

Scoretable



Compiled and produced by Basketball New Zealand under the review of
The Referee Development Manager

Introduction

This Course has been prepared to assist with the education of Scoretable Officials.

Whilst the Course covers basic rules, it is important that Scoretable Officials take the time to familiarise themselves with the FIBA Rule Book. A copy of this can be obtained from our website – <http://www.basketball.org.nz/Inside-Basketball/Officials/Rules>. Any reference to the Rule Book will be noted throughout this document with the pertinent rule Article number.

It is important that attendees receive sufficient hands on experience on the Scoretable in all roles. During the Course, it is preferable that they are given the opportunity to familiarise themselves with a Scoretable and the operation of the various electronic components.

The information contained in this Course is reflective of how a Scoretable should run in Basketball New Zealand competitions, based on FIBA rules. This includes the presence of a full complement of personnel. Obviously in local competitions Scoretable requirements may differ. For example, in some Associations the clock is not stopped, a shot clock not used, or only one person may be responsible for the entire Scoretable

Scoretable Officials should conduct themselves in a professional manner and not become involved with the behaviour of others. Referees should be advised immediately of any inappropriate behaviour towards the Scoretable by coaches, players or team followers.

Remember you are an assistant to the Referee. Obvious barracking and questioning of Referee decisions are not allowed.

A Referee may consult with personnel from the Scoretable if required, but ultimately they make the final decision in all areas relating to the game. This includes changes to the game clock, resetting of the shot clock, allowing substitutions, disallowing baskets etc.

Roles on the Scoretale

Rule knowledge, concentration, personal ability, communication, team work, professionalism and calmness are all key elements that Scoretale officials should demonstrate, irrespective of what their role on the Scoretale may be.

Chairperson

The Chairperson (often referred to as the “Caller”):

- Should be positioned between the Scorer and the Assistant Scorer.
- Is responsible for communication between the Referees and the Scoretale.
- Should sound the buzzer to attract the attention of the Referees for time-outs, substitutions, five personal fouls etc.
- Acknowledges all signals directed to the Scoretale by Referees.
- Should ensure the Scorer receives the correct information to record on the scoresheet.
- Should ensure that the Scoretale Officials are ready to commence the game and the starting five indicated by each team is correct. Acknowledge this to the Referees by use of the “thumbs up” signal (Refer to Signals number 13).
- Should ensure the scoreboard displays correct information.
- Should, if team foul markers are available for use on the Scoretale, ensure these are correctly displayed. (These are generally placed at the end of the Scoretale nearest to each respective team bench and so are displayed by the nearest member of the scoretale team).
- Shall move the possession arrow as necessary. (Refer below and review Article Number. 12.4.)

Alternating possession is a method of causing the ball to become live with a throw-in rather than a jump ball.

Alternating possession:

Begins when:

- The ball is at the disposal of a player for the throw-in.

Ends when:

- The ball touches or is legally touched by a player on the court.
- The throw-in team commits a violation.
- A live ball lodges on the basket support during a throw-in.

Procedures:

In all jump ball situations teams will alternate possession of the ball for a throw-in.

The team that does not gain control of the live ball on the court after the jump ball which began the first period will start the alternating possession.

The team entitled to the next alternating possession at the end of any period shall start the next period with a throw-in at the centre line extended.

The team entitled to the possession throw in will be indicated by the possession arrow in the direction of the opponent's basket.

The direction of the arrow is reversed immediately after the alternating possession throw-in ends.

At half time the possession arrow will need to be changed to reflect the change of ends by the teams. The change to the arrow should be made in the presence of the Referees when they come to the scoretable at the end of the second quarter.

Scorer (Article 48)

The Scorer should:

- Check the scoresheet prior to the game commencing. (Ensure teams are entered correctly, the starting five and captains are indicated by the coach, and this is acknowledged as being correct by the signing of the scoresheet by the coach beside their name on the team list).
- Check the starting five prior to the jump ball to commence the game and advise the Chairperson this is correct.
- Keep an accurate record of the game by completing the scoresheet (refer to the FIBA scoresheet section for details).
- Advise the Assistant Scorer of the number of personal fouls on each player to display on the board and team fouls as required. Personal fouls are generally indicated by extending the number of fingers from a clenched fist, to represent the number of fouls. This is an extremely effective means of communication in a noisy game environment.
- Indicate the number of fouls committed by a player who has just committed a foul by raising the pertinent banner in a manner visible to both coaches.
- Notify the Referee when a player has five fouls (via the Chairperson).
- Notify the Referee when a team has four/seven team fouls if required (via the Chairperson).
- Notify the Referee when the Coach has used all their time-outs (via the Chairperson).

Assistant Scorer (Article 48)

The Assistant Scorer is responsible for the display of all information required on the electronic scoreboard.

Generally information should be relayed through the Chairperson; however you should be fully aware as to when baskets are scored or disallowed, their value and when fouls are called.

The Assistant Scorer should look to the Scorer to indicate personal fouls.

On Scoretables where a separate control panel is available for the display of personal statistics it is imperative that you are aware as to the number of the player who fouls or scores.

If there is any discrepancy between the scoresheet and the scoreboard, the scoresheet takes precedence.

Timer (Article 49)

The Timer must be aware of the rules relating to playing time for the competition at hand as there are many local variations.

The Timer should start the game clock:

- In a jump ball when the ball is legally tapped by a player in the jump.
- After an unsuccessful free throw, and the ball is still live, when the ball touches a player on the court.
- After a throw-in from out-of-bounds, the ball touches a player on the court.

The Referee should indicate when the clock should be started by lowering the hand from the extended open hand position (Refer to Signals number 3)

The Timer should stop the game clock :

- When the Referee blows their whistle.
- When the 24 second signal is sounded and a team is still in control of the ball.
- At the end of playing time.
- After a basket when there is a time out. (When the clock has to be stopped after a basket, it is to be done as soon as the ball passes through the basket or remains within the basket).
- After all baskets in the last two minutes of the game as well as the last two minutes of extra time.
- During free throws (the clock should be stopped when the Referee blows their whistle to make a foul call and does not start until free-throws are completed).

The Referee will indicate when the clock should be stopped by raising his hand with an open palm or a closed fist above their head. (Refer to Signals number 1 and 2)

If the clock is to be stopped after a basket for a time out, it is turned off as the ball goes through the ring (make sure it goes through). The Chairperson should sound the buzzer. If the Referees do not hear the buzzer, the clock should be kept off and the Chairperson persist with the buzzer until they gain the attention of the Referees.

