

Scoretable Brochure

2016



This information has been compiled to assist parents to perform Scoretable duties required at representative level.

It is extremely important that every Scoretable Official is competent in each position they are performing and have knowledge of current timing and regulations.

Scoretable Officials are required to assist the Referees in the smooth running of the game.

Correctness - Concentration - Communication – Cooperation



Compiled by: R Griffin, N Wittwer

The TIME/VISUALS OPERATOR - is responsible for the accurate operation of the game clock, entering correct scores and team fouls for each quarter and used time outs for each half. The priority is always the timing of each quarter. Every other detail entered is secondary to the operation of the clock.

- Sound the siren at 3 minutes and again at 1 minute 30 seconds on the clock before the 1st and 3rd quarters.
- Sound the siren when 30 seconds is remaining on the clock before the 2nd and 4th quarters.
- Immediately set the game time when the warm up period and intervals of play have expired.
- Immediately set the interval of play period when the quarter time period has expired.

Team A on the scoresheet will be shown as LIGHT or TEAM A on the scoreboard. Team B on the scoresheet will be shown as DARK or TEAM B on the scoreboard.

The Game Clock will start

- In the Jump to commence the game when the ball is legally tapped.
- From out of bounds when the ball touches a player on the court
- A missed free throw when the ball first touches a player on the court

The Game Clock will stop

- When the whistle is blown by the referee
- When a basket is scored and the team with inbound possession has requested a time out
- When a successful basket has been scored in the last 2 minutes of the fourth period and any extra period

Team Fouls will be entered for each infraction reported by the Referee up to and including the 5th team foul (bonus situation). Team fouls are not reset if there is an extra period (overtime [OT]).

Enter the score or number of team fouls and check back to the Scorer, as a verbal confirmation, that the display matches the information given from the Scoresheet. These verbal communications will be witnessed by the Chairperson and any discrepancies will be detected immediately so that they may be corrected.

Time Outs may be requested by either coach. Once the Referee has indicated that the Time out has been granted it is the responsibility of the Time/Visuals operator to time the 1 minute period informing the Referee by way of the siren once 50 seconds has elapsed. A separate timing device must be used for time outs. Do not use the game clock or the 24.

PLEASE NOTE: That for games that are of 10 minute quarter in duration 3 time-outs are permitted during the second half with a maximum of two of these time-outs in the last 2 minutes of the second half. Should a team not be granted it's 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

The 24 SECOND OPERATOR - is responsible for the operation of the 24 second device. The 24 second operator must be very attentive and have their fingers near the switch/buttons whilst the clock is running. On an unsuccessful shot the device must be stopped the instant the ball touches the ring and reset once a team gains possession.

A team has 24 seconds to attempt a field goal. The shot clock is used to ensure that happens.

On all whistles, the shot clock is stopped. What happens next (hold or reset) depends on the location and what the stoppage was for.

Resetting the shot clock

- Whenever a team gains control of a live ball on the playing court (and they previously were not in control of the ball).

Stopping and resetting the shot clock

- When the referee blows the whistle for a foul, violation or a jump ball resulting in a change of possession
- After a shot (which hits the ring) the shot clock is stopped and then reset (and started) once a player gains possession of the ball. Possession is needed to start the shot clock from the opening jump ball as well.
- If the shooting team attempts a shot (i.e. the ball hits the ring) then gets the rebound (offensive) they only have 14 seconds to re-attempt another shot. This was introduced to help speed up the scoring in the game.
- When a shot for goal enters the basket
- When the game is stopped because of the actions of an opponent of the team in control of the ball

Stopping and holding the shot clock (not reset) When the same team that previously had control is awarded a throw in

- After the ball goes out of bounds
- When a jump ball is called
- Following a double foul
- After a game stoppage due to the team in control
- A cancelation of equal penalties

14 or 24: If a foul happens in the back court, the shot clock is reset to 24 seconds.

If a foul happens in the front court, the shot clock is checked. If above 14 seconds, hold the shot clock. If below 14 seconds, reset the shot clock to 14 seconds.

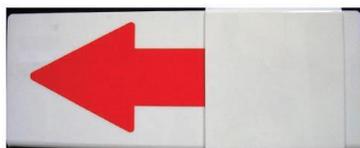
If a foot violation occurs in either the front or back court, the same applies as above.

On free throws, show 14 seconds on the shot clock then be ready to change as determined by the team gaining the rebound.

The CHAIRPERSON - is responsible for the smooth operation of the Scoretable. It is important that the Chairperson has good communication with all other Officials and is the most knowledgeable person on the table. The Chairperson is responsible for:-

- Obtaining the 'starting five', team captain - CAP, anyone wearing contact lenses - CL and the Coach's signature for each team prior to the game commencing.
- Changing the Possession Arrow.
- Observing successful points scored and relaying the information (team & player number) to the Scorer.
- Receiving requests for Substitutions from players & Time Outs from Coaches
- Acknowledging fouls reported by the Referees and relaying the information to the Scorer.
- Signaling to the Referee at an appropriate time when a substitution or time out is to be granted.
- Notifying the Referee if a player has 5 personal fouls and displaying the 5 foul bat
- Notifying the Referee if any player has 2 Unsportsmanlike or 2 Technical Fouls
- Periodically check that the Scoresheet and Scoreboard coincide.
- Observing that the Time Clock and the Shot Clock are operating correctly, prompting the operators where necessary.
- Notifying the Referees should any problems arise.
- Fill in the summary sheet at the intervals of play - never during the game.
- Ensuring that the summary sheet (if used) and the scoresheet are completed and signed at the end of the game.

