been designated by the coach to start the game may be substituted in the event of an injury. In this case, the opponents are also entitled to substitute the same number of players, if they so wish.

Similarly on free throws, if the official notices after the first free throw that the shooter is bleeding, he must be substituted and the opponents may make a substitution if they so wish.
If a substitution opportunity has just ended and a player runs to the scorer's table, loudly requesting a substitution and the scorer reacts and erroneously sounds the signal, the official blows his whistle and interrupts the game, the game shall resume immediately. The request was made too late and the substitution shall not be granted.

A player who has become a substitute and a substitute who has become a player cannot respectively re-enter the game or leave the game until the ball becomes dead again, after a clock-running phase of the game, unless:

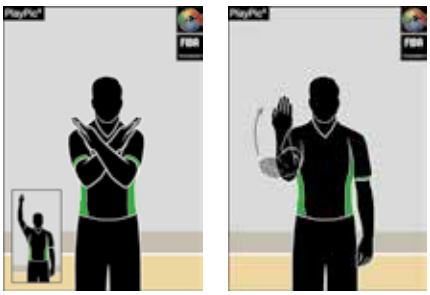
- The team is reduced to fewer than five players on the playing court.
- The player entitled to the free throws as the result of the correction of an error is on the team bench after having been legally substituted.

Procedure:

- Only a substitute has the right to request a substitution. He (not the coach or the assistant coach) shall go to the scorer's table and ask clearly for a substitution, making the proper conventional signal with his hands, or sit on the substitution chair. He must be ready to play immediately.
- A substitution request may be cancelled only before the scorer's signal has sounded for such a request.
- As soon as a substitution opportunity begins, the scorer shall sound his signal to notify the officials that a request for a substitution has been made using the following signals:
    1. The conventional signal for a substitution.
    2. Points in the direction of the team bench requesting the substitution.

If players from both teams have requested substitutions, then the scorer shall indicate this as shown in the diagram.

- The substitute shall remain outside the boundary line until the official blows his whistle, gives the substitution signal and beckons him to enter the playing court.



The player being substituted is permitted to go directly to his team bench without reporting either to the scorer or the official.

- Substitutions shall be completed as quickly as possible. A player who has committed his fifth foul or has been disqualified must be substituted immediately (within approximately 30 seconds, timed by the timer on a manual stopwatch if necessary).

- If a substitution is requested during a time-out or an interval of play, the scorer must notify the official by giving the signal below when the timer indicates that only 10 seconds are left to the end of the time-out, or that 30 seconds are left of the interval. As shown before, the scorer must also indicate the team who requested the substitution.

- If the request for a substitution is made by either team after the ball is at the disposal of the free throw shooter for the first or only free throw, the substitution shall be granted if:
  - The last or only free throw is successful.
  - The last or only free throw, if not successful, is followed by a throw-in from the throw-in line at the team's frontcourt.
  - A foul is called between free throws. In this case the free throws will be completed and the substitution will be permitted before the new foul penalty is administered, unless otherwise stated in the OBR.
  - A foul is called before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the new foul penalty is administered.
  - A violation is called before the ball becomes live after the last free throw. In this case the substitution shall be permitted before the throw-in is administered.

    In the event of consecutive sets of free throws resulting from more than 1 foul penalty, each set is to be treated separately.
- If the free throw shooter must be substituted because he:
  - Is injured.
  - Has committed five (5) fouls.
  - Has been disqualified.

    The free throw(s) must be attempted by his substitute who may not be substituted again until he has played in the next clock-running phase of the game.

- A substitute becomes a player and a player becomes a substitute when:
  - The official beckons the substitute to enter the playing court.
  - During a time-out or an interval of play, a substitute requests the substitution to the scorer.
- A substitution request may be cancelled only before the scorer's signal has sounded for such a request.
- When a player commits his fourth foul, the Table Officials should anticipate a possible substitution and be alert to last-minute requests.

The Table Officials can call a substitution for both teams only when 3 conditions occur:

- Dead ball
- Game clock stopped
- The referee has ended signalling

When the game clock shows 2.00 minutes or less in the fourth quarter and in each overtime, the Table Officials can call a substitution opportunity for the non-scoring team (called by the Timer) when 2 conditions occur:

- Dead ball
- Game clock stopped.

In case of a substitution request and time-out request, it´s very important the order of request is not the same

- First a substitution and after the time-out
- First a time-out and after the substitution

SUMMARY	GAME CLOCK	STATUS OF THE BALL	SUBSTITUTION OPPORTUNITY
DURING THE GAME (EXCEPT 2:00 OR LESS IN 4TH AND OVERTIME)			
PLAYING	Running	Live	NO
GOAL IS MADE		Dead	NO
DEAD BALL			NO
BALL IS AT DISPOSAL OF PLAYER FOR THE THROW-IN		Live	NO

<table>
<tr><th>SUMMARY</th><th>GAME CLOCK</th><th>STATUS OF THE BALL</th><th>SUBSTITUTION OPPORTUNITY</th></tr>
<tr><td colspan="4">THE GAME CLOCK SHOWS 2:00 MINUTES OR LESS
IN THE FOURTH QUARTER AND IN EACH OVERTIME</td></tr>
<tr><td>PLAYING WITH 2:00 TO GO IN LAST QUARTER OR OVERTIME</td><td>Running</td><td>Live</td><td>NO</td></tr>
<tr><td>GOAL IS MADE</td><td rowspan="3">Stopped</td><td rowspan="2">Dead</td><td rowspan="2">FOR THE NON-SCORING TEAM</td></tr>
<tr><td>DEAD BALL</td></tr>
<tr><td>BALL IS AT DISPOSAL OF PLAYER FOR THE THROW-IN</td><td>Live</td><td>NO</td></tr>
</table>

<table>
<tr><th>SUMMARY</th><th>GAME CLOCK</th><th>STATUS OF THE BALL</th><th>SUBSTITUTION OPPORTUNITY</th></tr>
<tr><td colspan="4">DURING FREE THROWS</td></tr>
<tr><td>PLAYER IS SHOOTING THE FREE THROW</td><td rowspan="4">Stopped</td><td>Live</td><td>NO</td></tr>
<tr><td>LAST FREE-THROW IS SCORED</td><td rowspan="2">Dead</td><td rowspan="2">FOR BOTH TEAMS</td></tr>
<tr><td>THE BALL REMAINS DEAD</td></tr>
<tr><td>BALL IS AT DISPOSAL OF PLAYER FOR THE THROW-IN</td><td>Live</td><td>NO</td></tr>
</table>

If the officials discover that more than five players of the same team are participating on the playing court simultaneously, the error must be corrected as soon as possible without placing the opponents at a disadvantage.

Assuming that the officials and the Table Officials are doing their job correctly, one player must have re-entered or remained on the playing court illegally. The officials must therefore order one player to leave the playing court immediately and charge a technical foul against the coach of that team, recorded as 'B'. The coach is responsible for ensuring that a substitution is applied correctly and that the substituted player leaves the playing court immediately after the substitution.

4.7 At the end of the game

4.7.1 Recording the final score

At the end of the game (4th quarter or the last overtime), the scorer shall draw 2 thick horizontal lines under the final number of points scored by each team and the numbers of the players who scored those last points as shown.

He shall also draw a diagonal line to the bottom of the column to cancel the remaining numbers (running score) for each team as shown.

He shall record the partial score of that quarter, the final score and the name of the winning team (including any sponsors name).

He shall record the official time that the game ended. Format: 24-hour digital clock, always using local time.

Scores			
	Quarter ①	A 24	B 20
	Quarter ②	A 20	B 31
	Quarter ③	A 19	B 19
	Quarter ④	A 31	B 24
	Overtimes	A 8	B 6

Final Score	Team A 102	Team B 100
Name of winning team	BC INTERNATIONAL	
Game ended at (hh:mm)	21:45	

A		B	
8	86	86	4
8	87	87	14
	88	88	14
10	89	89	
	90	90	14
8	91	91	
	92	92	
	93	93	4
(8)	94	94	(9)
	95	95	
	96	96	
(8)	97	97	(5)
	98	98	
	99	99	
(8)	100	100	(5)
	101	101	
12	102	102	
	103	103	
	104	104	
	105	105	
	106	106	
	107	107	
	108	108	
	109	109	

4.7.2 Finish the footer and signature of the crew

At the end of the game, the scorer will review the scoresheet and draw a line through each team's unused boxes as shown.

Licence no.	Players		No.	Player In	Fouls 1	2	3	4	5	
001	FERNANDEZ,	J	4	X	P	P_2	P_1	P_3		
002	TOTOVA,	M (CAP)	5	(X)	P	P				
003	MAYER,	F	8							
004	JONS,	N	10	X	P	T_1	T_1	GD		
005	FRANK,	L	12	(X)	P	P_2	D_2			
010	SANCHEZ,	M	15							
011	MANOS,	K	20	X	P_2	P_1	P_2	P_3	P	D
012	SOCRATES,	P	33	X	U_2	P_3	P_2			
013	KING,	P	35	(X)	U_2	P				
014	ALONSO	J	41	(X)	U_c	T_1	GD			
025	LOORK,	M	60	(X)	P_2	P_2				
028	APONJIC,	0	69	X	P_1	P_2				
027	SEETIN9,	R	70	X	P_2	P_2				
Coach	788 MENDOZA,	A					B_2	C_1	B_2	GD
Assistant coach	555 PIMENTEL,	J.A.					D			

The scorer shall then enter his surname on the scoresheet in block capital letters and then sign. After this, the assistant scorer, timer and the 24 second operator, shall enter their details, as shown. The scorer shall draw a horizontal line through each of the 'Captain's signature in case of protest' boxes.

Once signed by the Umpire(s), the Crew Chief shall be the last to approve and sign the scoresheet.

The Crew Chief's signature, terminates the officials' administration and connection with the game, except if one of the captains signs the scoresheet under protest (using the space marked 'Captain's signature in case of protest'). If this occurs, the Table Officials and the Umpire(s) shall remain at the disposal of the referee and the Commissioner (if present) until the Crew Chief gives them permission to leave.

Scorer	ISOLA P.
Assistant scorer	ONNA M.
Timer	PATTON M.
Shot clock operator	FERNANDEZ P.

4.8 Summary pen colours

Two colours will be used to fill the scoresheet: DARK **blue** / **black** and **red**.

Blue or Black Colour

Scoresheet Header

- Team´s full names.
- Competition.
- Date (day.month.year: dd.mm.yyyy, for example 24.08.2007)
- Game starting time.

- Game number.
- Place of the game.
- Referee's surnames, initials of their names and their home countries.

Teams

- Team's names.
- Players and coaches' surnames and initials of their names.
- Players' shirt numbers.
- Last three digits of the players and coaches' license numbers.
- The cross ("X") corresponding to the starting five players from each team.
- The coaches' signatures confirming their agreement with the names and corresponding numbers of their team members and the coaches' names.
- The line drawn through the spaces for the license number, name, number, etc. when a team presents fewer than twelve players (line drawn after the game has begun).
- Fouls committed by players in the 2nd and 4th quarter (and overtimes).
- Time-outs of the 2nd and 4th quarter (and overtimes).
- Team fouls of the 2nd and 4th quarter (and overtimes).
- Players who enter the court to play for the first time in the 2nd and 4th quarter (and overtimes).
- The thick line drawn at the end of the 2nd quarter between the foul spaces that have been used and those that have not been used.
- The thick diagonal line drawn at the end of the playing time obliterating the remaining spaces.

Scoresheet footer

- The score of 2nd quarter and 4th quarter.
- The final score of the game.
- The name of the winning team.
- The captain's signature in case of protest or the thick line drawn if it was not used.
- Table Officials' surnames, initials of their names and their license numbers.
- The signatures of the officiating crew members (referees and Table Officials)

Running score

- The running score during the 2nd and 4th quarter.
- The running score of the overtime(s).

Red Colour

Teams

- Time-outs of the 1st and 3rd quarter.
- Fouls committed by players in the 1st and 3rd quarter.
- Team fouls of the 1st and 3rd quarter.
- Players who enter the court to play for the first time in the 1st and 3rd quarter.
- The circle around the cross of the starting five players of both teams as they enter the court to start the game.

Running score

- The running score of the 1st and 3rd quarter .

Scoresheet footer

- The score of 1st quarter and 3rd quarter.

4.9 Alternating possession arrow

Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball. In all jump ball situations (except at the start of a game) teams will alternate possession of the ball for a throw-in at the place nearest to where the jump ball situation occurs.

4.9.1 Positioning the alternating possession arrow

The team that does not gain control of the live ball on the playing court after the jump ball will be entitled to the first alternating possession. For example, if team A gains possession of the ball from the opening jump ball, the direction arrow will point towards the basket that team B will be shooting into.

The team entitled to the next alternating possession at the end of any quarter shall start the next quarter with a throw-in at the centre line extended, opposite the scorer's table, unless there are further free throws and a possession penalty to be administered.

If **control of a live ball on the playing court** has not yet been established, the table official cannot use the alternating possession arrow to award possession.

This means that if in an opening jump ball the ball is legally tapped by jumper A1 and then a held ball or a double foul between A2 and B2 is called, the referee shall administer another jump ball in the centre circle and A2 and B2 shall jump. Whatever time has passed on the game clock, after the ball is legally tapped, and before the held ball/double foul situation, shall remain consumed. Similarly, if the tipped ball at the start of the game is tapped directly out of bounds, then the scorer must wait until one of the teams has gained possession of the ball **on the playing court** from the throw-in before placing the directional arrow.

The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket.

This means that after the jump ball if a player/team gains control of the ball on the playing court, the alternating possession arrow shall point to the basket in the opposite direction of play. For example, if team A gains control and their direction of play is towards the right basket, then then alternating possession arrow shall point towards the left basket.

If the referee tosses the ball for the opening jump ball and, immediately after the ball is legally tapped by a jumper the ball goes directly out-of-bounds, or is caught by one of the jumpers before it has touched one of the non-jumpers or the floor, this is a violation.

In both cases the opponents are awarded a throw-in as the result of the violation.

After the throw-in, the team that does not gain control of the live ball on the playing court will be entitled to the first alternating possession at the place nearest to where the next jump ball situation occurs.

4.9.2 Operating the alternating possession arrow

The direction of the alternating possession arrow is reversed immediately when the alternating possession throw-in ends.

Alternating possession:

- **Begins** when the ball is at the disposal of the player taking the throw-in.
- **Ends** when:
  - The ball touches or is legally touched by any player on the playing court.
  - The team taking the throw-in commits a violation.
  - A live ball lodges between the ring and the backboard during a throw-in.

A violation by a team during its alternating possession throw-in causes that team to lose the alternating possession throw-in.

The direction of the alternating possession arrow will be reversed immediately, indicating that the opponents of the violating team will be entitled to the alternating possession throw-in at the next jump ball situation. The game shall then be resumed by awarding the ball to the opponents of the violating team for a throw-in at the place of the original throw-in.

A foul by either team:

- Before the beginning of a quarter other than the first quarter, or
- during the alternating possession throw-in,

does not cause the team entitled to the throw-in to lose that alternating possession.

Should such a foul occur during the initial throw-in to start a quarter, after the ball has been placed at the disposal of the player taking the throw-in, but before it has legally touched a player on the playing court, the alternating possession procedure has not ended therefore the arrow stays pointing in the same direction.

If a held ball is called by a referee and the scorer makes an error and the ball is erroneously awarded to any team for the throw-in, once the ball touches or is legally touched by a player on the playing court, the error cannot be corrected. However, the disadvantaged team shall not lose its alternating possession throw-in opportunity as a result of the error and will be entitled to the next alternating possession throw-in.

Most common situation for alternating possession arrow is the initial jump ball.

Initial jump ball

Team white gains control on court.
Possession arrow for team red.

When should the scorer change the direction of the alternating possession arrow?

The scorer shall change the direction every time the ball touches or is legally touched by a player on the playing court, after a throw-in caused by a jump ball situation.