The Timer should advise the Referees of the time at least three (3) minutes and again at one minute and thirty seconds, before the first or third period is to start. The Referee should at this stage advise the teams to ensure they are ready to commence the game as soon as warm-up/interval time has lapsed.

Time Outs (Article 18)

The Coach or Assistant Coach may request a time out directly to the scoretable and a time out may be granted on any whistle. After a basket, the team that has been scored against may also call a time out.

The Chairperson should signal the time out by making the appropriate sign to the Referee (Index finger of one hand forming a T in the palm of the other hand with the finger tips pointing to the team bench (Signal 9). When the Referee clearly sees the "T" then the index finger is removed and points to the team bench who has requested the Time out.

The request is acknowledged by the Referee by blowing their whistle and making the appropriate sign to the teams.

At this point the Timer starts timing the one minute. The Chairperson/Timer should signal the buzzer to inform the Referees that the 50 seconds is completed is sounded and again when the time-out has ended.

Substitution (Article 19)

Substitutes must report to the Scoretable in person and request the next substitution. The substitute must be ready to take the court.

Either team can have a substitution on a foul, a violation or a successful last or only free-throw. In the last two minutes of the game or any extra period, the team that has been scored against may also have a substitute. The request must be made before the ball is at the disposal of a player for a throw-in.

When a substitute approaches the Scoretable to make their request, check the status of the ball before the Chairperson sounds the siren to attract the attention of the Referee. The Chairperson should then signal the substitute by making the correct signal (hands crossed in an "X" across the chest; Signals number 10). Please note, the siren should only be sounded, if need be, when the Referee has finished any signalling to the Scoretable.

Substitutions are allowed by either team during a time-out. The request must be made to the Scoretable officials.

Substitutions must be made as quickly as possible. Scoretable Officials can assist if possible with this by ensuring that substitutes are correctly dressed ready to take the court.

When a substitution has been recognised by the Referee then that substitute becomes a player and the player becomes the substitute.

A player who has been substituted may not re-enter the game until there has been a clock running phase. Exceptions to this are if the team has only five players left or the player must retake the court because of a correctable error.

Shot Clock Operator (Article 50)

The Shot Clock Operator should:

- Operate the shot clock as per the FIBA rule book.
- Notify the Referees if the shot clock sounds and is not heard by them.
- Always check the equipment before the game. (Referees may request that the shot clock is run down and sounded to familiarise themselves with the signal).

The shot clock should have an OFF/ON switch and a reset button capable of being reset to either 14 or 24 seconds.

The shot clock is not started until the ball is controlled by a player, either by holding or dribbling a live ball on the playing court. Team control starts when a player of the team is in control of a ball or has a live ball at their disposal. Team control ends when an opponent gains control, the ball becomes dead, the ball has left the player's hand on a shot. (Article 14).

When a player gains control of a live ball on the court, the count shall be **Stopped But Not Reset** when the same team is awarded a throw-in as a result of:

- A ball having gone out of bounds.
- A player of the same team having been injured.
- A jump ball situation.
- A double foul.
- A cancellation of equal penalties against the teams.
- When the same team that previously had the control of the ball is awarded a frontcourt throw-in and 14 seconds is displayed on the shot clock

The shot clock should **Stopped And Reset To 14 Seconds** when:

- The same team that previously had control of the ball is awarded a frontcourt throw-in and 13 seconds or less are displayed on the shot clock.
- The ball has touched the ring on an unsuccessful shot for a field goal or a last or only free throw, or on a pass, if the team that regains control of the ball is the same team that was in control of the ball before the ball touched the ring

The shot clock should be **Stopped And Reset To 24 seconds** when:

- The ball legally enters the basket
- The opponents gain control of the ball
- The team is awarded free throw
- The infraction of the rules is committed by the team in control of the ball
- The team is awarded a back-court throw in as a result of:

Foul or violation

The game been stopped because of an action not connected with the team in control of the ball

Should the team in control of the ball fail to shoot within the 24 seconds, the siren attached to the game clock shall sound and the referee shall call a 24 second violation.

Should the siren sound with the ball in the air on a shot for goal, then the basket shall count if the shot is successful. If the ball hits the ring it is play on and reset when a team gains control of the ball. The siren shall be disregarded should the shot miss the ring if the opponents gain clear and immediate control of the ball.

If the ball is knocked out of bounds by an opponent there is no reset of the shot clock, if the same team remains in control of the ball.

If the ball is knocked out of the hands of a player and no-one picks it up, the shot clock will continue to run.

If there is to be a new 24 second period and there is less than 24 seconds remaining on the game clock, the shot clock shall not be re-started. (Most electronic systems will automatically revert to the time on the game clock or blank out).

A signal by the Referee of a circular motion above the head means the shot clock is to be reset (Signals 14).

It is the responsibility of the Referees to decide whether there has been any infraction of the shot clock rule and penalise this accordingly. Should a Referee request the reset of the shot clock, then the shot clock Operator must do so.

Signalling

All the official FIBA signals must be known as they are the main means of communication between the Referees and the Scoretable. It is recommended that you learn and practice your hand signals and one of the best ways is to practice in front of a mirror.

When practicing in front of the mirror make sure that your signals are easily understood and that you can read what you are trying to signal. Spread your fingers out so that numbers are clear. Ensure that you understand the correct sequence that the signals are communicated to the scoretable by the Referee.

It is the role of the Chairperson to communicate between the Referee and the Scoretable. This will also entail that they signal the buzzer as required. It is important that any information from the Referee is received and acknowledged first prior to the sounding of the buzzer.

The Chairperson should mirror the signals of the Referee to acknowledge the information is received. The Referee should signal as follows:

For a successful shot –

- One hand is extended above the head and then one finger is flicked down ward to indicate a successful free throw (Signals number 4).
- One hand is extended above the head and then two fingers are flicked down ward to indicate a successful two point shot (Signals number 5).
- One hand is raised above the end and three fingers extended to indicate an attempt at a three point shot, then the other hand raised in the same fashion should the shot be successful (Signals number 6).

For a foul –

- The clench fist signal is presented to indicate a foul (Signals number 2).
- Any successful basket should be signalled (by indicating the value of the shot Signals 4,5 or 6).
- The number of the player who committed the foul is indicated (Signals 26-35).
- The type of foul is then indicated (Signals 36-45)
- The penalty is then indicated (pointing to the sideline, or indicating the number of free-throws Signals 52-56).