♦ You may use a Chairperson sheet but this should not interfere with the smooth operation of your duties. All information will be obtained from the Scoresheet if required for Referees or Coaches.



POSSESSION ARROW The possession arrow points in the direction of play for the team entitled to the next possession when a jump ball situation occurs, eg held ball, unknown out of bounds, ball lodges between ring and backboard, start of any period including extra periods.

At the end of the second quarter the arrow will be changed in front of the Referees as teams exchange baskets for the second half.

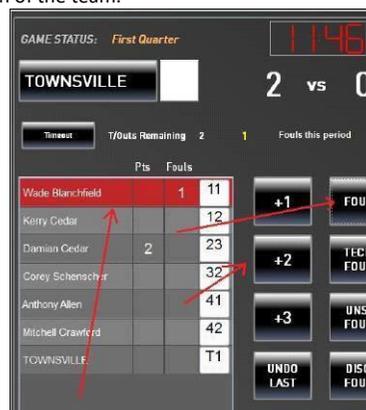
The Possession Arrow is changed after the ball has been passed in following a Jump Ball situation or if the team with possession violates the out of bounds. If a foul is called before the ball is inbounded the Possession Arrow does not change.

The SCORER

The Scorer is responsible for

- Recording all successful baskets scored and calling the score (of the scoring team only) to the visuals operator.
- Recording all Personal Fouls and Team Fouls and calling these to the Visuals Operator, e.g. 3rd personal 2nd team.
- Displaying the appropriate foul bat for personal fouls e.g. 1,2,3 or 4
- Immediately informing the Chairperson if a player has committed their 5th Personal Foul, 2nd Unsportsmanlike or 2nd Technical Foul.
- Recording Coach (bench) fouls and informing the chairperson when the Coach has reached two fouls of his/her own or three accumulated from his/her bench.
- Recording all Time Outs used in each half for each team and informing the chairperson when a Coach has used all Time Outs available.

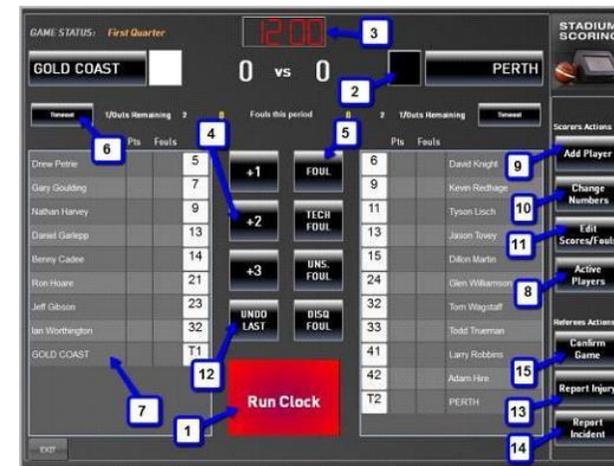
Points are recorded by touching the player's name (it's then highlighted in red/blue) and touching the appropriate score i.e. +1 (for each free throw made), +2 for a field goal and +3 for a 3pt field goal. The touch sequence can also be in reverse (i.e. select the action first, then the player). The progressive score then appears beside the player name and the progressive team score is added to the display at the top of the screen. Any late start, uniform points or default points can be allocated to the captain of the team.



When a foul is given, the player name is highlighted and the appropriate foul button is touched. The progressive number of fouls are shown against each player and the progressive team fouls are displayed at the top of the screen.

Bench Technical fouls are recorded by highlighting the Team Name line at the bottom of the player list (instead of a player name). **NOTE Bench fouls should not add to team fouls but Stadium Scoring does add bench fouls to team fouls and will need to be allowed for.**

Stadium Scoring Action Guide



1. Start Game/Run Clock: used to mark the start of game as well as to start and stop the clock
2. Change Team Colour: Change team Uniform colour
3. Edit Game Clock: If the clock is stopped time can be edited by double clicking
4. +1, +2, +3: Used for free throw makes, 2pts and 3pts
5. Foul: Allocating fouls, Technical fouls appear in brackets next to total fouls
6. Timeout: Keeps track of remaining timeouts. When clicked a timeout is deducted from the total
7. Team Stats Allocations: Used for allocating bench technical fouls and points left unallocated
8. Active Players: Used to select team members playing in the current game
9. Add Players: Add a player not yet allocated to the team
10. Change Numbers: If a player is wearing a different number to normal it can be changed here
11. Edit Scores/Fouls: Used when actions are incorrect, if more than one action ago
12. Undo Last: Undoes the **LAST** action.
13. Report Injury: (REFEREE ONLY)
14. Report Incident: (REFEREE ONLY)
15. Confirm Game: (REFEREE ONLY)