Jump ball situation

Ball legally touched on court

Change

The scorer also shall change the direction of the alternating possession arrow when, after a jump ball situation, the team awarded the throw-in commits a violation during the procedure.

Jump ball situation

Throw-in violation

Change

The scorer shall turn the possession arrow immediately at the beginning of the half-time, and the referees (and the Commissioner if present), are to be notified of this.

When the scorer shall not change the direction of the alternating possession arrow.

A foul by either team:

- before the beginning of a quarter other than the first quarter, or
- during the alternating possession throw-in,

does not cause the team entitled to the throw-in to lose that alternating possession.

In this case, regardless of the penalty, the alternating possession arrow does not change.

Jump ball situation

Foul before the ball is legally touched on the court

Do not change

When the alternating possession arrow is an electronic device, it shall:

- Have an arrow of a minimum length of 100 mm and a height of 100 mm.
- Display an arrow on the front, illuminated in a bright red colour when switched on, showing the direction of the alternating possession.
- Display on the back side a LED that indicates the left/right/neutral position to verify the correct position.
- Be positioned in the centre of the scorer's table and shall be clearly visible to everyone involved in the game, including the spectators.

4.10 Mechanics and performance standards

To perform their specific task, the scorer shall:

- Complete the scoresheet according to the rules and the Table Officials' Manual.
- Know the referees' signals and mechanics so as to communicate with them effectively.
- Indicate the number of fouls committed by each player by raising, in a visible manner to both coaches, players and officials, the marker with the number of fouls committed by that player. This shall also be verbally confirmed with the other Table Officials and the Commissioner, if present.
- Make a note of the number of players attempting field goals, or those that may be involved in fight situations. During fighting situations, the scorer shall observe carefully what happens on the playing court, along with the timer and the Commissioner (if present).
- Pay attention to the referee's signals during three-point attempts. It is the referee who will make the decision on shot attempts taken from close to the three-point line.
- Each time points are scored, call out loudly all relevant information (e.g. 11A, 2 points), and confirm at the same time the score reached (66 – 56 always in the order A-B); to help check that the visible scoreboard is accurate. If there are no differences between the scoresheet and scoreboard the assistant scorer will give verbal confirmation.
- If there is a discrepancy, and his score is correct, the scorer shall immediately take steps to have the scoreboard corrected. If in doubt or if one of the teams raises an objection to the correction, the scorer shall inform the referee as soon as the ball becomes dead and the game clock is stopped.
- Each time a foul is called, the scorer shall call out loud all relevant information (e.g. 26 A personal foul, 2 free throws), as reported by the referee. He shall then record the information on the scoresheet and then show the foul marker, calling out the number of fouls and the number of team fouls (e.g. 26A, 2nd personal foul, 4th team foul, 4 -1 team fouls). The assistant scorer will verbally confirm this and then update the visible scoreboard.
- Quickly inform the rest of the Table Officials when a player reaches his fifth foul, or must be disqualified as consequence of the sum of technical and/or unsportsmanlike fouls.
- In the case of substitution and time-out requests, the scorer shall sounds his signal only when the ball becomes dead (game clock stopped), and after the end of the referee´s signalling (if any) and before the ball becomes live again. The sounding of his signal does not stop the game clock or the game, nor cause the ball to become dead.

- It is good practice to repeat loudly the player's number and team fouls in situations leading to possible substitutions (3rd or 4th fouls), 5th foul or bonus shots, in order that the table officiating team are vigilant for substitutions, time-outs or the need to place team foul markers on the table.
- Shall listen carefully for comments from his colleagues about time-out and substitution requests.
- Once a team has used all of its permitted time-outs during a half (or during overtimes), inform the nearest official of this clearly, so that this can be communicated to the relevant coach.
- Arrange to have the team foul marker positioned on the scorer's table, at the end nearest to the bench of the team in a team foul penalty situation, when the ball becomes live following the fourth team foul in a quarter.
- Help the shot clock operator during the last seconds of possession, calling, "five, four……one, zero".
- Know the alternating possession rule and when necessary, change the direction of the arrow efficiently.
- Maintain eye contact with officials.

THE ASSISTANT SCORER

5. THE ASSISTANT SCORER

5.1 Assistant scorer's duties

The assistant scorer shall operate the scoreboard and constantly assist the scorer. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.

5.2 Before the game

Scoreboard

The scoreboard should be clearly visible to everyone involved in the game, including the spectators. In case television or video displays are used it must be assured that the complete required information shall be visible at any time during the game. The readability of the displayed information shall be identical compared to that of a digital scoreboard.

The scoreboard shall include and/or indicate:

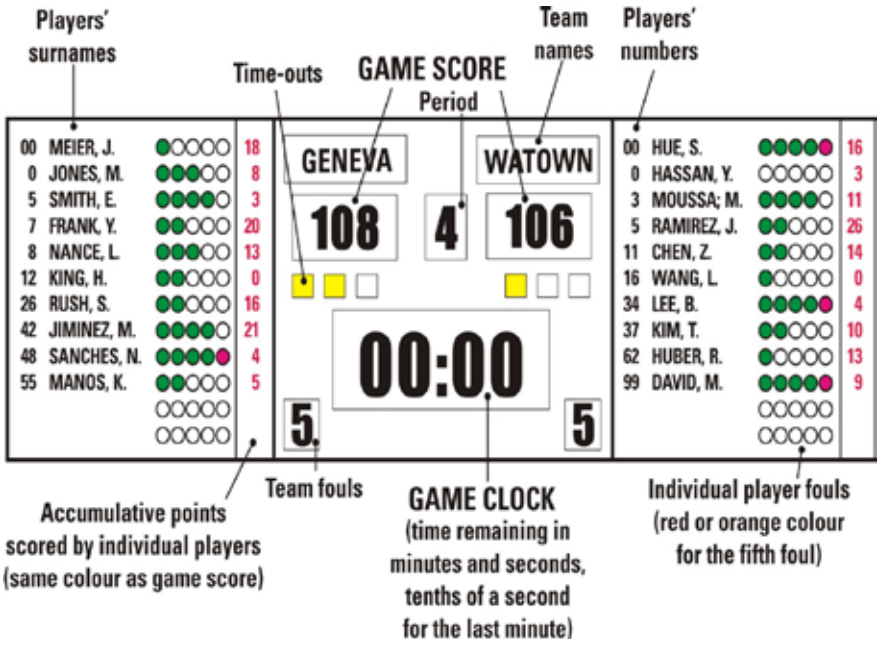
- The digital countdown game clock and have the ability to indicate time remaining in minutes and seconds, as well as tenths (1/10) of a second only during the last minute of the quarter.
- The points scored by each team.
- The teams' names.
- The number of team fouls from 1 to 5, stopping at 5 (if possible).
- The number of the quarter from 1 to 4, and E for an overtime.
- The number of charged time-outs per half from 0 to 3.
- For FIBA Level 1 games, the surname and number of each player (at least twelve player 'slots' should be available to show all players) and the cumulative points scored and fouls by each player.
- A display clock for timing the time-outs (optional). The game clock must not be used for this purpose.

The assistant scorer must check his equipment to verify it works correctly. In particular, he must verify if all LEDs or characters on the scoreboard work correctly. If there is a malfunction with any of the LEDs or characters on the scoreboard, he should notify the Crew Chief and / or the Commissioner (if present).

The assistant scorer should check the following:

- If the game clock is electronically linked to the shot clock or not.
- Verify LEDs or characters on the scoreboard - setting displays to 888 (if possible).
- Check to see if team foul totals can be stopped at 5.
- If the quarter numbers can be changed manually.
- If the number of time-outs can be changed manually.
- How to reset fouls and time-outs during intervals (if this reset is not automatic).
- How to correct players´ scores in case of an error (i.e. add and cancel points).
- How to correct fouls in case of an error.

- How the time on the game clock can be corrected (seconds and / or tenths of a second (in the last minute) added on or taken off).
- If there is a button on the console to sound an audible signal.



5.3 During the game

How to update the scoreboard

Records on the scoreboard shall be the same as the scoresheet. Team fouls shall be stopped when they reach the fifth foul (if possible).

How to collaborate with the scorer

- The assistant scorer shall report in order, the player's number, team, and points scored (e.g. 14B, 2 points);
- The scorer states the running score in the following order: the team that has just scored, then the game score, in A–B format (e.g. 40; 57–40);
- The assistant scorer repeats the score to confirm whether the running score on the scoreboard is correct.
- It is important that this is loud enough for the Commissioner (if present) to hear and to also check.

It is important to note that the assistant scorer must wait until the scorer has confirmed the new score before updating the scoreboard, because the scoresheet shall take precedence over the scoreboard, and not the opposite.

Recording Fouls

- The assistant scorer shall report the player's number, the team, the type of foul, and the penalty (e.g. 14 B, personal, two free throws).
- At the same time that the scorer records it on the scoresheet, he confirms the personal foul, total team fouls of the team whose player has just committed the foul, and team fouls situation for both teams in the A-B format (e.g. first personal, third team, 2-3 team fouls);
- The assistant scorer replies 'OK' or 'yes' if the scoreboard is correct.

In this way, the Table Officials have an awareness of foul situation for both teams and individual players. This will help the Table Officials team to anticipate situations such as possible substitutions (eg. 3rd player foul in the first half or 4th player foul early in the game).

Other duties

- The assistant scorer shall also check to see if players who have requested substitutions are eligible to play. Good communication from the timer and shot clock operator about team substitutions is essential for this.
- The assistant scorer may call a time-out or a substitution, if the scorer is busy.
- The assistant scorer has the responsibility for the team bench area to the right of the table in fighting or bench clearance situations. They are to also help the timer and the shot clock operator in such situations.

5.4 Intervals of play

Cross check with the scorer all key information regarding scores, fouls and time-outs.
Observe the players and bench personnel and inform the officials of any incidents.

5.5 End of game and post-game

Help co-officials to:

- Check that the scoreboard is accurate.
- Help the scorer to complete the scoresheet, if required.
- Sign the scoresheet.
- Observe players and bench personnel in case of any incident at the end of the game.
- Hand a copy of the scoresheet to each team.

THE TIMER

6. THE TIMER

6.1 Timer´s duties

The timer shall:

- Measure playing time, time-outs and intervals of play.
- Ensure that the game clock signal sounds very loudly and automatically at the end of playing time in a quarter.
- Blow his whistle, simultaneously with the game clock signal sound, or use any other means possible to notify the referees immediately if his signal fails to sound or is not heard.
- Notify the teams and the officials at least 3 minutes before the third quarter is to start.
- Notify the teams and the officials when the end of time-outs or intervals of play are approaching.
- If a field goal is scored against a team which has requested a time-out, the timer shall immediately stop the game clock and sound his signal

6.2 Required equipment and necessary materials

For the game, the timer must have the following materials and equipment (supplied by the local team or organisation):

- Game clock
- Stopwatch

In addition, he must have:

- Pens (black or blue, and red)
- Notice paper to take note of incidents (in case of a potential report to the organising body of the competition), alternating possession arrow changes and players on the court.
- A whistle or other sounding device that is different to the game clock and shot clock audible sounds.

6.3 Before the game

6.3.1 Checking the device, sound and displays

To perform his specific task, in the presence of the officials, the timer must:

- Check that the game clock works properly (start/stop, sound signal, LEDs / display characters, lighting around the perimeter of the backboard, etc.) and is visible to the Table Officials, team benches and the spectators. The timer should also check whether his console on the table is blank or whether it shows the time in the same way as the game clock.
- Become familiar with how to use the game clock, including how to adjust the time when the clock is stopped, if this is required (in case of an error).
- Check that his stopwatch works correctly.
- Know how to set the game clock.
- Check that he will be able to see the game clock clearly at all times during the game.
- Check that the whistle-controlled time system equipment works correctly (if there is any).

6.3.2 Game clock

An electronic game clock should be used to measure the playing time and the intervals, and should be located clearly visible to all those involved in the game, including the spectators.

Each duplicate game clock (if present) shall display the score and the playing time remaining throughout the game or an interval of play.

Time-outs should be timed on a separate clock to the game clock. This is to ensure that the game clock is visible to all participants and spectators during every time-out. The timer may use his stopwatch for time-outs if there is no separate visible time-out clock to do this.

6.3.3 Sound signals

There shall be at least two separate sound signals, with distinctly different and very loud sounds:

- The first signal shall sound automatically and synchronously with the red backboard lights, to indicate the end of the playing time for a quarter.
- The second signal, independent and with a different sound to the one described above, can be activated manually, when it is appropriate to attract the attention of the officials (e.g. towards the end of intervals of play or time-outs).
- Both signals shall be sufficiently powerful to be easily heard above the most adverse or noisy conditions. The sound volume shall have the ability to be adjusted according to the size of the arena and the noise of the spectators. A connection to the public information system of the arena is strongly recommended.

6.3.4 Pre-game timing

The timer will start the clock 60 minutes prior to the scheduled start of the game.

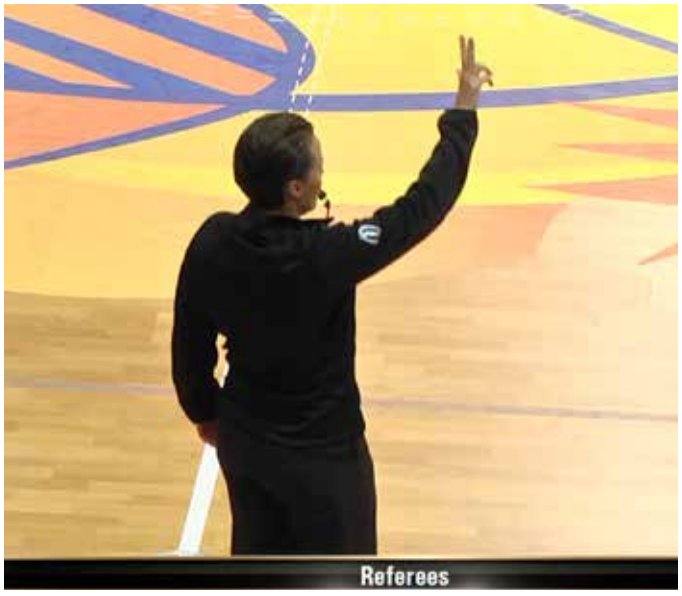
7, 8 or 9 minutes (or the time indicated by the LOC) before the start of the game, the Crew Chief shall blow his whistle and ensure that all players stop their warm-up and return immediately to their respective team bench areas, at that moment the presentation of the teams begins. Following the game run-down defined by the LOC.

As an example, the chart on the right lists the elements which are mandatory for all games of the FIBA Basketball World Cup 2019 Qualifiers and shall therefore be integrated without any modifications in the sport presentation programme and Game Run-down.

If the presentation is too long, the timer will stop the clock when it shows 3:00 minutes. As soon as all the players, coaches and officials have been introduced to the spectators, the timer notifying the officials before the first and third quarter when 3 minutes remain until the quarter and the referee signals that three (3) minutes remain prior to the start of the game, using the conventional signal.

The timer notifying the officials, when 1:30 minute remains until the beginning of the game, and the referee will ensure that the teams go to their team bench areas.

Time to tip-off	Description of activity	Music / Entertainment
-30:00	Official entrance of the teams and warm-up	FIBA Anthem (100")
-11:00	Teams photo session	
-09:00	Teams on team benches / Prepare for team Introductions	FIBA Anthem (60")
-08:00	Team Introductions TEAM B (VISITING)	
-07:00	Team Introductions TEAM A (HOME)	
-06:00	National Anthem TEAM B (VISITING)	
-04:45	National Anthem TEAM A (HOME)	Host country always last
-03:30	Gift Exchange	
-03:00	Final warm-up	
-01:30	Players return to bench	FIBA Anthem (6")
00:00	GAME STARTS	



Referees

6.4 During the game

The game shall consist of four quarters of 10 minutes. There shall be an interval of play of 20 minutes before the game is scheduled to begin. There shall be intervals of play of 2 minutes between the first and second quarter (first half), between the third and fourth quarter (second half), and before each overtime. There shall be a half-time interval of play of 15 minutes.