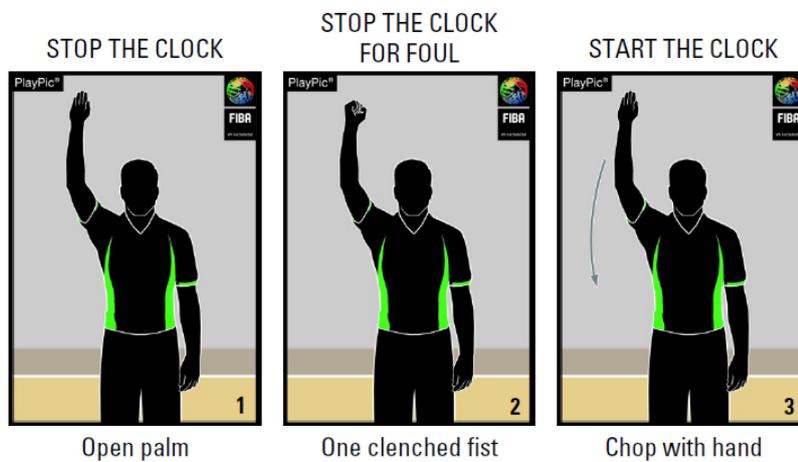
A - OFFICIALS' SIGNALS

A.1 The hand signals illustrated in these rules are the only official signals.

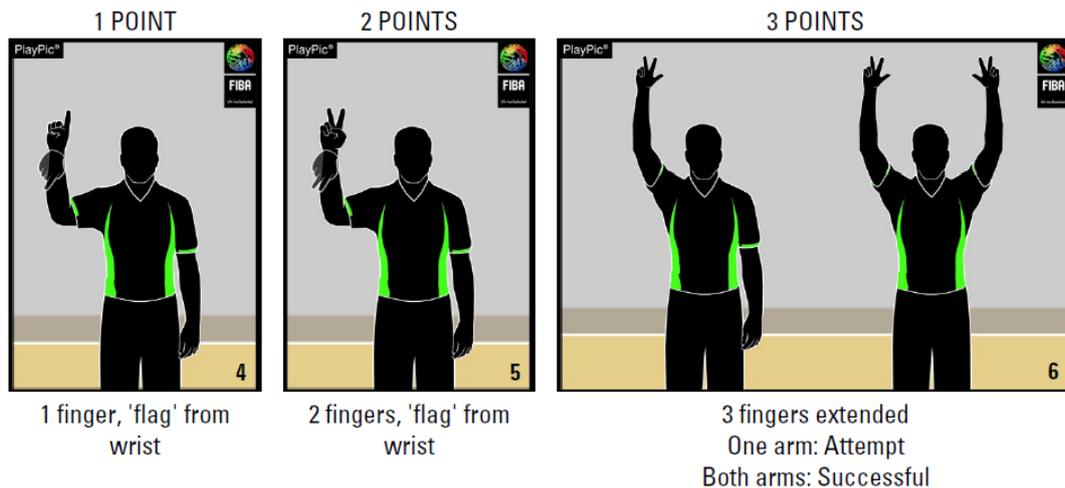
A.2 While reporting to the scorer's table it is strongly recommended to verbally support the communication (in international games in the English language).

A.3 It is important that the table officials are familiar with these signals.

Game clock signals



Scoring



Substitution and Time-out

SUBSTITUTION



Cross forearms

BECKONING-IN



Open palm, wave towards the body

CHARGED TIME-OUT



Form T, show index finger

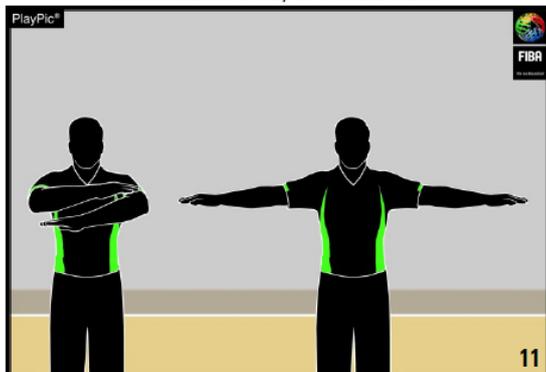
MEDIA TIME-OUT



Open arms with clenched fists

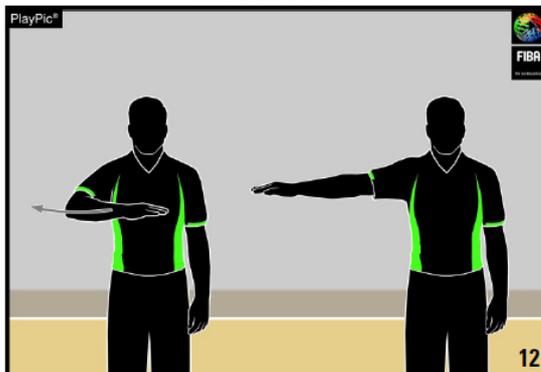
Informative

CANCEL SCORE, CANCEL PLAY



Scissor-like action with arms, once across chest

VISIBLE COUNT



Counting while moving the palm

COMMUNICATION



Thumb up

SHOT CLOCK RESET



Rotate hand, extend index finger

DIRECTION OF PLAY AND/OR OUT-OF-BOUNDS



Point in direction of play, arm parallel to sidelines

HELD BALL/JUMP BALL SITUATION



Thumbs up, then point in direction of play using the alternating possession arrow

