

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 quarter and any overtime.

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 overtime [OT].

Wait for the Scorer to call the score or the number of team fouls and call back to them 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 fourth quarter. Should a team not be granted it's first time-out before the last 2 minutes of the fourth quarter, 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.

Resetting the shot clock

- Whenever a team gains control of a live ball on the playing court

Stopping and resetting the shot clock

- When the referee blows the whistle for a foul, violation or a jumpball resulting in a change of possession
- When an unsuccessful shot for a field goal hits the ring or the ball lodged between the ring and backboard
- 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 cancellation of equal penalties
 - Following a technical foul awarded to the team in control

In U14 Division 1, the shotclock will commence when both the player and the ball have entered the front court.

The shot clock will be stopped and switched off when there are fewer than 24 seconds remaining on the game clock in any period.

If the device sounds in error, the game continues. Reset the 24 Second clock immediately and start it when a team has control of the ball on the court.

BNSW Waratah Junior League

Scoretable Brochure

2021



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.

Basketball Equipment
Size 6 - U12 to U18 Women & U14 Men
Size 7 - U16 to U18 Men

Correctness - Concentration - Communication – Cooperation

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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 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
- Acknowledge fouls reported by the Referees and relaying the information to the Scorer.
- Signal to the Referee at an appropriate time when a substitution or time out is to be granted.
- Notify the Referee if a player has 5 personal fouls and display the 5 foul bat

- Notify the Referee if any player has 2 Unsportsmanlike Fouls, 2 Technical Fouls or 1 Unsportsmanlike Foul and 1 Technical Foul.
- Periodically check that the ScoreSheet and Scoreboard coincide.
- Observe that the Time Clock and the 24 Second Clock are operating correctly, prompting the operators where necessary.
- Notify the Referees should any problems arise.
- Ensure that the scoresheet is completed and sign the scoresheet 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.

The team that does not gain control of the live ball on the playing court after the Jump Ball is entitled to the first alternating possession and the arrow shall point towards their basket in the direction of play in which they are running.

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 – will complete the official scoresheet.

- 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 or 2nd Unsportsmanlike Foul.
 - Recording Coach (bench) fouls and informing the chairperson when the Coach has reached two fouls of his own or three accumulated from his 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.

SCORING

Write the number of the player who scored next to the total for the team. To mark the score use:-

- / A diagonal line for successful field goals
- A dot for successful free throws
- / A diagonal line for successful 3 point shots circling the player number

At the end of each quarter or extra period underline the score and the last scorer for each team and circle the last score for the period.

At the end of the game underline the score and the last scorer with two horizontal lines for each team and circle the last score for the period.

Draw a diagonal line through the remaining unused scores in the column. Finally complete the results of the game including the name of the winning team then write your name on the scoresheet.

	A	B
	1	1
8	2	2
6	3	•
	4	•
	5	5
	6	6
	7	7
10	8	8
9	9	9
	10	10
	11	11
	12	12
	13	13
	14	14
	15	15
	16	16
	17	17
	18	18
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	28	28
	29	29
	30	30
	31	31
	32	32
	33	33
	34	34
	35	35
	36	36
	37	37
	38	38
	39	39
	40	40

The SCORESHEET – will be completed by each Team Manager 10 minutes prior to the Tip Off and can be collected from the Court Supervisors office. Fouls, starting 5 etc are recorded as shown below:-

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

All player fouls are recorded as team fouls

A. Brown	Coach	C ₁	B ₁
B. Black	Assistant Coach		

Coach/Bench fouls are NOT recorded as team fouls.

Foul codes used on the scoresheet:-

P	Personal Foul	D ₂	Disqualifying Foul
	no free throws		2 free throws
P ₁	Personal Foul	C ₁	Coach Technical Foul
	1 free throws		1 free throw
P ₂	Personal Foul	B ₁	Bench Technical Foul
	2 free throws		1 free throw
P ₃	Personal Foul	P _c	Personal Foul
	3 free throws		penalty cancels
U ₂	Unsportsmanlike Foul	T ₁	Technical Foul
	2 free throws		1 free throws
F	Fighting Foul	GD	Game Disqualification ##
	coming off the bench		

When a player receives his/her second Technical Foul or 2nd Unsportsmanlike Foul or one TF and one UF they shall be disqualified and GD shall be recorded in the next available box.

Note: Coaches will select their starting five by placing a cross next to the players names.

The scorer will only circle the starting five once the players have entered the court to commence the game. All other players are marked with an X as they enter the game. All

U12 players must take the court in each half of the game. The Scoretable is responsible for marking the scoresheet with an X in the appropriate box for each player as they take the court. Teams who fail to play all players in each half may lose the match by forfeit.

U12 – no 3 point baskets.

TIME OUTS
16s-18s:2 TO in the first half. 3 TO on the second half with a maximum of 2 during the last two minutes of the fourth quarter.
12s-14s: 2TO in the first half. 2 TO in the second half with a maximum of two during the 2 last minutes of the fourth quarter
Enter the 'minute of the game' when Time Out was awarded. E.g. if the Time Out was awarded at 6:21 enter 4 in the appropriate box for 10 minute quarters or 2 for 8 minute quarters.

Time Out taken →

4

 → Unused Time Outs