INTERVAL	1st Half			HALF-TIME	2nd Half			INTERVAL	Overtimes		
	1 P	INT	2 P		3 P	INT	4 P		E.P.	INT	...
20'	10'	2'	10'	15'	10'	2'	10'	2'	5'	2'	...
	2 Time-outs				3 Time-outs				1 T-O		

An interval of play begins:

- Twenty minutes before the game is scheduled to begin.
- When the game clock signal sounds for the end of a quarter, except if the referee calls a foul at the same time as the quarter ends. In this case, the interval of play will begin when all administration connected with the foul has taken place, including any free throws.

An interval of play ends:

- At the beginning of the first quarter when the ball leaves the hand(s) of the referee on the jump ball.
- At the beginning of all other quarters when the ball is at the disposal of the player taking the throw-in at the centre line extended, opposite the scorer's table.

6.4.1 Playing time

To be accurate, the timer must always have his hand on the operation keys of the game clock, (i.e. start/stop buttons).

The timer shall measure playing time as follows:

Starting the game clock when

- **During a jump ball**, the ball is legally tapped by a jumper.
- After an unsuccessful last or only **free throw** and the ball continues to be live, the ball touches or is touched by a player on the playing court.

- **During a throw-in**, the ball touches or is legally touched by a player on the playing court. During a throw-in, it is possible that the timer cannot see the legal touch of the ball. In this case, the timer should watch the hand signal of the official administering the throw-in and start the clock when the official uses the conventional signal to start the clock.

Stopping the game clock when

- Time expires at the end of playing time for a quarter, if not stopped automatically by the game clock itself.
- An official blows his whistle while the ball is live. In noisy games when the official's whistle is difficult to hear, the timer should also be constantly watching for the officials using conventional signals to stop the clock.
- A field goal is scored against a team which has requested a time-out.
- A field goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime.
- The shot clock signal sounds while a team is in control of the ball (shot clock violation), if signalled by the officials.
- A time-out is charged against the team whose coach first made a request, unless the time-out is granted following a field goal scored by the opponents and without an infraction having been called.

Procedure:

The coach requests a time-out

The scorer sounds his signal and makes the time-out signal when there is an opportunity

The official blows his whistle and makes the signal. The time-out begins and the timer starts his stopwatch.

The players stay in the team bench area

The timer sounds his signal when 50" and 1 minute of the time-out have passed.

The timer shall measure a time-out as follows:

- Starting the stopwatch immediately when the official blows his whistle and gives the time-out signal.
- Sounding his signal when 50 seconds of the time-out have elapsed and showing the appropriate signal that ten (10) seconds are left to the end of the time-out.
- Sounding his signal when the time-out has ended.

If during the time-out a substitution has been requested the scorer makes the conventional substitution signal when the timer performs his signal (10 sec. are left). After making the conventional substitution signal, the scorer also indicates the team or teams who have requested the substitution.

- In case of failure of his device, the timer shall (if the game clock does not start):
  - Start the stopwatch timer (usually used to measure time-outs).
  - Advise the Commissioner, if present.
  - If not, stand up to be more visible (so officials can note that there is a problem).
  - When the ball becomes dead, stop his watch and inform the referee that the game clock was stopped e.g. for 5 seconds.

When the assistant scorer is not present, it is the timer that updates the score-board. During play, starting and stopping the game clock correctly is more important than updating the scoreboard. For this reason, during the game the timer must be aware for time-out request when a field goal is scored and, especially in the last 2 minutes of the game, the timer must stop the game clock when a field goal is scored, and only when the game clock has been started (according to the rule) may he update the score on the scoreboard.

Simultaneously with the end of the quarter, the timer must blow his whistle if the game clock´s signal / sound fails, or the officials cannot hear it, so that the referees can be notified of the end of the quarter.

Helping partners during the game

- Repeat periodically and loudly how long is left on the clock, so that the whole Table Officials crew know the time left to play, even in the case of a game clock failure. This should be agreed to in the pre-game meeting among the Table Officials crew.
- Count down loudly the final 5 seconds of each 24-second offence - once the shot clock operator has called out “ten seconds”, meaning there are ten seconds remaining on the shot clock.
- When the whistle-controlled time system is used, sometimes the timing devices on the officials´ belt does not work correctly (due to WIFI interferences). The timer shall constantly verify if the whistle-controlled time system device is working correctly and notify the officials if they are not.
- Call loudly to the scorer if substitutions or time-outs are requested from the bench to the left of the scorer’s table and notify new entries to the scorer.

- Help the scorer by positioning the team foul marker in the correct place on the left side of the table. The assistant scorer will do the same for the team on the right side of the table.
- Observe the playing court and note down details of any incidents in case of fighting and bench clearances.

6.4.2 Intervals of play

The timer shall take the following steps during intervals of play:

- Ensure the pre-game countdown is running when there are 20 minutes left to start the game.
- Ensure the officials are on the court in time to start quarter 1 and quarter 3. If necessary the commissioner, if present, should go to the referees' locker room to remind them.
- In the intervals between quarters 1 and 2 and between quarters 3 and 4 will start the timer with 2 minutes.
- Observe players and team bench personnel and inform the officials if there are any incidents during intervals of play.
- The timer notifying the officials before quarters 1 and 3 when three minutes, and one minute and thirty seconds remain until the beginning of the quarter.
- The timer notifying the officials 30 seconds before quarters 2 and 4 (and each overtime).
- Start the countdown of the interval of play, when the officials have indicated that a quarter of play has ended.
- At the end of the interval reset the visible game clock ready to begin a new quarter of 10 minutes, (or 5 minutes for overtimes).
- Sound his signal and simultaneously reset the game clock immediately when an interval of play has ended.

6.5 After the game

- Help scorer to complete the scoresheet, if required.
- Sign the scoresheet

THE SHOT CLOCK OPERATOR

7. THE SHOT CLOCK OPERATOR

7.1 Shot clock operator's duties

Whenever a team gains control of a live ball on the playing court, that team must attempt a shot for a field goal within 24 seconds. The main duty of the shot clock operator is to measure this time.

7.2 Required equipment and necessary material

For the game, the shot clock operator must have the following equipment.

From the local team or organization:

- Shot clock device

In addition, he must have

- Pens.
- Notice paper to take note of any incidents (that can then be used to make a possible report to the organising body of the competition), alternating possession arrow changes, players on the court and so on.
- A stopwatch
- A whistle

7.3 Before the game

7.3.1 The shot clock device

There are several models of shot clock devices and each of them has different mechanical operations.

In general, the device should:

- Have a start / stop button or lever.
- Have two separate buttons / levers for 24 and 14 seconds reset.
- Show the countdown in seconds.
- Not show any digits (be blank) when no team has control of the ball or when there are less than 24 / 14 seconds left to play in each quarter or overtime (the blanked position should be tied to the reset buttons).
- Reset to either 24 or 14 seconds whenever this is required.
- The sound signal should be stopped when a new period of 24 / 14 is assigned.

For Levels 1 and 2 Competitions, the shot clock display unit, together with a duplicate game clock and a red light shall:

- Be mounted on each backboard support structure or hung from the ceiling.
- Have different colours for the numbers of the shot clock and the duplicate game clock displays.
- Show the countdown in seconds and the last 5 seconds of the action in tenths as well.

For Level 1, there must be three (3) or four (4) display surfaces per unit (recommended for Levels 2 and 3) which must be clearly visible to everyone involved in the game, including the spectators.

7.3.2 Checking the device, signal sound and display

Both the shot clock operator and timer are responsible for handling the electronic devices. The high performance of these devices is essential to enable each of these Table Officials to carry out their roles to the highest standard.

In general, the device should:

- A separate control unit provided for the shot clock operator, with a very loud automatic signal to indicate the end of the shot clock period when the display shows zero (0).
- A display unit with a digital countdown, indicating the time in seconds only.
- Started from 24/14 seconds.
- Stopped with the display indicating the time remaining.
- Restarted from the time at which it was stopped.
- Showing no display, if necessary.

For levels 1 and 2 the shot clock display unit , together with a duplicate game clock shall:

- Have the signal sounding for the end of the shot clock period when the display shows zero (0.0).
- Indicate the time remaining in seconds; and tenths (1/10) of a second only during the last 5 seconds of the shot clock period.
- Be mounted on each backboard support structure a minimum or hung from the ceiling.
- Have the numbers of the shot clock in red colour and the numbers of the duplicate game clock in yellow colour.
- Have the numbers of the shot clock display a minimum height of 230 mm and be larger than the numbers of the duplicate game clock.
- Have electromagnetic compatibility in accordance with the statutory requirements of the respective country.

The fact that there are different types of consoles means that it is very important to take time before starting the game (during the check of devices and during the pre-game interval), to become familiar with the operation of the console. This will ensure that the shot clock operator is able to perform any function quickly and efficiently. During the pre-game checks, the shot clock operator should check the following:

- **Verify if the shot clock count is electronically linked to the game clock.** This means that the shot clock operator needs to know if the shot clock will operate independently of the game clock. The shot clock should be able to be started separately from the game clock.
- **Timeliness of start and stop**.
- **Full second / empty second and sound signal.** According to the rules, the sound should be different from the sound of the game clock. To verify the loudness of the sound signal, the shot clock operator will run down the shot clock to zero when the officials are present on the court in the 20-minute interval

of play before the game begins. This will also allow the officials and Table Officials to know if the buzzer sounds when the display reaches zero (empty second), or if it sounds after a further full second has elapsed.

- **Whether it is possible to switch the display off so that the shot clock displays are blank (showing no digits).**
- **Blank - reset to 24 / 14 seconds - START procedure (when the ball touches the ring).**
- **The devices screens should have the red dot as shown in the image. This dot should only be visible when the game time is stopped. It is a quick way to detect that the time is not working well (especially when using the whistle-controlled time system).**
- **Check if the shot clock sound signal can be stopped by a new reset (24 / 14) and if it is possible to restart the shot clock immediately after the buzzer has sounded.**
- **Whether the shot clock can be reset to 14 when less than 24 seconds but more than 14 are left in an offence.**
- **Check if the display can be switched off** when less than 24 seconds or 14 seconds are left in a quarter.
- **Whether it is possible to correct the shot clock displays in the case of error**, and if so, which procedure must be used.

7.4 The rule

7.4.1 Shot Clock

Application of the 24 seconds rule is an extremely complex task that requires a deep knowledge of the rules and interpretations, a high degree of concentration and the ability to evaluate each situation in tenths of seconds, hundreds of times in a game.

To perform this task properly it is essential to have a perfect knowledge of when team control begins and ends.

7.4.2 Control of the ball

Team control starts when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his disposal.

Team control continues when:

- A player of that team is in control of a live ball.
- The ball is being passed between teammates.

Team control ends when:

- An opponent gains control.
- The ball becomes dead.
- The ball has left the player's hand(s) on a shot for a field goal or for a free throw.

7.4.3 The shot clock count

7.4.3.1 The shot clock count shall be started or restarted when:

- A player gains control of a live ball on the playing court. The mere touching of the ball by an opponent does not start a new shot clock period if the same team remains in control of the ball.

- On a throw-in, the ball touches or is legally touched by any player on the playing court.

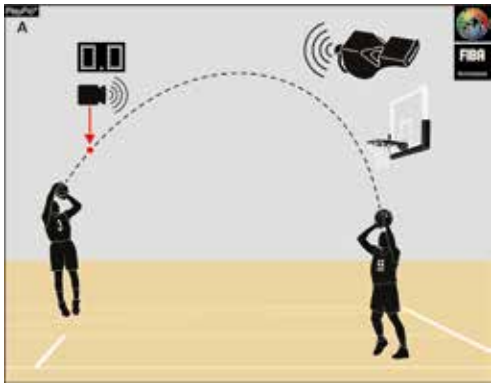
A team must attempt a shot for a field goal within 24 seconds.

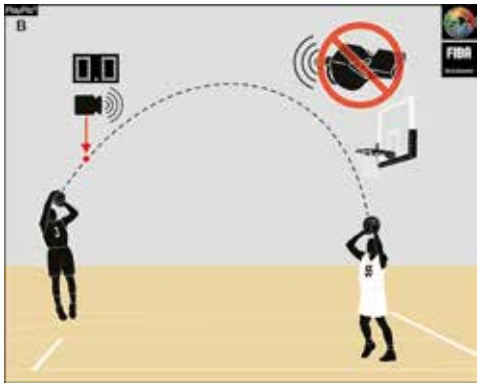
To constitute a shot for a field goal within 24 seconds:

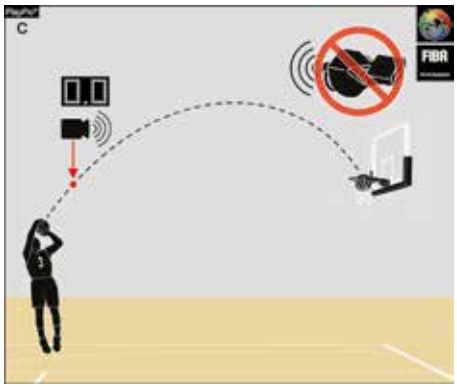
- The ball must leave the player's hand(s) before the shot clock signal sounds, and
- after the ball has left the player's hand(s), the ball must touch the ring or enter the basket.

When a shot for a field goal is attempted near the end of the 24-second period and the shot clock signal sounds while the ball is in the air:

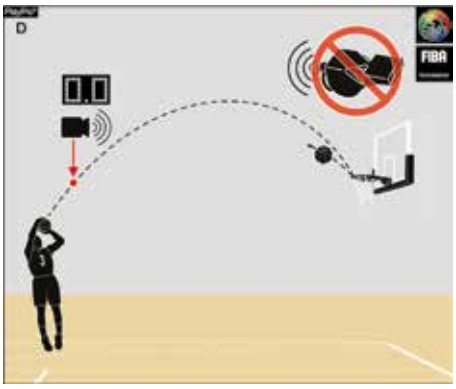
A) If the ball misses the ring, a violation has occurred. However, if the opponents gain immediate and clear control of the ball (B), the signal shall be disregarded and the game shall continue.







C) If the ball enters the basket, no violation has occurred, the signal shall be disregarded and the goal shall count.



D) 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.

When the backboard is equipped with yellow lighting along its perimeter at the top, the lighting takes precedence over the shot clock signal sound.

7.4.3.2. Shot clock count shall be stopped, but not reset:
with the remaining time visible, when the same team that previously had control of the ball is awarded a throw-in as a result of:

- A ball having gone out-of-bounds.
- A player of the same team having been injured.
- A technical foul committed by that team.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties against both teams.

Stopped, but also not reset, with the remaining time visible, when the same team that previously had control of the ball is awarded a frontcourt throw-in and 14 or more seconds are displayed on the shot clock as a result of a foul or violation.

The game being stopped because of an action connected with the team in control of the ball.	The game being stopped because of an action not connected with either team. Unless the opponents would be paced at a disadvantage	The team controlling the ball takes the throw-in after the ball having gone out-of-bounds	L2M Time-out Coach's option: to take the throw-in from the frontcourt with 13 or less seconds of possession	A technical foul is committed by the team in control of the ball

7.4.3.3. Shall be stopped, and reset to 24 seconds:
with no display visible, when:

- The ball legally enters the basket.
- The ball touches the ring of the opponent's basket and it is controlled by the team that was not in control of the ball before it has touched the ring.
- The team is awarded a backcourt throw-in:
  - As the result of a foul or violation (not for the ball having gone out-of-bounds)
  - As the result of a jump ball situation the ball for the team not previously in control of the ball
  - The game is stopped because of an action not connected with the team in control of the ball.
  - The game is stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage.
- The team is awarded free throw(s).