Violations

TRAVELLING



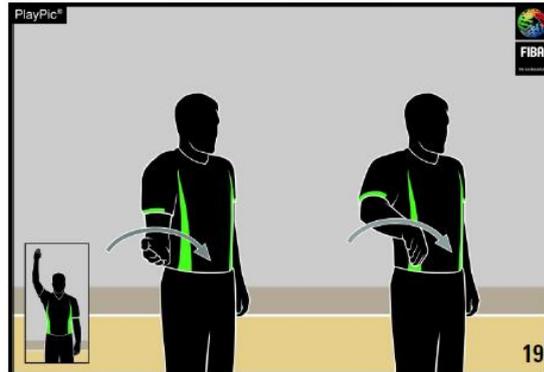
Rotate fists

ILLEGAL DRIBBLE: DOUBLE DRIBBLING



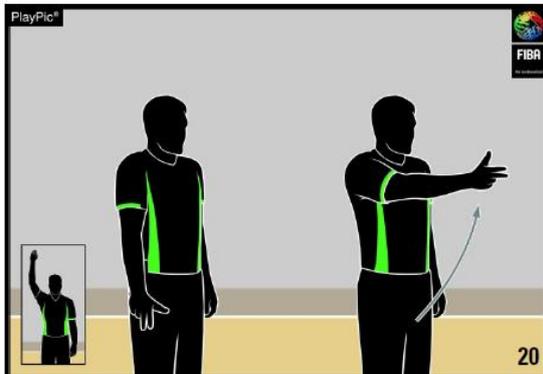
Patting motion with palm

ILLEGAL DRIBBLE: CARRYING THE BALL



Half rotation with palm

3 SECONDS



Arm extended,
show 3 fingers

5 SECONDS



Show 5 fingers

8 SECONDS



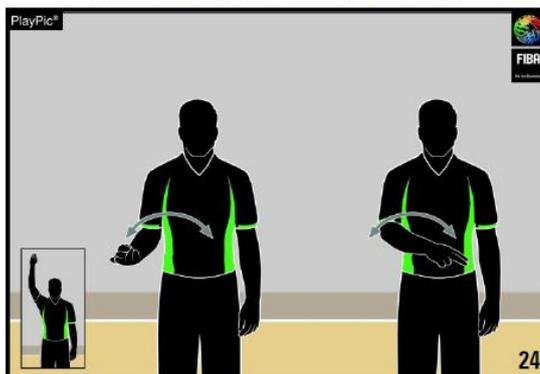
Show 8 fingers

24 SECONDS



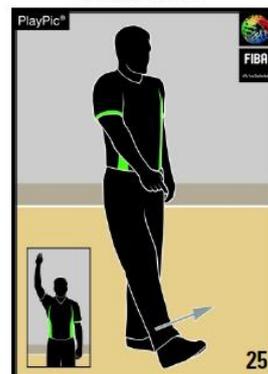
Fingers touch shoulder

BALL RETURNED TO BACKCOURT



Wave arm front of body

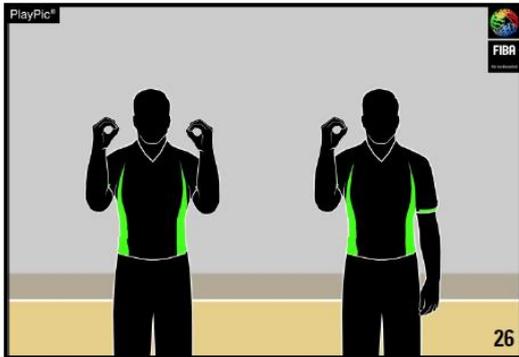
DELIBERATE FOOT BALL



Point to the foot

Number of Players

No. 00 and 0



Both hands show
number 0

Right hand shows
number 0

No. 1 - 5



Right hand shows
number 1 to 5

No. 6 - 10



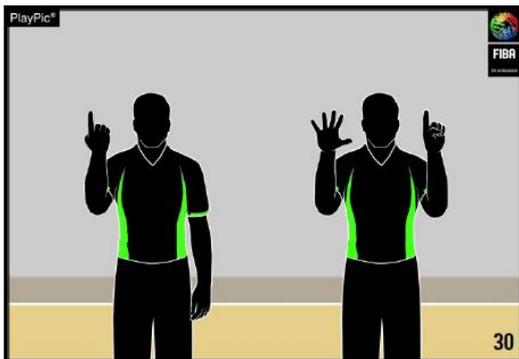
Right hand shows
number 5,
left hand shows
number 1 to 5

No. 11 - 15



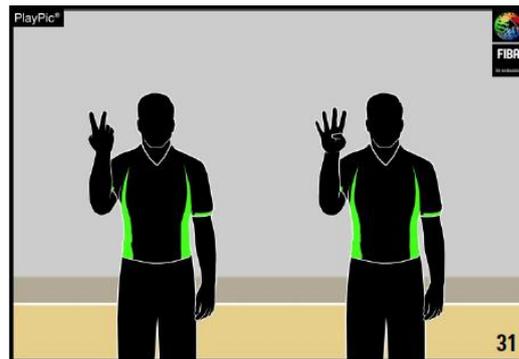
Right hand shows
clenched fist,
left hand shows
number 1 to 5

No. 16



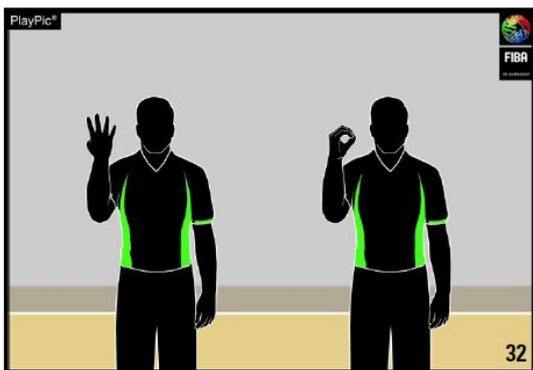
First reverse hand shows number 1 for the
decade digit - then open hands show number 6
for the units digit

No. 24



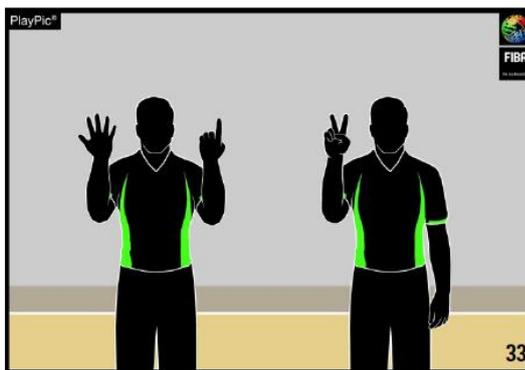
First reverse hand shows number 2 for the
decade digit - then open hand shows number 4
for the units digit

No. 40



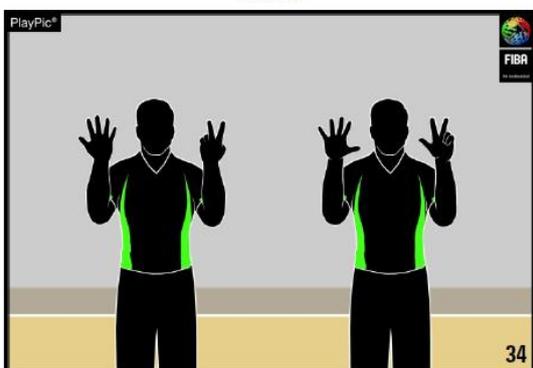
First reverse hand shows number 4 for the decade digit - then open hand shows 0 for the units digit

No. 62



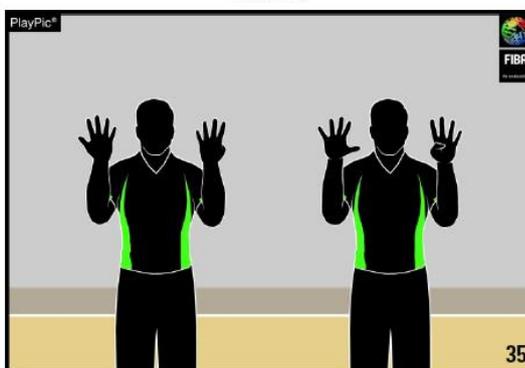
First reverse hands show number 6 for the decade digit - then open hand shows 2 for the units digit

