

Scoretable Brochure

2018



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 time outs used 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

- On the Jump to commence the game, when the ball is **tapped** by a player doing the jump
- 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 due to throw it back in has requested a time out
- When a successful basket has been scored in the last 2 minutes of the 4th quarter 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).

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 once 50 seconds has elapsed (using the siren then holding up 10 fingers). A separate timing device must be used for Time Outs. Do not use the game clock or the 24 clock.

PLEASE NOTE: For games with 10 minute quarters, 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 4th quarter. Should a team not be granted it's first Time Out before the last 2 minutes (of the 4th quarter), the scorer shall mark 2 horizontal lines in the first box for that team (to show they only have 2 Time Outs remaining).

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. The device must be stopped the instant the ball touches the ring (or a basket is scored) and reset once a team gains **possession**.

A team has 24 seconds to attempt a basket. 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.

Reset the shot clock

- When a team first gains possession of the ball on the court (and they previously were not in control of the ball).

Stop and reset 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, reset then 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

Stop and hold 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 (and that team has the arrow pointing their way)
- For any other times when the referee is giving the ball to that same team for a throw in.

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 24 seconds on the shot clock (but be ready to change it to 14 if the shooting team gets possession of 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 Fouls, 2 Technical Fouls or 1 of each
- 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
- Filling in the summary sheet at quarter/half time breaks and end of the game - never during the game
- Ensuring that the summary sheet (if used) and the Match Report sheet are completed and signed at the end of the game.



POSSESSION ARROW

The Possession Arrow shows which team will receive the throw in for certain situations in the game eg held ball, the referees are unsure who last touched the ball before it went out of bounds, ball lodges between ring and backboard, start of any period including extra periods.

It is first 'set' to the team who did **not** get possession from the start of the game Jump.

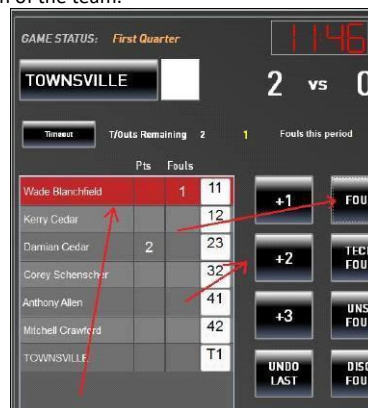
At the end of the 2nd quarter the arrow will be changed in front of the Referees, as teams swap baskets (scoring ends) for the second half.

If the Possession Arrow has been used (for the types of situations listed above), it swaps direction after the ball has been passed in or if the team with possession violates the throw in. If a foul is called before the ball is thrown in, the Possession Arrow does not change.

The SCORER - is responsible for

- Recording all successful baskets scored and calling the score (of the scoring team) to the Visuals Operator
- Recording all Personal Fouls and Team Fouls and calling these to the Visuals Operator, e.g. 3rd personal 2nd team foul.
- 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, 2nd Technical Foul or 1 Unsportsmanlike and 1 Technical Foul
- Recording Coach (bench) fouls and informing the Chairperson when the Coach has reached 2 fouls of his/her own or 3 accumulated from themselves/others on 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.

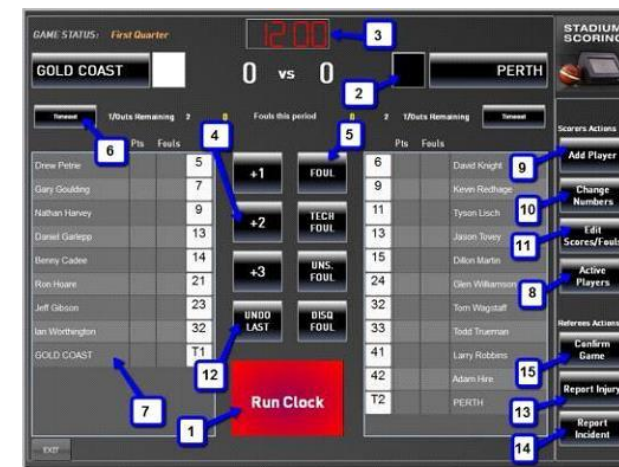
Points are recorded by touching the player's name (it's then highlighted in red/blue) and touching the appropriate score i.e. +1 (for each free throw made), +2 for a field goal and +3 for a 3pt field goal. The touch sequence can also be in reverse (i.e. select the action first, then the player). The 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 coloured box to match 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 throws scored, 2pts and 3pts
5. Foul: Allocating fouls, Technical Fouls appear in brackets next to total fouls
6. Time Out: Keeps track of remaining Tim Outs. When clicked a Time Out is deducted from those allowed for that half
7. Team Stats Allocations: Used for allocating Bench or Coach Technical Fouls or fixing up a team score ie unable to tell who scored
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 (or had to change for the 'blood rule'), it can be changed here
11. Edit Scores/Fouls: Used when entries 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)