A new team gains control of a live ball on the playing court	To take the throw-in after a Basket	To take the throw-in from the backcourt after a foul or violation by the opponent team

7.4.3.4. Shall be stopped, and reset to 14 seconds:
with 14 display visible, when:

- The same team that previously had control of the ball is awarded a frontcourt throw-in and 13 seconds or less are displayed on the shot clock:

- As the result of a foul or violation (not for the ball having gone out-of- bounds).
- The game being stopped because of an action not connected with the team in control of the ball.
- The game being stopped because of an action not connected with either team, unless the opponents would be placed at a disadvantage

- The team that previously did not have the control of the ball shall be awarded a frontcourt throw-in as a result of a:
  - Personal foul or violation (including for the ball having gone out-of-bounds),
  - Jump ball situation
- A team shall be awarded a throw-in from the throw-in line in its frontcourt as a result of an unsportsmanlike or disqualifying foul
- After the ball has touched the ring on an unsuccessful shot for a field goal, a last free throw, or on a pass, if the team which regains control of the ball is the same team that was in control of the ball before the ball touched the ring.
- The game clock shows 2:00 minutes or less in the fourth quarter or in each overtime following a time-out taken by the team that is entitled to the possession of the ball from its backcourt and the coach decides that the game shall be resumed with a throw-in for his team from the throw-in line in the team's frontcourt and 14 seconds or more are displayed on the shot clock at the time when the game clock was stopped.

The same team recovers ball control after an unsuccessful shot (ball touches the ring) offensive rebound.	To take the throw-in from the frontcourt (off. team) after a foul or violation (including for the ball having gone out-of-bounds) by the opponent team if the remaining shot time is 13 or less seconds.	To take the throw-in from the frontcourt (def. team) after a foul or violation by the team in control of the ball.	To take the throw-in from the throw-in line in the team's frontcourt for a UF / DF penalty.	L2M Coach's option: to take the throw-in from the frontcourt with 14 or more seconds of possession.

7.4.3.5. Shall be stopped, and switched off:
after the ball becomes dead and the game clock has been stopped in any quarter or overtime when there is a new control of the ball for either team and there are fewer than 14 seconds on the game clock.

The shot clock signal does not stop the game clock or the game, nor causes the ball to become dead, unless a team is in a control of the ball.

7.4.4 Shot clock operator situations

SHOT CLOCK AFTER
BALL LODGED BETWEEN THE RING AND THE BACKBOARD

- 24 SECONDS if the ball is for Team that did not control the ball.
- 14 SECONDS if the ball is for Team that controlled the ball.

SHOT CLOCK AFTER
UF / DQ / FIGHTING (Art. 39)

All throw-in as the part of a UF / DQ / Fighting shall be administered from the throw-in line in the team's frontcourt.
In all the cases the team shall have 14 SECONDS on the shot clock.

SHOT CLOCK AFTER
OFFENSIVE FOUL / VIOLATION OR BASKET IN THE FRONTCOURT BY OFFENSIVE TEAM
Ball to Team B in the backcourt.
RESET to 24 SECONDS.

SHOT CLOCK AFTER
OFFENSIVE FOUL / VIOLATION OR OUT OF BOUNDS IN THE BACKCOURT BY OFFENSIVE TEAM

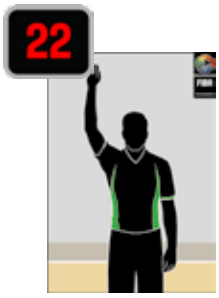
Ball to Team B in the frontcourt.
RESET to 14 SECONDS.

SHOT CLOCK AFTER
DEFENSIVE FOUL / VIOLATION IN THE FONT-COURT

If 14 seconds or more were showing on the shot clock at the time when the game was stopped, the shot clock shall not be reset, but shall continue from the time it was stopped.

SHOT CLOCK AFTER
DEFENSIVE FOUL / VIOLATION (except OOB)
IN THE FONTCOURT
If 13 seconds or less were showing on the shot clock at the time when the game was stopped, the shot clock shall be reset to 14 seconds.

SHOT CLOCK AFTER
THE GAME IS STOPPED BY A REFEREE
For any reason reason not connected with either team and, in the judgement of a referee, a reset would place the opponents at a disadvantage, the shot clock shall continue from the time it was stopped.



SHOT CLOCK AFTER
TECHNICAL FOUL BY
THE TEAM IN CONTROL OF THE BALL
Throw-in Backcourt
NO RESET, the SC shall continue from the time it was stopped.
Throw-in Frontcourt
NO RESET, the SC shall continue from the time it was stopped.

SHOT CLOCK AFTER
TECHNICAL FOUL BY
THE TEAM NOT IN CONTROL OF THE BALL
Throw-in Backcourt
24 SECONDS
Throw-in Frontcourt
• NO RESET if the SC indicates 14 sec or more
• 14 SECONDS if the SC indicates 13 sec or less

SHOT CLOCK AFTER
TECHNICAL FOUL
NO TEAM IS IN CONTROL OF THE BALL
JUMP BALL SITUATION
Throw-in Backcourt
24 SECONDS
Throw-in Frontcourt
14 SECONDS

SHOT CLOCK AFTER
OUT-OF-BOUNDS

NO TEAM IS IN CONTROL OF THE BALL
JUMP BALL SITUATION
Throw-in Backcourt
24 SECONDS
Throw-in Frontcourt
14 SECONDS

SHOT CLOCK AFTER
OUT OF BOUNDS

BALL IN CONTROL OF OFFENSIVE TEAM
TEAM A CAUSES THE BALL TO GO OOB

THROW-IN FOR TEAM "B"
Throw-in Backcourt
24 SECONDS
Throw-in Frontcourt
14 SECONDS

SHOT CLOCK AFTER
OUT-OF-BOUNDS

BALL IN CONTROL OF OFFENSIVE TEAM
TEAM B CAUSES THE BALL TO GO OOB.

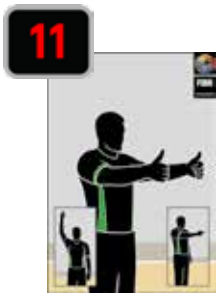
THROW-IN FOR TEAM "A"
Throw-in Backcourt & **Throw-in Frontcourt**
NO RESET, the SC shall continue from the time it was stopped.

SHOT CLOCK AFTER
TIME OUT L2M
Throw-in Backcourt
- Out of bounds: NO RESET the SC shall continue from the time it was stopped
- Basket / Foul / Other Violation the SC shall be RESET to 24 SECONDS

Throw-in Frontcourt
- 14 SECONDS if SC indicates 14 or more
- NO RESET if SC indicates 13 or less

SHOT CLOCK AFTER

JUMP BALL SITUATION
NO TEAM IS IN CONTROL OF THE BALL
Throw-in Backcourt
24 SECONDS
Throw-in Frontcourt
14 SECONDS



SHOT CLOCK AFTER

JUMP BALL SITUATION
TEAM A CONTROL THE BALL

THROW-IN FOR TEAM "A"
NO RESET, the SC shall continue from the time it was stopped.
Throw-in for TEAM B Backcourt
24 SECONDS
Throw-in for TEAM B Frontcourt
14 SECONDS

7.4.5 Examples of 24/14 seconds when the shot clock signal sounds

SITUATIONS WHEN THE SHOT CLOCK SIGNAL SOUNDS						
	Ball in the hand	Signal sounds in error	Ball in the air			
			Enters the basket (valid field goal)	Touches the ring and rebounds	Does not touch the ring	Does not touch the ring & defensive immediate control
What does the referee do?	Call	No call	No call	No call	Call	No call
Decision						

SHOT CLOCK SITUATIONS WITH SHOT FOR FIELD GOAL			
SHOT FOR FIELD GOAL	1	Team A shot released The ball enters the basket - display blanked	Basket counts Ball for Team B, from the endline, new 24 seconds
	2	Team A shot released The ball touches the ring but does not enter the basket - display blanked	Rebound for Team B, new 24 seconds. Rebound for Team A, new 14 seconds.
	3	Team A shot released The ball does not touch the ring. Team A remains in control of the ball	Shot clock continues
	4	Team A shot released The ball does not touch the ring Team B gains the control of the ball	New shot-clock period, 24 seconds, for Team B
	5	Ball passing between Team A players or ball deflected by either team The ball touches the ring - display blanked	Team B gains control, new 24 seconds Team A remains in control, new 14 seconds

SIGNAL SOUNDS WHEN THE BALL IS IN THE AIR FOR A SHOT			
	6	Team A shot released The ball touches the ring with more than 14 seconds on the shot clock - display blanked Team A gets the rebound	The shot clock shall be reset to 14 seconds when Team A gets the rebound
	7	Team A shot released Shot clock signal sounds The ball enters the basket, display blanked	Basket counts Throw-in for Team B from the endline, new 24 seconds
	8	Team A shot released Shot clock signal sounds The ball touches the backboard The ball enters the basket - display blanked	Basket counts Throw-in for Team B from the endline, new 24 seconds
	9	Team A shot released Shot clock signal sounds The ball touches the ring - display blanked The ball enters the basket	Basket counts Throw-in for Team B from the endline, new 24 seconds
	10	Team A shot released Shot clock signal sounds The ball touches the ring - display blanked The ball does not enter the basket	Team B gains control, new 24 seconds Team A gains control, new 14 seconds
	11	Team A shot released Shot clock signal sounds The ball does not touch the ring Rebound for Team A	Shot clock violation Throw-in for Team B, new 24 seconds
	12	Team A shot released Shot clock signal sounds The ball does not touch the ring The two Teams fight for the rebound	Shot clock violation Throw-in Team B, new 24 seconds.
	13	Team A shot released Shot clock signal sounds The ball does not touch the ring Rebound and immediate control for Team B	No violation. Team B has new 24 seconds.
	14	Team A shot released Shot clock signal sounds The ball touches the ring – display blanked and then is touched by Team A / Team B before it goes out-of-bounds.	Throw-in for Team B, new 24 seconds / Throw-in for Team A, new 14 seconds

SHOT FOR FIELD GOAL, THE BALL TOUCHES THE RING & THE SHOT CLOCK SIGNAL SOUNDS	15	Team A shot released. The ball enters the basket. Shot clock signal sounds.	The shot clock signal sounds in error. The signal is ignored and the basket counts. Throw-in for Team B, new 24 seconds.
	16	Team A shot released. The ball touches the ring. Team A / B gains control of the ball. Shot clock signal sounds.	The shot clock signal sounds in error. The signal is ignored and the game continues.
	17	Team A shot released. The ball touches the ring. Shot clock signal sounds. The referee blows his whistle in error.	The game is stopped by an official. No Team has control of the ball. Jump ball situation - use direction arrow. If Team A = 14 seconds; if Team B = 24 seconds.
SHOT FOR FIELD GOAL, THE SHOT CLOCK SIGNAL SOUNDS & GOALTENDING OR BLOCKED SHOT	18	Team A shot released. Shot clock signal sounds. The ball is on its upward flight to the basket and then touched by Team A or B and does not touch the ring.	Shot clock violation. Throw-in for Team B at the place nearest to the ball at the violation, new 24 seconds.
	19	Team A shot released. Shot clock signal sounds. The ball is on its downward flight to the basket and then touched by Team A.	Team A goaltending violation - display blanked. Throw-in for Team B at the free-throw line extended, new 24 seconds.
	20	Team A shot released. Shot clock signal sounds. The ball is on its downward flight to the basket and then touched by Team B.	Goaltending violation, basket counts - display blanked. Throw-in for Team B at the endline, new 24 seconds.

SHOT FOR FIELD GOAL, THE SHOT CLOCK SIGNAL SOUNDS & GOALTENDING OR BLOCKED SHOT	21	Team A shot released. The ball is legally blocked by Team B. Shot clock signal sounds. The ball enters the basket.	Basket counts. Throw-in for Team B at the endline, new 24 seconds.
	22	Team A shot released The ball is legally blocked by Team B Shot clock signal sounds The ball does not enter the basket or touch the ring.	Shot clock violation Throw-in for Team B, at the endline with new 24 seconds, unless Team B gets clear and immediate control of the ball
	23	Team A shot released. The ball is legally blocked by Team B . Shot clock signal sounds The ball goes out-of-bounds.	Shot clock violation. Throw-in for the Team B at the endline with the new 24 seconds
	24	Team A shot. The ball is legally blocked by Team B . Team B gets control of the ball. Shot clock signal sounds .	The shot clock signal sounds in error. The signal is ignored and the game continues. New 24 seconds for Team B.
	25	Team A shot released. The ball is legally blocked by Team B . B1 fouls the shooter. Shot clock signal sounds.	The shot clock signal sounds in error. Free throws for the shooter of Team A. Shot clock blanked.
	26	Team A shot released. The ball is legally blocked by Team B. Shot clock signal sounds . B1 fouls the shooter.	Shot clock violation. The foul shall be disregarded unless it is a technical, unsportsmanlike or disqualifying foul. Throw-in for Team B at the place nearest to the infraction, new 24 seconds

MISTAKE BY SHOT CLOCK DEVICE & OTHER SITUATIONS	27	Team A shot released. The ball touches the ring and then Team B gains control of the ball and starts dribbling. Shot clock signal sounds in error and referee blows his whistle.	The referee calls in error. Throw-in for Team B at the place nearest to the ball at the time of the call with the remaining time on the shot clock on Team B's possession.
	28	A4 attempts a dunk. The ball touches the ring and returns to the Team A's backcourt. Before a player of either team gains control of the ball, the shot clock signal sounds. Referee did not blow his whistle.	The shot clock signal sounds in error and shall be ignored. The shot clock shall be reset to 14 seconds, if Team A gains possession 24 seconds, if Team B gains possession.
	29	Team A has control of the ball for 20 seconds, when a technical foul is called against A1, followed by another technical foul on B1	This is a special situation. Both fouls must be cancelled. Throw-in for Team A at the place nearest to the ball at the time of the call with only 4 seconds remaining on the shot clock for Team A.
	30	Team A has the ball for 15 seconds and the referee stops the game - to get the floor wiped - because the game clock is not working properly - because a spectator has entered the court.	In all cases the game continues with a throw-in for Team A with 24 seconds, if it is in Team A's backcourt 14 seconds, if it is in Team A's frontcourt unless the opponent is placed at a disadvantage.
SHOT CLOCK & HELD BALL	31	Team A shot released. Shot clock signal sounds . The ball does not touch the ring, after which, a held ball is immediately called.	Shot clock violation. Throw-in for Team B at the place nearest to the infraction, new 24 seconds.
	32	Team A shot released. The ball touches the ring - display blanked, held ball is immediately called.	If Team A is awarded an alternating possession throw-in – 14 seconds. If Team B is awarded an alternating possession throw-in – 24 seconds.
	33	Team A shot released. The ball touches the ring -display blanked. Then Team A gains control and a held ball is immediately called.	If Team A is awarded an alternating possession throw-in – remaining time on the shot clock (less than 14 seconds.) . If Team B is awarded an alternating possession throw-in – 24 seconds.
	34	Team A shot released. The ball touches the ring, then Team B gains control and a held ball is immediately called.	If Team A alternating possession throw-in – new 24 seconds. If Team B is awarded an alternating possession throw-in – remaining time on the shot clock (less than 24 sec).