No. 78



First reverse hands show number 7 for the decade digit - then open hands show number 8 for the units digit

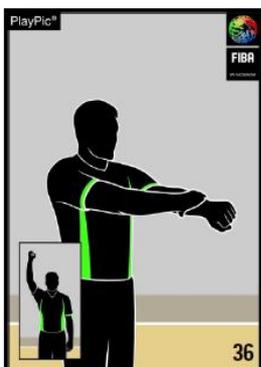
No. 99



First reverse hands show number 9 for the decade digit - then open hands show number 9 for the units digit

Type of Fouls

HOLDING



Grasp wrist downward

Blocking (defense), Illegal Screen (offense)



Both hands on hips

PUSHING OR CHARGING WITHOUT THE BALL



Imitate push

HANDCHECKING



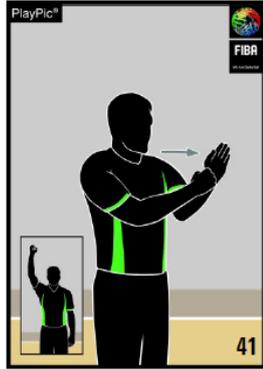
Grab palm and forward motion

ILLEGAL USE OF HANDS



Strike wrist

CHARGING WITH THE BALL



Clenched fist strike open palm

ILLEGAL CONTACT TO THE HAND



Strike the palm towards the other forearm

EXCESSIVE SWINGING OF ELBOW



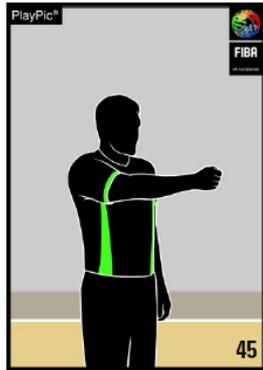
Swing elbow backwards

HIT TO THE HEAD



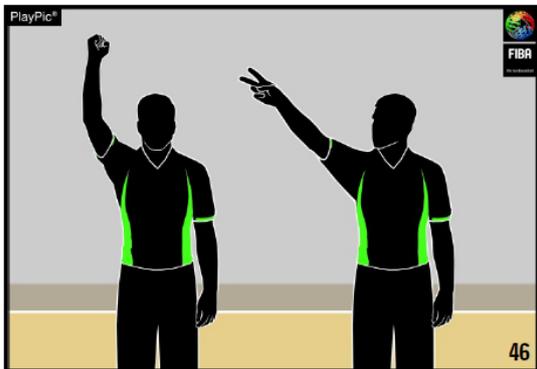
Imitate the contact to the head

FOUL BY TEAM IN CONTROL OF THE BALL



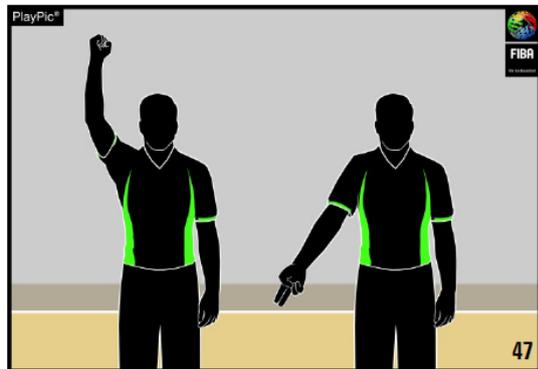
Point clenched fist towards basket of offending team

FOUL ON THE ACT OF SHOOTING



One arm with clenched fist, followed by indication of the numbers of free throws

FOUL NOT ON THE ACT OF SHOOTING



One arm with clenched fist, followed by pointing to the floor

Special Fouls

DOUBLE FOUL



Wave clenched fists on both hands

TECHNICAL FOUL



Form T, showing palms

UNSPORTSMANLIKE FOUL



Grasp wrist upward

DISQUALIFYING FOUL

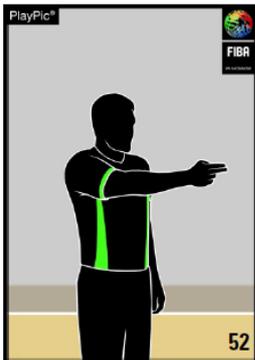


Clenched fists on both hands

Foul Penalty Administration

Reporting to Table

AFTER FOUL WITHOUT FREE THROW(S)



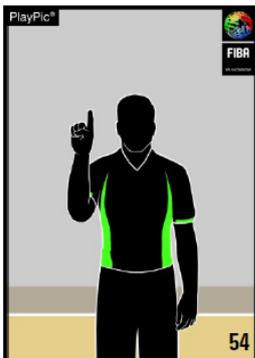
Point in direction of play, arm parallel to sidelines

AFTER FOUL BY TEAM IN CONTROL OF THE BALL



Clenched fist in direction of play, arm parallel to sidelines

1 FREE THROW



Hold up 1 finger

2 FREE THROWS



Hold up 2 fingers

3 FREE THROWS



Hold up 3 fingers

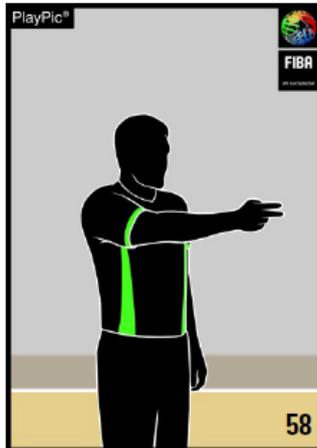
Adminstrating Free Throws – Active Official (Lead)

1 FREE THROW



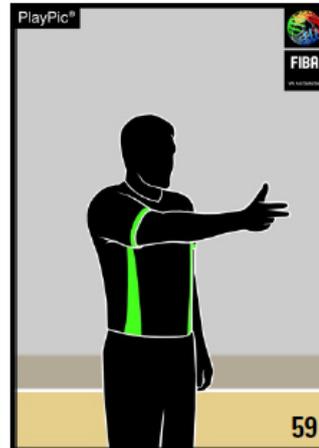
1 finger horizontal

2 FREE THROWS



2 fingers horizontal

3 FREE THROWS



3 fingers horizontal

Adminstrating Free Throws – Passive Official (Trail & Centre)

1 FREE THROW



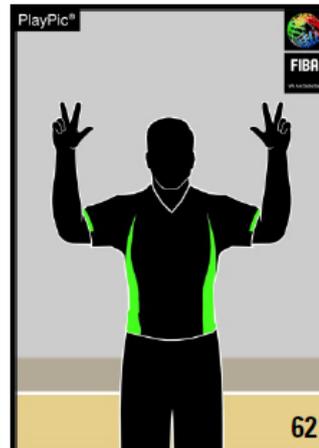
Index finger

2 FREE THROWS



Fingers together
on both hands

3 FREE THROWS



3 fingers extended
on both hands

FIBA Scoresheet

The Scorer must prepare the scoresheet in the following manner:

- Inscribe the names of the two teams in the space at the top of the scoresheet.

