

## BQJBC Scoretable Positions and Responsibilities

15 mins before the Game: Meet and greet one another. Confirm positions for the game and any expected changes for the game i.e. warm up time.

### **Chairperson:**

- Check sirens, team foul indicators, arrow positioning, fifth foul bat
- Remind all to be on the lookout for subs/time out requests

### **During the Game:**

- Call starting five for match report sheet check
- Arrow set – after tip off
- Number, colour, points
- Hand high for successful 3 points (use hand away from scorer so they can still hear what is called)
- Subs at any side ball opportunity
- Five time outs per game (2 in first half, 3 in second provided one is called before the last 2 mins of the game)
- End of 2<sup>nd</sup> quarter, adjust arrow
- Forewarn timekeeper of 'stop if they score' for time outs or a sub (to the team throwing in after the score) in last 2 mins (of the final quarter and any extra time period)
- Record delay of game warnings
- Record T and U player numbers, in case a second one occurs (GD, game disqualified)

### **Scorer:**

- Ask managers to check Stadium Scoring team lists
- Discuss calling procedure with Chairperson and Visuals Operator (team colours, notification of player foul)
- Foul bats set up

### **During the Game:**

- Starters to check on match report sheet
- Personal foul, team foul to call
- Foul bats (1 – 4) – held up so coaches can see, then players, then coaches again
- Running score called out and occasionally A-B scores in that order
- Time outs to record
- Check details with Visuals Operator during time outs (scores, team fouls, number of time outs remaining)
- Communicate sub/time out requests
- Communicate 4<sup>th</sup> team foul to Chairperson to ensure team foul indicators are in place for referees
- Communicate similarly when the 5<sup>th</sup> personal foul occurs (for Chairperson to indicate to referees and wait for player sub)
- End of game details and confirmation on stadium scoring to do.

### **Visuals Operator (Scoreboard) & Timer:**

- Check game settings (5 mins Warm Up, 4 x 10 (or 8) min quarters, 1 min, 3 min half time, 1 min breaks)
- Practice entering scores and team fouls, resetting extra time (1 min break, 3 mins to play), adjusting time outs, resetting board if a 'black out'
- Check equipment and timer for time outs, injuries, disqualified player
- Start warm up time as directed by refs or Court Controller
- Discuss calling procedure with Shot Clock Operator
- 3 min siren, 1:30 min mark siren before the game

### **During the Game:**

- State the score as a reply, once the scorer calls it out
- Team fouls stop on 5
- Listen/Watch for 'whistle' and 'tips'
- Stop watch for time outs (1 min), injury time (15 sec), player with 5 fouls (30 sec)
- For time outs, use siren and hand signal (hold up 10) for 50 sec and again at 60 sec mark (if players not out on the court ready to play at the 60 sec mark)
- Count down shot clock "5, 4, 3, 2, 1, 0" (*Shot clock operator may call out "10" to alert timer to the count down*)
- Last 2 mins, stop on each successful shot
- Last 2 mins, "stop if they score" may be requested by Chair for a sub/time out
- Siren to sound at 3:00 and 1:30 min prior to 1<sup>st</sup> and 3<sup>rd</sup> quarters
- Siren to sound at 0:30 prior to 2<sup>nd</sup> and 4<sup>th</sup> quarters
- Communicate sub/time out requests

### **Shot Clock Operator:**

- Check equipment – holding, resets (24 sec; 14 sec), buzzer
- Practice running the shot clock and making judgements whilst teams are warming up e.g. pick a player to watch when they gain possession, pick a ball to watch when it touches the ring
- Discuss calling procedure with Timer

### **During the Game:**

- Start on possession/control for start of game and after a shot
- Start on touch for a throw in
- If asked, have an opinion as to whether the ball was on or off the hand for a shot when the buzzer sounds
- Floor wipe (Referee stoppage – reset, Player request – hold, let ref decide)
- Injury (Offensive – hold, Defensive – reset)
- Hold on held/jump ball (and check possession arrow)
- Hold on double foul/special situations (and check possession arrow)
- If in doubt, hold, look at time displayed, check with Chairperson
- If foot violation or foul in the front court by the defenders, hold and check
  - ≥ 14 sec = hold
  - < 14 sec reset to 14 sec
- If shooting team gets the rebound, reset to 14 sec
- Show 24 seconds on the clock for free throws
- Call out "10" to alert timer for last 5 second count down of shot clock (if it goes that far)
- "Holding on ..." in every 'hold' situation
- "Shot clock finished" at end of quarter
- Count for end of each quarter ("10" then "5, 4, 3, 2, 1, 0") unless shot clock is still running "10" = flick over from 10.0 to 9.9, 5.0 to 4.9 etc
- Communicate sub/time out requests

### **Everyone:**

Communication - 'Sub', 'Time out ... (team)'

If major bench eruption (fight), Visuals Operator/Timer and Shot Clock Operator - look to their end of the court; Scorer – look the other end. Chairperson to record what is happening.

### **End of the Game:**

Share any situations and reflections on what occurred or could be done to improve the situation in the future.