DEFENSE FOULS	35	A1 releases a shot for a field goal. The ball is in the air when 15 seconds are left on the shot clock, B2 fouls A2 – It is Team B's 2nd foul. The ball does not enter the basket.	Throw-in for Team A at the place nearest to the infraction, with 15 seconds remaining on the shot clock .
	36	A1 releases a shot for a field goal. The ball is in the air when 10 seconds are left on the shot clock, B2 fouls A2, it is Team B's 2nd foul. The ball does not enter.	Throw-in for Team A at the place nearest to the infraction, with new 14 seconds on the shot clock.
	37	A1 releases a shot for a field goal. The ball is in the air when 10 seconds are left on the shot clock. B2 fouls A2, it is Team B's 2nd foul . The ball enters the basket/touches the ring .	If the ball enters the basket, the basket counts. Team A throw-in at the place nearest to the infraction, with new 14 seconds on the shot clock.
SHOT CLOCK AND VIOLATIONS	38	Team A in control of the ball in the frontcourt. A travelling /illegal dribble violation has been called.	Throw-in Team B at the place nearest to the infraction, with new 24 seconds on the shot clock.
	39	Team A in control of the ball in the backcourt. A travelling /illegal dribble violation has been called.	Throw-in Team B at the place nearest to the infraction, with new 14 seconds on the shot clock.
	40	Team A throw-in in the frontcourt. A five seconds violation has been called against Team A.	Throw-in Team B at the place nearest to the infraction, with new 24 seconds on the shot clock.
	41	Team A throw-in in the backcourt. A five seconds violation has been called against Team A.	Throw-in Team B at the place nearest to the infraction, with new 14 seconds on the shot clock.
	42	Team A frontcourt throw-in with 16 seconds on the shot clock. B1 in his backcourt deliberately kicks the ball with his foot or strikes the ball with his fist or places his arms over the boundary line and blocks A1's pass.	B1's violation. Throw-in Team A at the place of the infraction (frontcourt) with 16 seconds remaining on shot clock.

SHOT CLOCK AND VIOLATIONS	43	Team A frontcourt throw-in with 12 seconds on the shot clock B1 in his backcourt deliberately kicks the ball with his foot or strikes the ball with his fist or places his arms over the boundary line and blocks A1's pass	B1's violation. Throw-in Team A at the place of the infraction (frontcourt) with the shot clock reset to 14 seconds
	44	Team A backcourt throw-in with 19 seconds on the shot clock. B1 in his frontcourt deliberately kicks the ball with his foot or strikes the ball with his fist or places his arms over the boundary line and blocks A1's pass.	B1's violation. Throw-in Team A at the place of the infraction (backcourt) with new 24 seconds.

7.5 During the game

7.5.1 24" / 14" Guidelines

Change of control
For team control to change a defending player must establish control of the ball. This takes place when he holds the ball (with one or both hands), dribbles the ball or has a live ball at his disposal. Therefore, a simple touch of the ball by a defensive player is not considered to be a change of team control.

The shot clock operator must be sure that team control has changed before resetting the shot clock.

If a defensive player takes the ball with both hands this is always a change of team control even in a no-look situation as shown in the picture.

Team control starts when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his disposal.

The shot clock operator must be sure that team control has changed before resetting the shot clock.
If the defensive player takes the ball with both hands (B) or the ball comes to rest in 1 hand (C) is always a team control and the shot clock shall be reset. (OBRI 14-3 b). Control does not change if the ball is only tapped by 1 hand by the defensive player. Shot clock must continue (OBRI 14-3 a).

(A) No Control of the Ball

(B) Control of the Ball

(C) Control of the Ball

Due to their fixed position on the court, the Table Officials do not always have a clear vision of what is happening on it. Therefore, it is of the utmost importance that they (all Table Officials, not only the shot clock operator) are ready to see and communicate clearly all the officials' signals.

Signals and their meaning

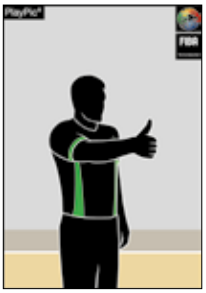
- Fig 3. During a throw-in, the timer and shot clock operator to start their clock.
- Fig 13. Ok, good job.
- Fig 14. Could mean, for example, that team control has been changed or that the ball has touched the ring.

START THE CLOCK

3

Chop with hand

COMMUNICATION



13

Thumb up

SHOT CLOCK RESET

14

Rotate hand, extend index finger

Fouls and violations except the last 2 minutes
Whenever a whistle is blown, it is important that the shot clock operator does **not change** the shot clock **immediately**. He should wait until all communications from the officials are completed before making any changes. This is to avoid making mistakes.

– **STOP the shot clock** – when a foul or a violation is called by an official.
– **RESET** (if necessary, and blank if necessary) - when the referee ends his signalling to the table.

The shot clock operator must pay attention and memorise or write down how many seconds are left on display before any reset (conscious reset) takes place, so that he can promptly recall it, if necessary.

In the case of violations, the reset (if requested by the rules) must be done at the end of the officials' signalling to the table.

The last 2 minutes or less the 4th quarter or overtime (L2M)
The shot clock operator has to wait for the coach's decision after a time-out, to see if he wants to move his position from the backcourt to the frontcourt playing field. This will imply to change and adjust the shot clock according to the rule.

After the time-out, the throw-in shall be administered as follows:

Backcourt
- After basket: 24 seconds on the shot clock.
- After foul or violation: 24 seconds on the shot clock
- After out-of-bounds: if the same team control of the ball, the shot clock operator shall continue from the time it was stopped
- After out-of-bounds, if the new offensive team control of the ball, the shot clock be reset to a new 24 seconds on the shot clock

Frontcourt
- After basket: 14 seconds on the shot clock.
- After foul or violation: 14 seconds on the shot clock
- After out-of-bounds: 13 seconds or less on the shot clock, if the same team controls the ball, the game shall continue from the time it was stopped
- After out-of-bounds, 14 seconds or more, if the same team control of the ball, 14 seconds on the shot clock

Instant Replay Situations (IRS)
When there is an IRS, the shot clock operator should not reset the shot clock until the crew chief has taken his decision.

Operations - Scoring
Players often surprise us with unexpected shooting actions (alley hoops, tapping or dunking the ball etc.). Be prepared for any possibility, such as the ball not touching the ring, or touching the string / net only. Also, be aware that the ball may become stuck between the ring and the backboard (this is a jump ball situation).

When the ball touches the ring, the rules indicate that the shot clock should be blanked until one of the teams gains control of the ball. Many devices do not allow blanking at all, and on some devices this blanking action is very slow.

If the display can be blanked the shot clock operator should apply the rule fully:

- Blank when the ball touches the opponents´ ring.
- Reset to 24 and then start when control is gained by the defending team.
- Reset to 14 and then start when control is gained by the same team that attempted the field goal.

If the display cannot be blanked the shot clock operator shall work as follows:

- Reset the shot clock to 24 seconds when the ball touches the opponents' ring.
- Start the clock count when control is gained by the defending team.
- Reset to 14 and then start the shot clock count when control is gained by the same team that attempted the field goal.

It is important to note that some shot clock devices do not stop counting when the display is blanked. It is crucial the shot clock operator finds out if this is the case as part of the pre-game checks. This will avoid situations like, for example, having the shot clock signal sound during free throws (when the shot clock should be blanked).

If blanking the shot clock takes too long and causes a delay in the application of the rule, then the shot clock must not be blanked. In this case, the previous working method must be followed, which is used when the shot clock cannot be blanked.

7.5.2 Mechanics summary

The shot clock operator's duties require a continuous concentration on the ball, especially when the ball is close to be released for a shot for a goal and when it is about to touch the ring. For this reason, it is very important not to be afraid of sounding the shot clock in these extreme situations.
According to the FIBA rules, the sounding of the shot clock device should not stop the game clock.

- **Check the device thoroughly** in your pre-game checks.
- **Familiarise yourself with its operation** in your pre-game checks and in the interval of play before tip-off.
- **You must always have your hands on the device console**, close to the operational buttons / levers, and not on the table. This is necessary because tenths of seconds may mean the difference between a field goal scored or not, as well as a game won or lost.
- **The whole table officiating team must have a good vision of the shot clock devices.**
- **Before each reset, memorise how many seconds are left, especially in the L2M and IRS,** in order to promptly recall the time if necessary.
- **Stay focused on the ball,** especially during shot attempts.
- **The excellent shot clock operator** is the person who can find the right balance between the ability to react quickly and self-control, to ensure the accuracy and timeliness of the application of the rule.
- **To avoid any mistakes, it is better to hold the display of the shot clock before a change in team control.** To avoid confusion, first press the stop button whenever the ball goes out of bounds or the officials stop the game to protect an injured player.
- **Inform your table co-officials of** how many seconds are left before each throw-in (e.g. 6 seconds on the shot).
- **Let your table co-officials know, by calling out loudly, when there are 10 second left in a shot clock period.** The timer will then count the last 5 seconds loudly (5, 4, 3… zero).
- **Let the scorer know, by calling out loudly, when substitutions or time-outs have been requested** by the team to the left of the table, for example "Time-out, Team A / red", "Subs, Team A / red".

- **The timer shall call out loud when the last 24 seconds and last 14 seconds of a quarter have been reached.**
- At the end of each quarter, when the shot clock has been switched off, the shot clock operator will inform his co-officials when there are 10 seconds left in the quarter, and he will then count the last 5 seconds out loud ("5, 4, 3, 2, 1, 0").
- The scorer and the shot clock operator shall collaborate for the positioning of the alternating possession arrow at the start of the game, both being focused on the first legal control on the court.
- When there are 24 (or 14) and a few tenths of seconds remaining to the end of play, if the game clock and the shot clock are bound, in order to start them simultaneously, the shot clock operator may set his device in the start position so that, when the first legal touch happens, the timer starts both his device and the shot clock.

7.5.3 Shot clock mistakes

The first thing to be clear is that Table Officials can only stop the game in situations specified by the rules. An error in the application of the shot clock rule is not one of those situations, **unless the use of the IRS is permitted**.

This is the protocol to follow once an error has happened, for example, a reset in error.

- **Turn off the shot clock displays (blank), or reset the display to 24" and stop the shot clock from operating, and start a stopwatch.** This means that in most cases the officials will notice it, stop the game, and come to the table.
    - It will be important to remember the time that was on the game clock when the error occurred. Note this on your notice paper and start the stopwatch normally used to measure the time-outs.
    - If the officials do not stop the game quickly, wait until the first dead ball occurs and then attract their attention.
    - If there is not an interruption of the game, the display unit shall remain blanked until the next team control (e.g. after a shot attempt, when the ball touches the ring and control is gained by either team) and then the shot clock operation shall resume as normal.
- **If the shot clock signal sounds in error** while a team has control of the ball or neither team has control of the ball, the signal shall be disregarded and the game shall continue. However, if in the judgement of an official, the team in control of the ball has been placed at a disadvantage, the game shall be stopped, the shot clock shall be corrected, and possession of the ball shall be awarded to that team.

7.6 Intervals of play and after the game

7.6.1 Help co-officials:

- Help the scorer to complete the scoresheet, if needed.
- Observe the players and team bench personnel and report any incidents to the officials.
- Sign the scoresheet.

APPENDIX A – WHISTLE-CONTROLLED TIME SYSTEM

APPENDIX A –
WHISTLE-CONTROLLED TIME SYSTEM

The whistle-controlled time system works via a radio transmitter in the belt pack worn by the officials. Attached to the belt pack is an omnidirectional microphone, which docks in the microphone adapter on the lanyard just below the whistle.

When an official blows the whistle, the belt pack recognises the frequency of the whistle and sends a radio signal to the base station receiver that is connected to the scoreboard controller, stopping the clock at the speed of light. The timer can also stop the game clock manually by pressing the stop button on the whistle-controlled time system console.

The whistle-controlled time system not only stops the clock; it gives the timer (and the referee), the ability to restart the clock manually. Each belt pack has a restart button, so the clock can be started from the floor, if necessary.

In this way, the effective management of the game clock is shared between the officials and the timer. Measuring time-outs and intervals of play remain duties exclusive for the timer.

Procedure when using whistle-controlled time system:

Who starts the game clock?

- **Beginning of each quarter.** At the beginning of each quarter, the game clock is started by the referee and the timer. The timer shall push the green start button on the console to start the game clock.
- **Throw-in.** The official that administers the throw-in shall push the start button on the belt pack, and the timer shall push the green start button on the console.
- **Free-throws**. A referee shall push the start button on the belt pack, and the timer shall push the green start button on the console.
- **Last two minutes.** In the last two (2) minutes of the fourth quarter and in the last two (2) minutes of any overtime the official that administers the throw-in shall push the start button on the belt pack, and the timer shall push the green start button on the console.

Who stops the game clock?

- **During the game:** Each blow of an official's whistle automatically stops the game clock. When the game clock is stopped, a red LED light on the console lights up. The timer shall push the red stop button on the console at the same time as the official blows his whistle (to ensure the game clock stops correctly).
- **Shot clock violation:** If a shot clock violation occurs when a team is in control of the ball, the timer shall push the red stop button on the console when the shot clock signal sounds.

- **Last two minutes:** In the last two (2) minutes of the fourth quarter and in the last two (2) minutes of any overtime, the timer shall push the red stop button on the console if a field goal is scored. (This is because officials do not blow their whistle when field goals are scored).
- **Field goal leading to a time-out request:** If a field goal is scored against a team which has requested a time-out, the timer shall push the red stop button on the console.

Console reset
Every 4-5 blows of the officials' whistle, the timer shall reset the console. He shall do this when the game clock is stopped (red led is light on). To do this, the timer shall push the red stop button on the console.

It is important to note that if the game clock does not start for some reason (error / delay and/or malfunctioning), the timer shall push the green start button on the console.

In the same way, if the game clock doesn't stop for some reason, the timer shall push the red stop button on the console.

It is also important that the timer pays attention to the flashing of the transmitter LEDs. If the transmitter LEDs are flashing it means the transmitter on the officials' belt is not working properly, or is about to stop working. It is important to advise the relevant official as soon as possible, during the next dead ball opportunity, so that the transmitter can be changed.

APPENDIX B – DIGITAL SCORESHEET USER MANUAL

APPENDIX B –
DIGITAL SCORESHEET USER MANUAL

1.1 Requirements

To run only the scoresheet application, without any video features, only some very basic hardware / software requirements have to be fulfilled:

- Laptop, preferably with at least 14" display and a minimum screen resolution of 1280x1024
- Windows 7, 8, 8.1 or 10
- Laser or inkjet printer (preferably colour printer)
- The PC has to be configured to use Regional Settings = "English (USA)"
- It is also recommended to provide an additional monitor for the Commissioner as a second screen (duplicate laptop screen)

Note: you will need administrator access to the laptop on which you are running the software.

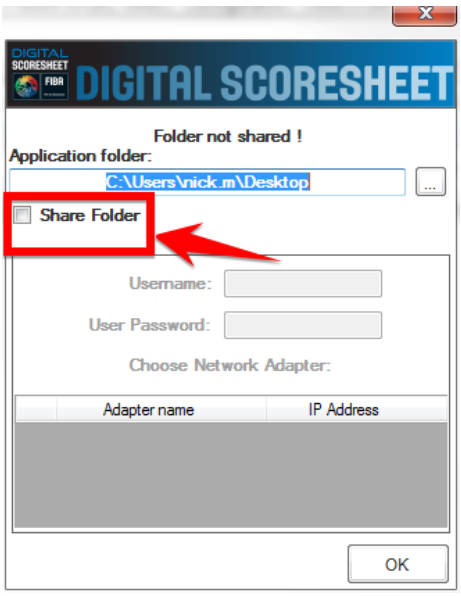
1.2 Installing the Software

An installation wizard will guide you through the installation - the software can be installed with all default options.

Note: while installing the software on computers running Windows 8, a message "Windows SmartScreen prevented an unrecognized app from starting" might pop up. In this case, please simply select "More info", followed by "Run anyway".

You will also need to enter a key in order to activate the software - the activation key will be provided by FIBA separately. Click "Auto Activate" afterwards. Each activation key can be used on a maximum number of 2 laptops / PC's. It is also possible to release a key from one PC in order to use it on another afterwards - to do so, simply select "Configuration - Deactivate License".

When the software is started for the first time the following message pops up: "Application folder is empty! Please chose application folder first!". You will simply need to select the folder in which all scoresheet data is stored. The "Share Folder" option is not needed for your purposes, please keep the checkbox disabled (see screenshot below).