The first team is always the local (home) team. For tournaments or games on a neutral court, the first named team shall be the one mentioned first in the programme.

- Inscribe the name of the competition.
- Inscribe the date, time and place of the game.
- Record each player's name and initials, all in BLOCK letters, beside the number the player will be wearing during the game. E.g. BROWN J.
- Enter the names of the Coach and Assistant Coach in BLOCK letters at the bottom of each teams section.
- Enter the names of the Referee and Umpire(s).



FEDERATION INTERNATIONALE DE BASKETBALL INTERNATIONAL BASKETBALL FEDERATION SCORESHEET

Team A HOOPERS

Team B POINTERS

Competition	<u>WCM</u>	Date	<u>20. 11. 2004</u>	Time	<u>20:00</u>	Referee	<u>WALTON, M.</u>
Game No.	<u>5</u>	Place	<u>GENEVA</u>	Umpire 1	<u>CHANG, Y.</u>	Umpire 2	<u>BARTOK, K.</u>

The Coaches are required to confirm the following:

- Names and numbers of the players, Coach and Assistant Coach.
- Indicate the five players who are to start the game as well as the captain.
- Sign the scoresheet to acknowledge this information is correct.

The Coach of Team A should be the first to provide the information. If the Team A Coach is not prepared to provide the player information seek the assistance of the Referees.

The Scorer must check that the starting five marked are the players who take the court and advise the Referees if there is any discrepancy. As a player is substituted in to the game the Scorer should check they are on the scoresheet. When they first enter the game they should have this noted on the scoresheet (X in the player in box beside their name). This ensures no player takes the court that is not entitled to.

Players may be entered on the scoresheet even if they are not present prior to the start of the match. They may play in the game if they arrive after the start, provided that their name was on the scoresheet prior to the start.

Time-outs		Team fouls									
7		Period ①	1	2	3	4	②	1	2	3	4
	9 10	Period ③	1	2	3	4	④	1	2	3	4
		Extra periods									
Licence no.	Players	No.	Player in	1	2	3	4	5			
001	MAYER, F.	5	X	P ₂							
002	JONES, M.	8	X	P	P	P ₂					
003	SMITH, E.	9	X	P ₂	U ₂	P	P ₁				
004	FRANK, Y.	12	X	T ₁	U ₂						
010	NANCE, L.	18	X	P	P	U ₁					
012	KING, H. (CAP)	22	X	P ₁	P						
014	WONG, P.	24									
015	RUSH, S.	25	X	P ₃	P ₂						
021	MARTINEZ, M.	33	X	T ₁	P	P ₂	T ₁	GD			
022	SANCHES, N.	42	X	P ₂	P ₂	U ₂	P	U ₂	GD		
024	MANOS, K.	55	X	P ₂	D ₂						
Coach		LOOR, A.					C ₁	B ₁			
Assistant Coach		MONTA, B.									

Time outs

The recording of time outs shall be made as follows:

- Inscribe the minute of the playing time of the period that the time out has been granted, in the appropriate box below the team's name. (If the clock shows 8.32 in a game of ten minute quarters, this is noted as 2 – the second minute of the period)
- At the end of each half if the time outs are not used, draw 2 horizontal parallel lines inside the space. Should the team not be granted its 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.

When the teams are taking their time out, this is the occasion when the Scorer, supervised by the Chairperson, should check the scoresheet and the scoreboard to ensure there are no errors.

Fouls

Player fouls may be personal, unsportsmanlike, disqualifying or technical and shall be recorded against the player.

Fouls by Coaches, Assistant Coaches, substitutes and team followers are technical or disqualifying fouls and shall be recorded against the Coach.

The recording of all player fouls shall be indicated by inscribing the following:

- A personal foul with a P.
- A technical foul against a player with a T (Signals 49). A second technical foul shall also be indicated by entering a T, followed by a GD for the game disqualification in the following space.
- A technical foul against a coach for personal misbehaviour with a C. A second similar technical foul shall also be indicated by entering a C, followed by a GD in the following space.
- A technical foul against a coach for any other reason with a B. A third technical foul (one of them could be a C) shall be indicated by entered a B or C, followed by a GD in the following space.
- An unsportsmanlike foul with a U (Signals 50). A second unsportsmanlike foul shall also be indicated with a U, followed by a GD in the following space.
- A disqualifying foul with a D (Signal 51).

Any foul (personal, unsportsmanlike, disqualifying or technical) involving free throws shall be indicated by adding the corresponding number of free throws (1, 2, or 3) beside the P, U, T, C, D or B. For example P₂ is a personal foul with two free throws, P₁ a personal foul with one free throw.

Coach	<i>LOOR, A.</i>	<i>B₂</i>		
Assistant Coach	<i>MONTA, B.</i>	<i>D</i>		

All fouls against both teams involving penalties of the same severity and cancelled according to Article 42 shall be indicated by adding a small 'c' beside the P, U, T, C, D, or B.

The final action taken by the Scorer in the sequence for recording fouls is to raise the appropriate marker to indicate the number of fouls against the individual player. It is important that the Scorer keeps the marker raised for sufficient time for both teams to be able to observe the number of fouls.

At the end of each period, the Scorer shall draw a thick line between the used spaces and those that have not been used. At the end of the game, the Scorer shall obliterate the remaining spaces with a thick horizontal line.

Team Fouls

Whenever a player commits a foul, either personal, unsportsmanlike, disqualifying or technical, the scorer shall record the foul against the team of the offending player. A technical foul against a player before the game, or during an interval of play, is recorded on the player and counts towards a team's total of fouls for the next period of play.

Technical or disqualifying fouls against a Coach shall NOT be recorded as team fouls.

The Scorer shall use the spaces provided for that purpose on the scoresheet, immediately under the name of the team and above the players' names.

For games played in ten minute quarters:

Four sets of 4 spaces are provided, one for each of the 4 periods.

