

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 (warm up) and 3rd quarters (half time).
- Sound the siren when 30 seconds is remaining on the clock before the 2nd and 4th quarters.
- Immediately set the game time when the warmup period and intervals of play have expired.
- Immediately set the interval of play period (break times) when the quarter time period has expired.

Team A on Basketball Connect will be shown as LIGHT or TEAM A on the scoreboard, and Team B 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 in the last 2 minutes of overtime (if it occurs).

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.

Enter the score team foul and responds a YES or Team and Team A and Team B scores or fouls, as a verbal confirmation, that the display matches the information on Basketball Connect.

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). A separate timing device must be used for Time Outs. Do not use the game clock or the 24 shot 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.

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 shot clock starts after the jump ball when a team gains clear possession, ie two hands on the ball or the ability to control the ball in a dribble or pass.

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 to 24 until possession is determined. If the defensive team gains control then it starts from 24, if the shooting team gets the rebound (offensive) the shot clock is set to 14.
- When a shot for goal enters the basket

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).

Scoretable Brochure

Relevant for 2022 Rules



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



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, when using a scoresheet
- Setting the possession arrow at the commencement of the game and changing direction as per rules of the game
- Observing successful points scored and acknowledging fouls and relaying the information (team & player number) to the Scorer
- Receiving requests for Substitutions from players & Time Outs from Coaches
- Should a team not be granted its first Time Out before the last 2 minutes (of the 4th quarter), advise the scorer to remove a time out from Basketball Connect.
- 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 or a coach has 2 fouls of his/her own or 3 accumulated from his/her bench
- Periodically check that Basketball Connect 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



POSSESSION ARROW

It is first 'set' to the team who did **not** get possession from the start of the opening jump ball. Note: if the ball goes out of bounds this is presumed possession and the arrow can be set to the other team.

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

The Possession Arrow shows which team will receive the throw in for certain situations in the game e.g. 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 quarter including overtime.

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, eg calling the score that changed followed by Team A score and Team B score
- 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. Removing a time out if 3 are still remaining in the last 2 minutes of the game

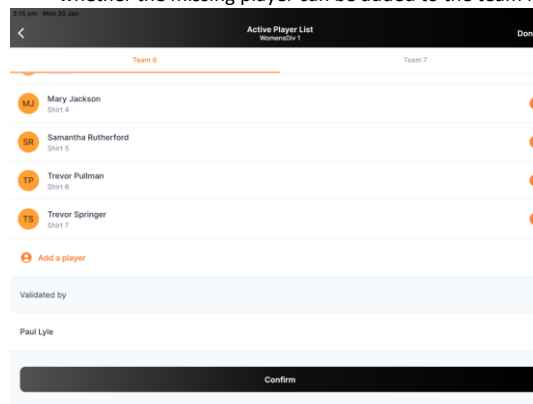
BASKETBALL CONNECT QUICK USER GUIDE

SELECT A GAME

From the list of games displayed, select the game to be scored.

SELECT PLAYERS

- Click on the  icon at the top right corner of the main screen then select the "Team Selection" option. Click on the circle icon on the right of the player's name to add them to the game. The  indicates that a player has been selected. Once all the players have been selected, click on the Confirm button at the bottom of the page then on the Done button at the top right.
- You may need to edit their player number. To do this, tap on the players name, type in the new number, and select ok.
- If the player does not appear in the "Team List" you need to let the court controller know and they will determine whether the missing player can be added to the team list.




1) Adding points and Fouls

- 1) To add scores and fouls select the player's name first and then select +1, +2, +3 or foul second.
- 2) This sequence can also be done in reverse, you can select +1, +2, +3 or foul first, then select the players name second.
- 3) You can allocate Disqualifying Foul, Technical Foul, or Unsportsmanlike Foul by selecting the applicable option below the foul button.

2) Correcting Mistakes


If you discover an error immediately, select the "Undo" button for the relevant team, to have the last action cancelled.

For earlier errors, select "Action Log" menu by clicking on the  icon.

3) Change team colour

To change a team colour or a tap on the Team icon and select the relevant colour from the colour palette.

4) Report Incident

Click on the  icon at the top right corner of the main screen then select the "Report Incident" option. Select applicable option: Caution, Warning, Other, Discipline, Injury – Ambulance, Injury – First Aid, Referee Report.

5) Adjusting the Time

- 1) Select "Stop Clock"
- 2) Tap on the clock, tap on MM or SS and type in the adjusted time.
- 3) Select "Confirm"

6) Confirm quarter time and end of game scores.

Pop-up boxes appear at the end of each quarter and at the end of the game. Select "Confirm" once each interval is complete.