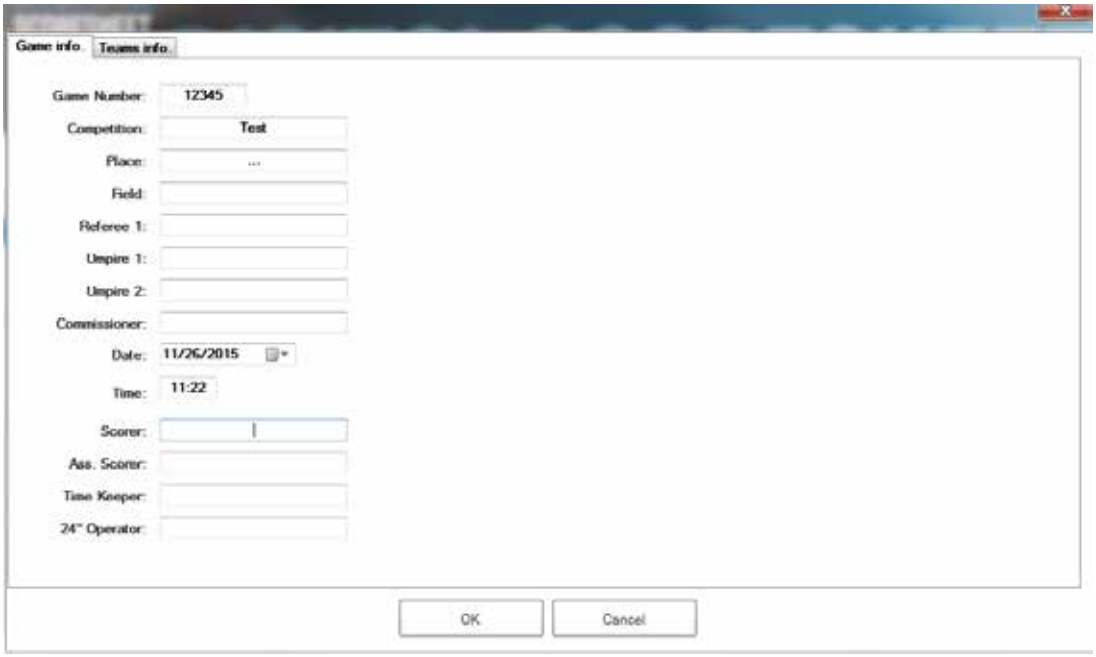
1.3 Starting a new game

- New game: all game information and players will have been entered manually
- Import game: if a game has been created on a different PC an xml file can be imported
- **Download game: for all games in FIBA competitions, all data (game and players) can be downloaded from the FIBA servers. This is the way the software will be used in all FIBA competitions**
- The username and password will be provided separately by FIBA

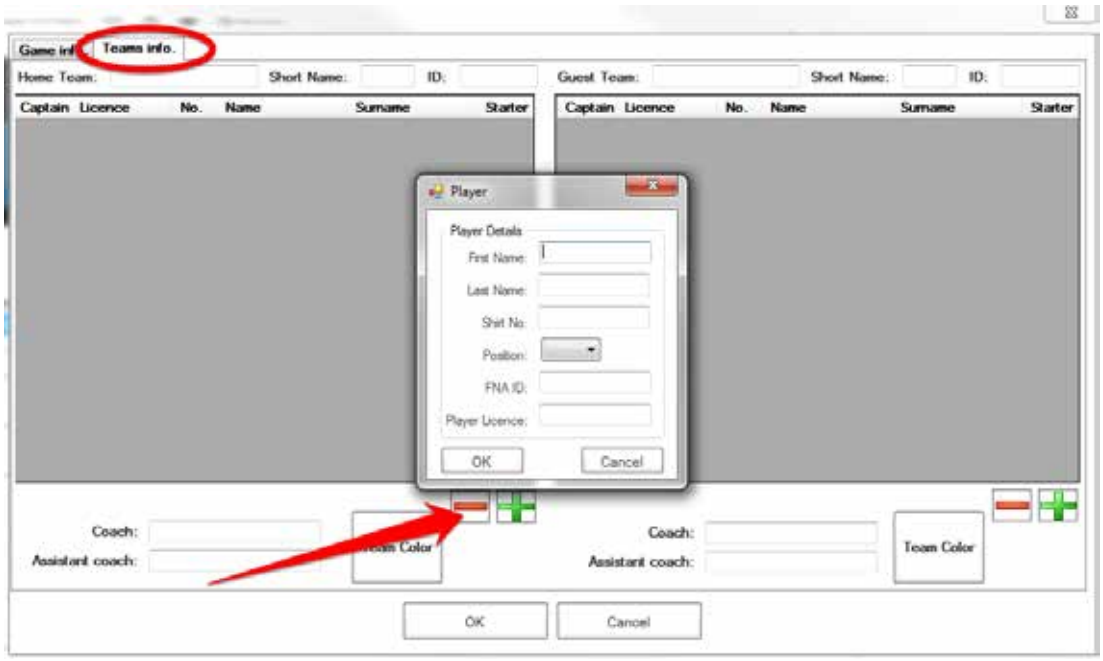
New Game

Note: as mentioned above, "New Game" is only for testing or working during friendly games. For all official FIBA games the "Download Game" procedure has to be followed.

Simply enter all information manually (note: game number is always required and has to be unique).

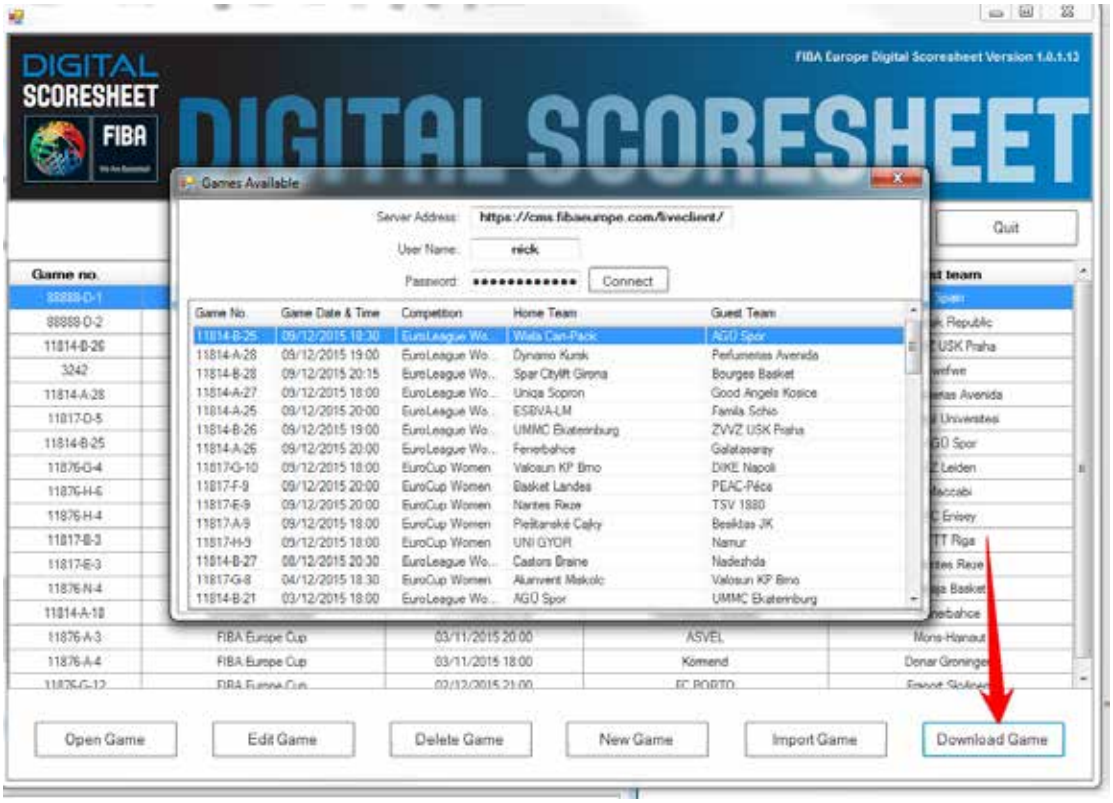


In order to enter team names and players select the "Teams Info" tab. Players are added or deleted by clicking the + and - icons.

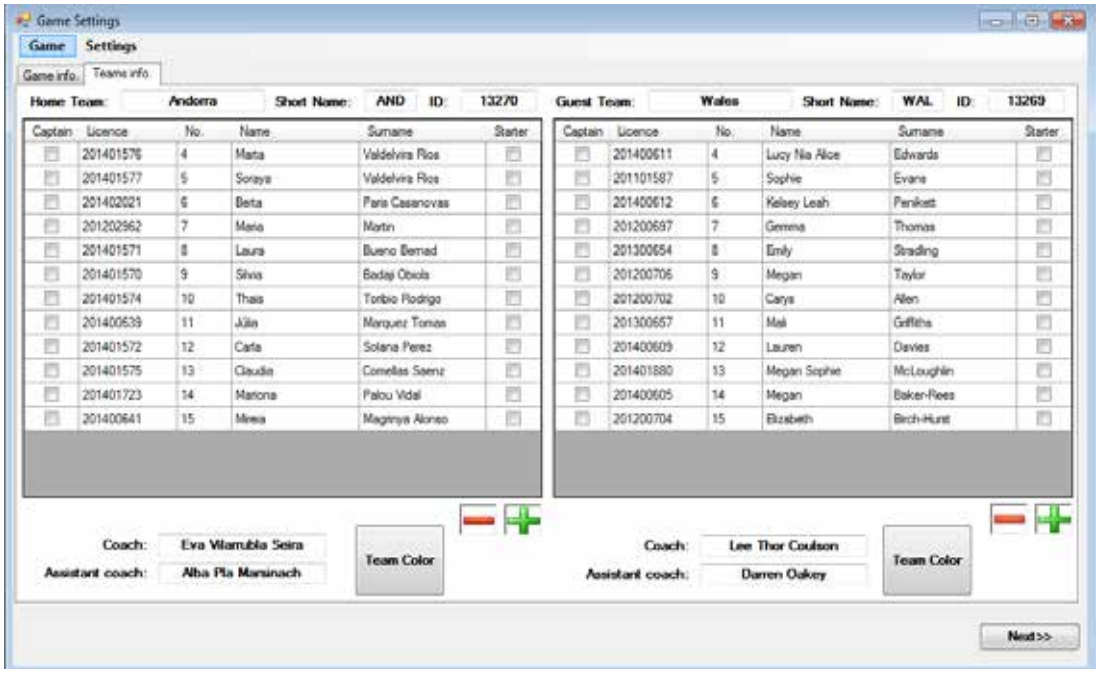


Download Game

After selecting "Download Game" on the main screen you simply need to log on to the FIBA Europe CMS and select a game from the list by double clicking it.



The game is now added and all game and player information is available automatically. If changes are necessary (for example, players need to be added or removed, this can be done in the same way as described above using the +/- icons. Player details can be edited by double clicking the player's name.
The teams' uniform colors can be edited by selecting the respective "Team Color" button.



Note: the player information / roster is also accessible from the main window of the software with the "SUB" (substitution) icon.

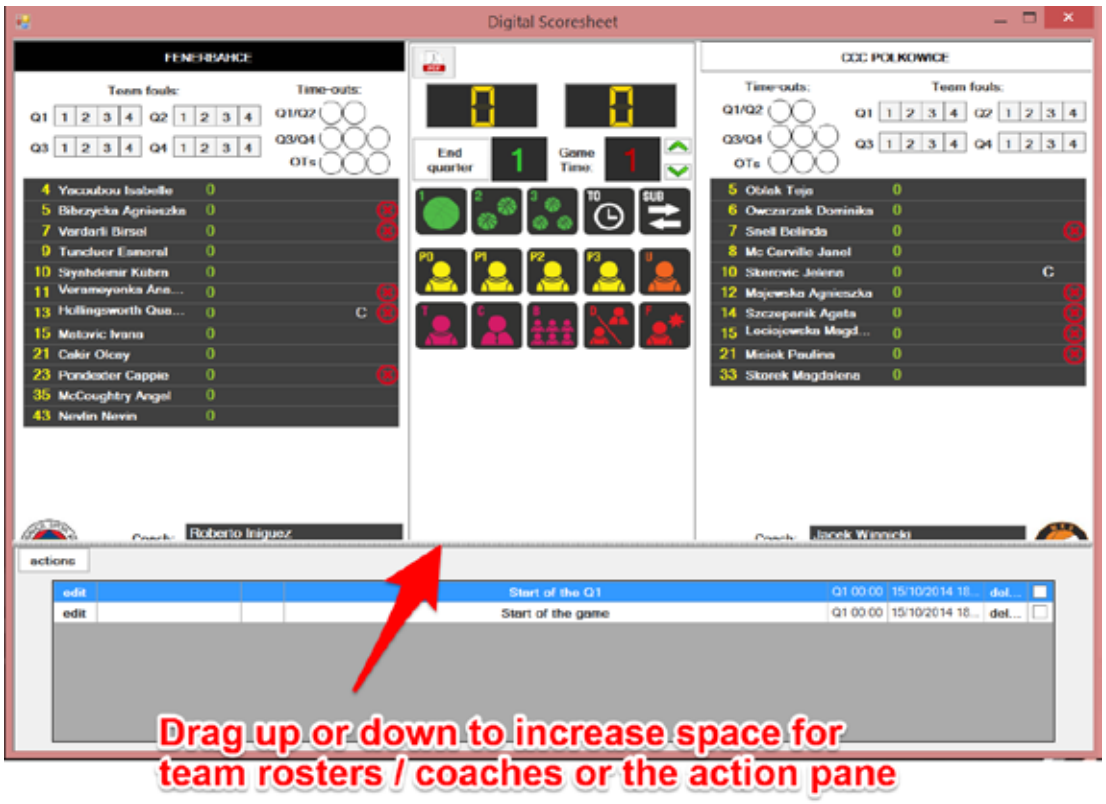
1.4 The Main Window

Action buttons:

- Green buttons (1, 2, 3): 1, 2, 3 points scored
- White buttons: TO = Time-out; SUB = substitution (the SUB button is also used before the game to enter the starting 5 and to mark the team captains)
- Yellow buttons (P0, P1, P2, P3): Personal Foul with 0/1/2/3 free-throws
- Orange button "U": Unsportsmanlike Foul
- Pink buttons: Technical Fouls. T = player; C = coach; B = bench
- Red buttons: Disqualifying Fouls. D = player or coach; F = player disqualified for leaving bench area during a fight.

The new foul type (2017/18 season) "GD" (game disqualification) will be added automatically in case a player or coach has reached the maximum number of technical & unsportsmanlike fouls.

In the event that the names of the coaches are not fully visible, the space for the team rosters can be increased by dragging the bar between the teams and actions (see below).



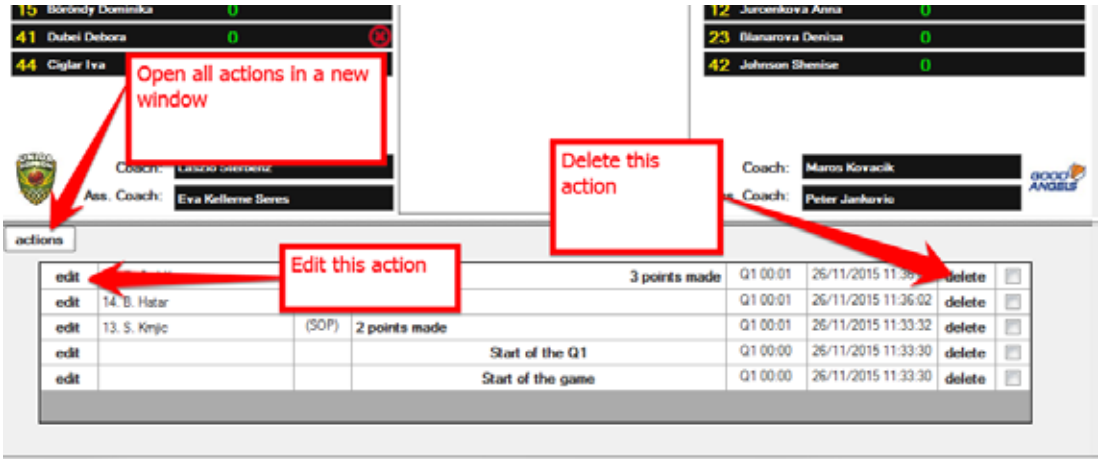
Entering Actions

In principle, all actions are simply entered by selecting a player / coach followed by the action (or the other way around). You will also need to check the game time (the minutes, as it would appear on the paper scoresheet) and for fouls, the number of free-throws and if the foul counts as a team foul. The time can also be controlled from the main window - if it is adjusted for a new action it will also update the current time in the main window.