The Scorer shall progressively inscribe a large X inside the spaces from 1 to 4, as fouls are committed by players of the team. After that, when the 5th foul is committed, foul shots for all fouls comes into effect. (Exception: When the offending team is in control of the ball).

Should extra periods of time be required at the conclusion of regular time, then the foul count is carried over from the final period. I.e. if a team had five team fouls at the end of the fourth quarter, the foul count will be five in the extra period; or if a team had three fouls at the end of the fourth quarter, then any additional fouls that occur in the extra period would be added to these.

The team foul count should not go beyond 5 fouls on the scoreboard.

After the ball is live following the occurrence of the 4th team foul, the red team foul marker should be raised on the scorable at the end nearest the bench of the team that has committed the 4th player foul.

When a Referee signals a foul that is a team's 5th foul, the Scorer should check that the Referee administering the foul is aware that this team has committed more than 4 fouls.

(For games played in twenty minute halves – if applicable at Association Level.

Two sets of 7 spaces are provided, one for the first half and the other for the second half (and eventual extra periods).

The scorer shall progressively inscribe a large X inside the spaces from 1 to 7, as fouls are committed by players of the team. After that, when the 8th foul is committed, foul shots for all fouls comes into effect. (Exception: When the offending team is in control of the ball).

The team foul count should not go beyond 8 fouls on the scoreboard.

After the ball is live following the occurrence of the 7th team foul, the red team foul marker should be raised on the scorable at the end nearest the bench of the team that has committed the 7th player foul.

When a Referee signals a foul that is a team's 8th foul, the Chairperson should check that the Referee administering the foul is aware that this team has committed more than 7 fouls.)

Double Fouls

When signalling a Double Foul (Signals 48), the Referee will signal the team bench (by pointing in their direction) prior to indicating the number of the player fouling to ensure clear distinction between players.

The Scorer shall raise with their right hand the marker corresponding to the foul committed by the player of the team sitting to the Scorer's right, and with the left hand, the marker corresponding to the foul committed by the player of the team sitting to the left.

Technical and Disqualifying Fouls

A Coach shall be disqualified and shall go to and remain in his dressing room for the duration of the game, or if he so chooses, shall leave the building when:

- He is charged with two technical fouls as a result of personal unsportsmanlike behaviour.
- He is charged with three technical fouls accumulated as a result of unsportsmanlike conduct by himself, Assistant Coach, any substitute or any team follower who is on the team bench.

It is therefore imperative that when a Referee is calling either a Bench or Coach technical foul, the Scorer must be very clear on the specific type of foul called. If unsure clarify with the Referee immediately. Do not enter on the scoresheet until clear.

If a Coach is disqualified the Assistant Coach (whose name must be on the scoresheet prior to the game commencing) will take over. The replacement Coach foul count commences from zero. Should the Assistant Coach also be ejected and a player takes over as Coach, then the same rule applies. Any fouls called on him as Coach are not to be marked as personal fouls, they will be recorded in the Coach's area.

A player or Coach can be disqualified from the game at any time if deemed necessary by the Referee.

A player who has two Unsportsmanlike fouls in a game shall be disqualified. Referees will therefore need to be advised should this occur.

	A		B
	1	●	6
	2	●	6
6	3	3	
	4	4	
11	5	5	5
11	●	●	5
	7	7	
10	8	8	
	9	9	10
	10	10	
10	11	11	
	12	12	7
4	13	13	7
5	14	14	
5	15	15	6
	16	16	
5	17	17	
	18	18	6

Running Score

The Scorer shall keep a chronological running summary of the points scored by both teams.

There are four columns for the running score on the scoresheet.

Each column contains four vertical spaces:

- The twin spaces on the left are for Team A and the twin spaces on the right are for Team B.
- In the centre spaces is the running score (160 points) for each team.

The Scorer shall FIRST draw a diagonal line / for a valid field goal scored and a darkened • for any valid free throw scored.

This shall be done over the NEW TOTAL number of points as accumulated by the team that just scored.

In the blank space on the same side of the new total number of points (next to the new / or .), the Scorer shall inscribe the number of the player who scored the field goal or the free throw.

A field goal for 3 points scored by a player shall be recorded by drawing a circle around the number of the player in the appropriate column.

A field goal scored by a team into its own basket shall be recorded as scored by the Captain of the opposing team.

Points scored when the ball does not enter the basket, but indicated as scoring by the Referees, are recorded as scored by the player who attempted the shot.

For games played in 4 x 10 minutes, at the end of each period the scorer shall draw a heavy, darkened circle O around the last number of the points scored by each team.

At the end of each half, the Scorer shall draw a heavy darkened circle O around the last number of the points scored by each team, and a heavy horizontal line under those points as well as under the number of the players who scored those last points.

At the beginning of the second half and any eventual extra period(s), the Scorer shall continue the process (as per above) from the point of interruption.

Whenever possible, the Scorer should check the running score with the visual scoreboard. If there is a discrepancy and the scoresheet is correct, immediate steps must be taken to have the scoreboard corrected. If in doubt, or if one of the team raises objections to the correction, the Scorer must inform the Referee as soon as the ball is dead and the game clock is stopped.

Scoresheet Errors

A common problem that occurs at every level of the game is a scoresheet error made whilst maintaining the running score. If such an error does occur it shall be the responsibility of the referee to make the correction provided that the necessary information is available. It is important that the following procedures are followed.

If the error occurs during the game, the Scorer must notify the Referees asap after the discovery of the error, at the next dead ball opportunity.

If the error is discovered at the end of the game, but before the scoresheet is signed, the error shall be corrected by the Referee and, if necessary, the final result of the game could be changed.

If the error is not discovered until after the signing of the scoresheet, the error can no longer be corrected by the officials. The Referee must send a report to the organising authority.

When correcting mistakes on the scoresheet it should generally be only 1 or 2 baskets back, and will usually be an addition mistake. Communication between the Scorer and Assistant Scorer will help prevent this. e.g. A three point shot is successful and the scorer only adds 2 points to the score, circling the player's number correctly to show a three pointer. Go to the last score recorded, slash the next score, re-record and circle the player's number, asterisk both the error and the correction with the explanation to be noted on the bottom of the scoresheet.

Should the error occur in the addition and is not picked up until the end of the period, either add in or take away the score, asterisk the correction and add the explanation at the bottom of the sheet.

The Chairperson and Referees must always be aware of any correction that is made to the scoresheet. Have the Referees initial the alteration at the end of the period.

White-out must not be used.