Note: the time entered is the time as it will appear on the printed scoresheet, i.e. counting upwards. For example something that happens with 8:13 on the scoreboard will be entered with game time 2 (minutes).

Editing / Deleting Actions

All actions can be edited (for example, changing the player who committed a foul, or changing a 2PTS shot to a 3PTS shot) or deleted from the actions panel at the bottom of the main window. Clicking the "Actions" button opens a new window with further search and filter options.



1.5 Printing / process for signing scoresheet

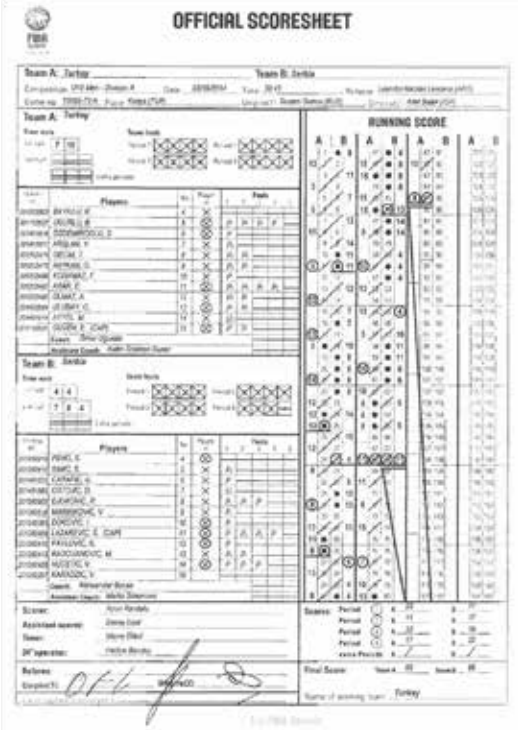
Even though workflows for using digital signatures are currently being investigated, in the current version of the software and for all official FIBA competitions it is required to have signed copies of the scoresheet on paper.

In detail:

- Before the game: an empty scoresheet with only game information and player / coaches' names is printed (one copy only) and has to be signed by both coaches, as always, 10 minutes before tip-off this copy is kept by the Commissioner
- After the game: 4 copies of the scoresheet are printed and all of them are signed by the referees, Table Officials and, in case of a protest, by the captain of the respective team these copies are distributed in the same way as the "traditional" scoresheet (1 copy each for FIBA, the organizer of the game and both teams)

In order to print the scoresheet click the pdf icon in the upper part of the main window,

Example of printed scoresheet



Example of main window of a finished game

1.6 FAQ

Q: I have used a laptop only for testing and can't use the license key now for another installation - what can I do?
A: Simply select "Configuration - Deactivate license". Afterwards the license key can be used on another laptop.

Q: My previously used laptop is broken or lost and I have already used all available license keys. How can I install and activate Digital Scoresheet on my new laptop?
A: You will need a new license key; please contact FIBA.

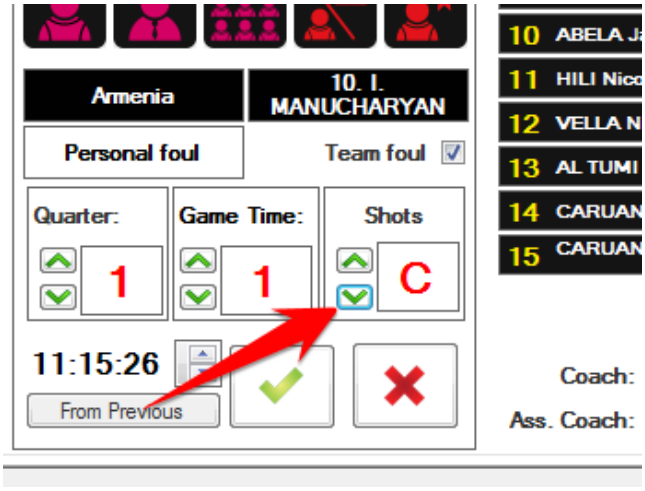
Q: I tried to download a game but after logging on I get the message "There are currently no games available". Why?
A: Games will only become available for you a few days before the game day.

Q: I have downloaded a game and used it for some tests. How can I remove this test data to start with a "clean" game?
A: Select the game on the main screen and click "Delete Game". Alternatively, when downloading the same game again you will be asked "File already exists! Overwrite existing file?" If you select "Yes" all locally stored data for this game will be erased.

Q: I have a friendly game with more than 12 players in a team - is this a problem?
A: In principle you can have as many players as you like and all of them will be shown on the user interface. However, on the printed scoresheet no more than 12 players per team will be shown.

Q: After starting Digital Scoresheet a message is shown indicating that a software update is available - what should I do?
A: Ensure you install this update.

Q: There are two fouls called, which should be marked with a "C" (cancelled) on the paper scoresheet. How can this be entered?
A: Enter each foul in the regular way (P0). In the field for number of shots, selecting the down arrow one more time will change the value for number of shots from 0 to C (see below).



APPENDIX C – BASIC BASKETBALL OFFICIATING TERMINOLOGY

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BASIC BASKETBALL OFFICIATING TERMINOLOGY

TERM	abbr	Explanation
Act of Shooting	AOS	A shot for a field goal or a free throw is when the ball is held in a player's hand(s) and is then thrown into the air towards the opponents' basket. A tap and a dunk are also considered as shots for a field goal.
Action Area	AA	Action Area may involve players with or without the ball. Knowledge on various play situations (pick & roll, screening, post-ups, rebounding) will help referees identify Action Areas in their primary, or when extending or expanding coverage.
Active Mindset	AMI	Refereeing is nothing but being ready. Good referees are constantly analysing the movements and actions of the players in order to be in position to see something illegal. Look for reasons to call (illegal).
Active Referee	AR	The referee who hands the ball to a free throw shooter or player for a throw-in, or to administer the jump ball to start the game.
Alternating Possession	AP	Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.
Alternating Possession Arrow	APA	The team entitled to the alternating possession throw-in shall be indicated by the alternating possession arrow in the direction of the opponents' basket. The direction of the alternating possession arrow will be reversed immediately when the alternating possession throw-in ends.
Assistant Scorer	ASC	The assistant scorer shall operate the scoreboard and assist the scorer. In the case of any discrepancy between the scoreboard and the scoresheet which cannot be resolved, the scoresheet shall take precedence and the scoreboard shall be corrected accordingly.
At the Disposal (Ball)	BATD	When a referee hands the ball to a player making a throw-in or shooting a free throw or the referee is placing the ball at the disposal of the player.
Authorised Signals	N/A	Authorised Signals: Those signals made by the referee for official communication to players or the bench as outlined by the FIBA Basketball Rules:
Backboard	BB	The wood or glass rectangle on which the ring is suspended. The official size is 1.8m wide and 1.05m high. The ring is centred on the "board" 15cm from the base on the board.
Backcourt	BC	A team's backcourt consists of its team's own basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind their own basket, the sidelines and the centre line.

TERM	abbr	Explanation
Backcourt Violation	BCV	Where an offensive player with the ball in their frontcourt causes the ball to go into the backcourt where it is first touched by them or a teammate. Also called an “over and back” violation.
Ball Side	BS	This refers to the position of the ball. When the playing court is divided by an imaginary line extending from basket to basket, the side of the playing court on which the ball is located is called the "ball-side".
Endline	N/A	The boundary lines marking both ends of the playing area. The line itself is considered to be out-of-bounds. In US basketball, they use the "baseline" term
Basket Interference	BI	Basket interference occurs when: • After a shot for a field goal or the last or only free throw a player touches the basket or the backboard while the ball is in contact with the ring. • After a free throw followed by an additional free throw(s), a player touches the ball, the basket or the backboard while there is still a possibility that the ball will enter the basket. • A player reaches through the basket from below and touches the ball. • A defensive player touches the ball or the basket while the ball is within the basket, thus preventing the ball from passing through the basket. • A player causes the basket to vibrate or grasps the basket in such a way that, in the judgement of an official, the ball has been prevented from entering the basket or has been caused to enter the basket. • A player grasps the basket to play the ball.
Bonus	N/A	When two free throws are granted to a player when he has been fouled and their opponent's team has reached the limit of four team fouls in a quarter.
Boundary Lines	N/A	The playing court shall be limited by the boundary lines, consisting of the endlines and the sidelines. These lines are not part of the playing court.
Buzzer	N/A	Signal from the scorer's table used to indicate substitutions, time outs, disqualifications and end of quarters, or may be used by table officials to summon a referee to confer in the case of a misunderstood ruling.
Cancel the Score (basket)	N/A	A referee signals that a basket which has been made is to be discounted i.e. when a player charges as he is shooting with contact occurring before the ball leaves his hand – the referee cancels the score indicating to the scorer's table that the basket does not count.
Captain	CAP	The captain (CAP) is a player designated by his coach to represent his team on the playing court. He may communicate in a courteous manner with the officials during the game to obtain information, however, only when the ball becomes dead and the game clock is stopped.
Centre Line	N/A	The line designating the halfway mark of the court.
Commissioner	COM	The commissioner shall sit between the scorer and the timer. His primary duty during the game is to supervise the work of the table officials and to assist the crew chief and umpire(s) in the smooth functioning of the game.
Control of the Ball	COB	A team is said to be in control of the ball when a player of that team first has the ball in their possession inbounds or when the ball is placed at their disposal for a throw-in. It extends until the time a shot is taken, a whistle blows, or a player from the opposition side gains control. A player is in control of the ball when they are holding a live ball in their hands or dribbling it, or when the ball is at their disposal for a throw-in or a free throw.

TERM	abbr	Explanation
Correctable Errors	CE	Officials may correct an error if a rule is inadvertently disregarded in the following situations only: • Awarding an unmerited free throw(s). • Failure to award a merited free throw(s). • Erroneous awarding or cancelling of a point(s). • Permitting the wrong player to attempt a free throw(s).
Crew Chief	CC	The Crew Chief (CC) is generally the more senior and/or experienced of the two/three officials. The crew chief's duties are the same as the umpire(s) except that the crew chief: 1. Initiates the start of the game and of each quarter. 2. Inspects and approves all equipment to be used in the game 3. Has the power to make the final decision on any point not specifically covered in the rules.
Dead Ball	DB	The ball becomes dead when: 1) Any field goal or free throw is made. 2) An official blows his whistle while the ball is live. 3) It is apparent that the ball will not enter the basket on a free throw which is to be followed by: 3.1. Another free throw(s). 3.2. A further penalty (free throw(s) and/or possession). 4) The game clock signal sounds for the end of the quarter. 5) The shot clock signal sounds while a team is in control of the ball.
Dead Ball Officiating	DBO	Refers to any actions that take place after the referee makes the call and the ball becomes live again. Dead-ball officiating is primarily proactive and requires that the (two) other passive referee(s) become active during the dead ball period.
Disqualification	DQ	A disqualifying foul is any flagrant unsportsmanlike action by a player or team bench personnel.
Double Dribble	DD	An illegal dribble when a player discontinues his dribble action by allowing the ball to touch both hands on a dribble or allowing the ball to come to rest in one hand and then proceeds to dribble again.
Double Foul	DOF	A double foul is a situation in which 2 opponents commit personal fouls against each other at approximately the same time.
Double Whistle	DW	When two referees simultaneously blow their whistles.
Dribble	DR	A dribble is the movement of a live ball caused by a player in control of that ball who throws, taps, rolls the ball on the floor.
Eight (8) Seconds Violation	8S	When a team gains new possession of the ball in their backcourt it has eight seconds to advance the ball over the centre line.
End Of the Game	EOG	End of the Game
End Of the Quarter	EOQ	End of the Quarter
Fake (Basketball)	N/A	Normally an offensive manoeuvre when an offensive player fakes motion in one direction to draw a defensive player that way and then attempts to move past the defence in the other direction.
Fast Break	FB	A quick change of the direction of the ball as the defensive team gains possession of the ball through a steal, rebound, violation or made shot and quickly attacks to the other end of the court hoping to gain numerical or positional advantage over the other team and a resultant high percentage shot.
Fighting	FGT	Fighting is physical interaction between 2 or more opponents (players and/or team bench personnel).
Five (5) Fouls	5F	A player who has committed 5 fouls shall be informed by an official and must leave the game immediately. He must be substituted within 30 seconds.

TERM	abbr	Explanation
Five (5) Seconds Violation	5S	Once a player has the ball at his disposal for a throw-in or a free throw, he has five seconds to release the ball. Also when a closely guarded player is in control of the ball, he has five seconds to pass, shoot or dribble - not to do so is a violation. A closely guarded player who is dribbling is not subject to a five second count.
Flagrant Foul	FF	May be a personal or technical foul. It is always unsportsmanlike and may or may not be intentional. If personal, it involves violent or savage contact, such as striking with the fist or elbow, kicking, kneeing, or running under a player who is in the air, or crouching or hipping in a manner which might cause severe injury to an opponent. If it is a non-contact foul, it involves extreme and sometimes persistent vulgar and/or abusive conduct.
Flop (Refereeing)	FL	Any fake, pretend, or exaggerated action by a player with/without the ball - e.g. falling backwards, falling down, throwing the head, etc. - simulating contact by an opponent in an unnatural manner without actually being touched, or being contacted in only a marginal way.
Foot (Kick) Violation	FVI	A player shall not run with the ball, deliberately kick or block it with any part of the leg or strike it with the fist. However, to accidentally come into contact with or touch the ball with any part of the leg is not a violation. (Deliberate Foot Ball)
Foul	N/A	A foul is an infraction of the rules concerning illegal personal contact with an opponent and/or unsportsmanlike behaviour.
Foul not in the Act of shooting	FNAOS	When a player is illegally contacted by the defence and foul is called, but not AOS (also term "Foul on floor").
Fouled in the Act of Shooting (AOS)	FAOS	When a player is illegally contacted by the defence when attempting a shot or during the contious motion.
Free Throw Line Extended	FTEX	This imaginary line represents the extension of the free throw line across the width of the court. Most coaches use it to establish defensive coaching guidelines. When the ball is above the free throw line extended a certain guideline applies. When the ball is below it another guideline applies. It is also used as a reference for offensive player alignment. FTEX is also a set-up (basic) position for the Centre on the court.
Free Throw(s)	N/A	A free throw is an opportunity given to a player to score 1 point, uncontested, from a position behind the free-throw line and inside the semi-circle.
Frontcourt	FC	A team's frontcourt consists of the opponents' basket, the inbounds part of the backboard and that part of the playing court limited by the endline behind the opponents' basket, the sidelines and the inner edge of the centre line nearest to the opponents' basket.
Game Control	GC	A referee is said to be in control of a game when the game is operating smoothly under the rules as intended and, as well as, the rules of sportsmanship being rigidly but fairly enforced. This is different than Game Management.
Goal (field goal)	FG	A goal is made when a live ball enters the basket from above and remains within or passes through the basket. The ball is considered to be within the basket when the slightest part of the ball is within and below the level of the ring.
Goaltending	GT	Goaltending occurs during a shot for a field goal when a player touches the ball while it is completely above the level of the ring and: • It is on its downward flight to the basket, or • After it has touched the backboard.

TERM	abbr	Explanation
Held Ball	HB	A held ball occurs when one or more players from opposing teams have one or both hands firmly on the ball so that neither player can gain control without undue roughness.
Infraction	N/A	Literally any infraction is a contravention of the rules. e.g. fouls (technical and contact) and violations. However, normally infractions refer to just violations (i.e. three seconds, travelling etc.).
Instant Replay System	IRS	Refers to a video replay system what is possible to use in designated play situations. The IRS review will be conducted by the officials. If the call and the decision of the officials is subject to the IRS review, that initial decision must be shown by the officials on the playing court. Following the IRS review the initial decision of the official(s) can be corrected only if the IRS review provides the officials with clear and conclusive visual evidence for the correction.
Interpretation of the Rules	N/A	Good refereeing requires that an official not applies the rules literally (i.e. contact is not allowed), but rather, judges each situation in regards to its effect on the play, i.e. interpreting the rules by their spirit and intention.
Interval (of Play)	IOP	There shall be an interval of play of 20 minutes before the game is scheduled to begin. There shall be intervals of play of 2 minutes between the first and second quarter (first half), between the third and fourth quarter (second half) and before each overtime. There shall be a half-time interval of play of 15 minutes. During an interval of play, all team members entitled to play are considered as players.
Judgement	N/A	The ability of a referee to look at each situation as it arises and make a decision based on its effect or non-effect on play and to act accordingly.
Jump Ball (Situation)	JB	A jump ball occurs when an official tosses the ball in the centre circle between any 2 opponents at the beginning of the first quarter. Can also refer to a "jump ball situation."
Last Shot	LS	Refers to the play when team has a new control of the ball and the game clock shows 24.0 seconds or less, meaning it is possible that the quarter will end with that team possession.
Last 2 minutes of the game	L2M	Refers to the last 2 minutes of the fourth quarter and overtime.
Lead (Referee)	L	The Lead (2PO/3PO) is the referee who leads the play up the court and whose responsibility includes coverage along the endline at the attacking end of the court.
Live Ball	LB	The ball becomes live when: 1) During the jump ball, the ball leaves the hand(s) of the referee on the toss. 2) During a free throw, the ball is at the disposal of the free-throw shooter. 3) During a throw-in, the ball is at the disposal of the player taking the throw-in.
Loose Ball	LOB	When a live ball is not in possession of a player but is rolling or bouncing on the floor as players from both sides seek to gain control or as in a rebounding situation. Team control does not change until the opposition gains control, meaning for example, a shot clock violation can occur while the ball is loose.
Manufactured (Shot)	MS	Anytime that a player who is not in act of shooting when illegal contact occurs, but after the contact starts an AOS movement hoping to have free throws awarded.
Marginal Contact	MC	Although basketball is a non-contact sport it is virtually impossible for players to move around the court without contacting each other. If the contact is seen to affect the play, then a foul should be called. Other contact which has no effect on the play is deemed marginal and can be ignored.
Mechanics	MEC	The technical aspects of refereeing i.e. how referees move, coverage, signals, administration of free throws, jump ball situations, throw-ins, etc…

TERM	abbr	Explanation
Media Time-Out(s)	MTO	The organising body of the competition may decide for itself whether media time- outs shall be applied and, if so, of what duration (e.g. 60, 75, 90 or 100 seconds).
No-Call	NC	Some of the best decisions a referee may make involve in refraining from blowing his whistle, when he judges a potential foul or violation does not contravene the spirit and intent of the rules.
Obvious Play	OP	Plays that are clearly visible to most of the participants in the game, including referees, coaches, players and spectators. Referees must be correct in these type of situations 100% of the time with no room for error.
Off the Ball	OFB	Concerns all aspects of play not directly involving the player with the ball and players closely adjacent to them.
Offensive End	N/A	The end of the court to which a team attacks and attempts to score a basket (their front court).
Official Basketball Rules Interpretations	OBRI	A document that FIBA publishes, which includes all official interpretations defined by FIBA.
Official(s)	N/A	The officials shall be a crew chief and 1 or 2 umpire(s). They shall be assisted by the table officials and by a commissioner, if present.
Officials' Signals	N/A	The hand signals officials used to communicate their decisions and reporting fouls to the scorer's table. While reporting to the scorer's table referees will verbally support the communication (in international games in the English language).
Opposite Side	OPS	This refers to the side of the playing court which is furthest away from the scorer's table.
Out-of-Bounds	OOB	That area outside of the playing court – radiating out from and including the boundary lines of the court.
Palming (the ball)	PLM	See: carrying the ball.
Pass	N/A	A method of moving the ball by throwing it from one offensive player to another.
Passive Referee	PAR	The referee who is not administrating free throw or a throw-in, or to not tossing the ball during the jump ball in the start of the game.
Pass-Off	POFF	A situation where a player has started his AOS and a foul is called, but he discontinues his shooting motion and ends up passing to his teammate. This is considered a personal foul and not AOS foul.
Peripheral Vision	PV	To see widely to either side while looking straight ahead.
Personal Foul	PF	A personal foul is a player's illegal contact with an opponent, whether the ball is live or dead.
Phantom Call (Fantasy Call)	FAC	Describes the situation when a referee makes a call for foul and actually there was not even contact on the play (problem with self-discipline / "I don't see, I don't call"). This is different than Marginal Contact that is incorrectly called as a foul (problem with criteria).
Pivot Foot	PF	When a player is in possession of the ball and is not dribbling he is allowed to rotate around one foot providing that this foot remains on the same spot on the floor – thus a pivot foot.
Player	N/A	During playing time, a team member is a player when he is on the playing court and is entitled to play.

TERM	abbr	Explanation
Pre-Game Conference	PGC	Before the start of important contests it is necessary for the referees to meet together to familiarise themselves and talk about their working mechanics and preparations for the game.
Pre-Game Routines	N/A	The routine the referees go through prior to the actual commencement of the game. This includes checking the scoresheet, making sure the timer understands the timing regulations of that particular contest, etc.
Preventative Officiating	PRO	Refers to actions by officials who prevent problems from occuring by communicating with players and/or coaches. It can happen during live ball (post, perimeter play) as well as during dead ball.
Rebound	RB	On a missed shot, the resultant contest between the two teams to gain possession of the ball is known as rebounding (the ball rebounds off the ring or backboard). Thus, to get a rebound means to secure the ball after a missed shot.
Rectangle	RC	Refers to the frontcourt, which has been divided into 6 parts for the purpose of defining areas of responsilibilty.
Ref	N/A	Short for referee
Referee	REF	Generally, the term used for two/three officials working a game.
Referee Instructor	RI	The referee instructor is a person who has good knowledge in teaching & learning, basketball and refereeing. FIBA has certified and trained Referee Instructors.
Ring	N/A	The metal circumference of the basket or hoop the ball must pass through in order to record a score.
Score	FG	To make a basket or free throw. It can also refer to the point totals of both teams – as in the score of the game was 50 to 47.
Scorer	SR	The scorer shall shall keep a record of the scoresheet according to the basketball rules.
Scoresheet	SS	The official record of the game details, which is kept throughout the game. The scoresheet records a running tally of the team and individual scores and fouls.
Screening	SC	Screening is an attempt to delay or prevent an opponent without the ball from reaching a desired position on the playing court.
Self-Evaluation	SEF	The process of evaluation of one's own performance.
Shot	N/A	An attempt at the basket.
Shot Clock Operator	SCO	The shot clock operator shall be controlling the shot clock according to the basketball rules.
Shot Clock Violation	SCV	Once a team has gained possession of the live ball on the court it is required to attempt a shot within 24/14 seconds. Not to do so is a violation.
Sidelines	N/A	The boundary lines inscribing a side of the playing court area.
Signals	N/A	The official communications as described in the rulebook by which the referees explain their decisions to the players and scorer's table.
Signals (communication among the crew)	N/A	Subtle gesturers made by one official to the other to help with game maintenance and teamwork – such as enquiring of the other official if they saw who last touched the ball before it went out of bounds. Each crew may have their own way of communicate internally.
Special Situations	SPS	In the same stopped-clock period that follows an infraction, special situations may arise when additional foul(s) are committed.

TERM	abbr	Explanation
Spirit and Intent of the Rules	N/A	The rules were not written to be interpreted literally, but rather, to stop players from gaining an advantage by using illegal methods. Thus, not all contact is a foul - only contact which causes a player to be disadvantaged by the initiator of that contact. Thus, each incident needs to be judged by the effect it has on the game and not in complete isolation. A flexible interpretation of the rules is what is necessary; calling the game by the "spirit and intent" of the rules.
Starting Five	SF	The coach shall indicate at least 10 minutes before the game the 5 players who are to start the game.
Substitution Opportunity	SUBO	A substitution opportunity begins when: • For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table. • For both teams, the ball becomes dead following a successful last or only free throw. • For the non-scoring team, a field goal is scored when the game clock shows 2:00 minutes or less in the fourth quarter and in each overtime. A substitution opportunity ends when the ball is at the disposal of a player for a throw-in or a first or only free throw.
Substitution / Substitute	SUB	During playing time, a team member is a substitute when he is not on the playing court but he is entitled to play.
Switching (referees)	SW	Refers to switching the positions (roles) of the Lead, Trail and Centre after reporting the foul to the Scorer's Table. The swicth normally involves the calling official moving to a new position on the court.
Table Officials	TBO	The table officials shall be a scorer, an assistant scorer, a timer and a shot clock operator.
Tap	N/A	A tap is when the ball is directed with the hand(s) towards the opponents' basket.
Team / Team Member	TM	Each team shall consist of: • No more than 12 team members entitled to play, including a captain. • A head coach and, if a team wishes, a first assistant coach. • A maximum of 7 accompanying delegation members who may sit on the team bench and have special responsibilities, e.g. manager, doctor, physiotherapist, statistician, interpreter, etc.
Team Bench Areas	TBA	The team bench areas shall be marked outside the playing court limited by 2 lines. There must be 16 seats available in the team bench area for the team bench personnel which consists of the head coach, the first assistant coach, the substitutes, the excluded players and the team followers. Any other persons shall be at least 2 m behind the team bench.
Team Control (Ball)	TC	Team control starts when a player of that team is in control of a live ball by holding or dribbling it or has a live ball at his disposal. Team control continues when: 1) A player of that team is in control of a live ball. 2) The ball is being passed between team-mates. Team control ends when: 1) An opponent gains control. 2) The ball becomes dead. 3) The ball has left the player's hand(s) on a shot for a field goal or for a free throw.
Team Control Foul	TCF	An offensive foul. A foul made by a player whose team is in control of the ball at the time.

TERM	abbr	Explanation
Team Foul(s)	TFO	A team foul is a personal, technical, unsportsmanlike or disqualifying foul committed by a player. A team is in the team foul penalty situation when it has committed 4 team fouls in a quarter.
Teamwork	N/A	The smooth functioning of the referee team to provide proper coverage and control to a game.
Technical Foul	TF	A foul called on a player, coach or a substitute or team follower on the bench for unsportsmanlike conduct that involves no contact. (also known as "T").
Tempo	N/A	The speed at which the game is being played: are teams both running up and down the court, fast-breaking and making a lot of mistakes; or, are the teams playing in a deliberate manner in order to make full use of the ball and the shot clock, etc.
Three (3) Person Officiating	3PO	An officiating concept where three officials are working in the game. The terms for the 3 officials are Crew Chief (CC), Umpire 1 (U1) and Umpire 2 (U2), and all officials are working during the game in Lead, Trail & Centre positions.
Three (3) seconds	3S	A player shall not remain in the opponents' restricted area for more than 3 consecutive seconds while his team is in control of a live ball in the frontcourt and the game clock is running.
Throw-in	T-IN	A throw-in occurs when the ball is passed into the playing court by the out-of- bounds player taking the throw-in.
Time & Distance (Basketball)	T&D	When guarding a player who does not control the ball, the elements of time and distance shall apply. A defensive player cannot take a position so near and/or so quickly in the path of a moving opponent that the latter does not have sufficient time or distance either to stop or change his direction. The distance is directly proportional to the speed of the opponent, but never less than 1 normal step.
Time-Out (Team)	TO	A time-out is a one minute break in play where the coach may address their team. Teams may call two time-outs at any time in the first half, three during the second half and 1 per each overtime.
Time-Out Opportunity	TOO	A time-out opportunity begins when: • For both teams, the ball becomes dead, the game clock is stopped and the official has ended his communication with the scorer's table. • For both teams, the ball becomes dead following a successful last or only free throw. • For the non-scoring team, a field goal is scored. A time-out opportunity ends when the ball is at the disposal of a player for a throw- in or for a first or only free throw.
Timer	TR	The timer shall measure playing time, time-outs and an interval of play according the Rules of Basketball.
Trail (Referee)	T	Under the dual referee system one official always leads the play down to the end of the court and the other official remains close to by slightly behind the play in order to maintain the sandwich principle. It is always the trail official's responsibility to detect basket interference and to notice whether a shot has gone in or not.
Travelling Violation	TV	When a player with the ball lifts or moves his pivot foot from its spot on the floor before releasing the ball from his hands for a dribble, or takes too many steps after picking up the ball when stopping, passing or shooting. It is not possible to travel while dribbling the ball. During a dribble, there is no limit to the number of steps a player may take when the ball is not in contact with his hands.
Triple Whistle	3W	When three referees simultaneously blow their whistles on a same play.

TERM	abbr	Explanation
Turnover	TOR	When the offensive team loses possession of the ball other than from a missed or made shot; i.e. an interception, violation or offensive foul.
Two (2) Person Officiating	2PO	A officiating concept where two officials are working in the game. The officials are Crew Chief and Umpire and they are working during the game in Lead and Trail position.
Umpire	U (U1, U2)	Under 2PO, one official is designated the crew chief and the other the umpire. The umpire is normally the younger and/or less experienced of the two officials. The umpire's duties and prerogatives are the same as the crew chief's with the exceptions noted under the Crew Chief heading in this glossary. Under 3PO, there is a Crew Chief and two umpires (U1 & U2).
Unsportsmanlike Conduct (Behaviour)	UC	To be unsportsmanlike is to act in a manner unbecoming a fair, ethical, honourable individual. It consists of acts of deceit such; disrespect, such as making debasing or critical remarks about or to an official or an opponent; vulgarity - such as the use of profanity whether or not directed at someone. The penalty for unsportsmanlike conduct by a player on the court, coach or team member/follower is a technical foul.
Unsportsmanlike Foul	UF	An illegal contact that includes any of the below criteria, should be called as an Unsportsmanlike Foul • Not a legitimate attempt to directly play the ball within the spirit and intent of the rules (C1). • Excessive, hard contact caused by a player in an effort to play the ball or opponent (C2). • An unnecessary contact caused by the defensive player in order to stop the progress of the offensive team in transition. This applies until the offensive player begins his act of shooting (C3). • Contact by the defensive player from behind or laterally on an opponent in an attempt to stop the fast break and there is no defensive player between the offensive player and the opponent's basket. This applies until the offensive player begins his act of shooting (C4) • Contact by the defensive player on an opponent on the court during the last 2 minutes in the fourth period and in each extra period, when the ball is out-of-bounds for a throw-in and still in the hands of the official or at the disposal of the player taking the throw-in (C5)
Video Operator	VO	The video operator tags the calls of the referees in FIBA competitions. His main function is to capture data through the referees' calls, with the support of a computer and other devices, for a subsequent analysis of the images and statistical data of the actions called by the referees.
Violation	N/A	A violation is an infraction of the rules. Penalty: The ball shall be awarded to the opponents for a throw-in at the place nearest to the infraction, except directly behind the backboard, unless otherwise stated in the rules.
Warning	WAR	It refers to any situation when the officials determinate that a head coach or player should be warned for an incorrect conduct: normally for inproper behaviour, delay of game, fake.
Wiping the Basket	N/A	Cancelling the score (normally used in North America)
Working Area	WA	Area in which a referee in any given position normally operates.

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