Correctable Errors (Article 44)

Referees may correct an error if a rule is inadvertently set aside and results in any of the situations as spelled out in Article 44 of the Rule Book. If this should occur the following procedure will be followed to correct the error on the scoresheet.

This should never be more than one score back, therefore add the score in after the last score that was recorded. Asterisk the entry and the place it should have been, with an arrow connecting them, making the explanation at the bottom of the scoresheet.

Procedure at Quarter Time, Half Time OR Before Extra Time

At the end of each period the Scorer shall:

- Draw two parallel lines inside the unused time-out spaces.
- Draw a heavy line between used and unused foul spaces.
- Enter the score at the end of each quarter/half in the proper section of the score sheet.

Once these duties have been performed, the scoresheet is passed to the Referees for them to check and initial next to the score in the space provided to record the score.

Where a Chairperson has been appointed, the security of the official scoresheet at half-time, during intervals of play and after the match until completion of duties by the Referees, shall be their responsibility. Where there is no Chairperson appointed, the Scorer shall be responsible for the official scoresheet at all times.

If one or both “four/seven team foul” markers have been raised during the first quarter/half, these must be lowered before the start of the next period of play. If an extra period(s) is necessary, the ‘four/seven foul’ markers are not lowered because the extra period(s) is to be part of the second half/ fourth period.

Scorer	<u>N. MAIER</u>	Scores	Period ①	A	<u>15</u>	B	<u>18</u>	
Assistant scorer	<u>O. SABAY</u>		Period ②	A	<u>19</u>	B	<u>10</u>	
Timer	<u>R. LEBLANC</u>		Period ③	A	<u>26</u>	B	<u>19</u>	
24" operator	<u>K. AUSTIN</u>		Period ④	A	<u>16</u>	B	<u>25</u>	
			Extra periods	A	<u>/</u>	B	<u>/</u>	
Referee	<u>M. Walton</u>	Final Score	Team A	<u>76</u>	Team B	<u>72</u>		
Umpire 1	<u>F. May</u>	Umpire 2	<u>K. Barth</u>	Name of winning team				<u>HOOPERS</u>
Captain's signature in case of protest								

End of the Game:

- Draw two parallel lines inside the unused time out spaces.
- Draw one heavy horizontal line through all unused foul spaces next to each player and coach, also team fouls.
- Draw two heavy lines below each last running score entry.
- Enter the second half score (or of extra periods) in the proper section.
- Enter the final score and the name of the winning team.
- Draw a diagonal line from the last score to the bottom of the column in order to obliterate the remaining numbers for each team.

The Scorer shall then sign the scoresheet and shall have it counter signed by the Timekeeper, the 24-second Operator, the Umpire and the Referee. The Referee shall be the last to sign the scoresheet, and this act terminates the administration of the game. (If a Chairperson has been appointed they must also sign).

Should one of the captains sign the scoresheet under protest (using the space marked “To be signed by captain in case of protest), the Scorer, Timekeeper, Shot Clock Operator and the Umpire shall remain at the disposal of the Referee until they give them permission to depart. (This includes a Chairperson if appointed).

Extracts from the FIBA Rules relating to Scorebench Officials

The following Articles are of particular relevance to the Scoretable (although knowledge of the entire Rule Book is beneficial). If you do not have a copy of the FIBA Rule Book, this may be obtained from our website <http://www.basketball.org.nz/Inside-Basketball/Officials/Rules>. Please take the time to read the following:

Article 4 Teams

Article 5 Players: injury

Article 6 Captain: Duties and powers

Article 7 Coaches: Duties and powers

RULE FOUR—PLAYING REGULATIONS

Article 8 Playing time, tied score and extra periods

Article 9 Beginning and end of a period or the game

Article 10 Status of the ball

Article 12 Jump ball and alternating possession

Article 14 Control of the ball

Article 16 Goal: When made and its value

Article 18 Charged time-out

Article 19 Substitution

RULE FIVE—VIOLATIONS

Article 29 24 seconds

RULE SIX—FOULS

Article 36 Technical foul

Article 37 Unsportsmanlike foul

Article 38 Disqualifying foul

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Article 39 Fighting

Definition

Fighting is physical interaction between two or more opponents (players, substitutes, coaches, assistant coaches and team followers).

This article only applies to substitutes, coaches, assistant coaches and team followers who leave the confines of the team bench area during a fight or during any situation which may lead to a fight.

Rule

Substitutes or team followers who leave the team bench area during a fight, or during any situation which may lead to a fight, shall be disqualified.

Only the coach and/or assistant coach is permitted to leave the team bench area during a fight, or during any situation which may lead to a fight, to assist the officials to maintain or to restore order. In this situation, he shall not be disqualified.

If a coach and/or assistant coach leaves the team bench area and does not assist or attempt to assist the officials to maintain or to restore order, he shall be disqualified.

PLEASE NOTE: In order to assist Referees should a fight break out, Scoretable Officials should pay attention as to whether players leave the confines of the team bench area. Should this occur, take note of all players and once the situation has been brought under control, advise the Referees.

RULE SEVEN—GENERAL PROVISIONS

Article 40 Five fouls by a player

Article 41 Team fouls: Penalty

Article 42 Special situations

Article 44 Correctable errors

RULE EIGHT—OFFICIALS, TABLE OFFICIALS, COMMISSIONER: DUTIES AND POWERS

Article 45 Officials, table officials and commissioner

Article 48 Scorekeeper and assistant scorekeeper: Duties

Article 49 Timekeeper: Duties

Article 50 Shot clock Operator: Duties

Scoretable Exam

True or False:

1. The correct signal by the Scoretable Chairperson to acknowledge a successful three point basket is one arm raised to full height with three fingers extended.
2. The game clock starts on a jump ball when it is touched by the first player who is not a jumper.
3. The game clock stops for a time-out after a basket as the ball passes through the net.
4. A player is allowed five personal fouls before he must leave the game.
5. If a player receives a technical foul he must leave the court and game.
6. A Coach has 60 seconds to replace a player who has been fouled out of the game.
7. Only the player or coach is allowed to make a request for a substitution.
8. A coach is allowed to change his mind on a request for a time-out after the Referee has signalled the time-out.
9. A Player from the non-shooting team requests a substitution after the last and successful free throw. This is permitted.
10. The Timer should signal the end of a time-out after one minute.
11. The game clock is started when the ball is touched by the first player on court following a throw in from out of bounds.

12. The Referee calls a disqualifying foul on A 4. This is A 4's third personal foul; A 4 may continue in the game.

13. Team B shoots the ball and regains the rebound from the shot in their team's back-court. The shot clock should be reset to 14 seconds

14. The alternating possession arrow is changed at half time when the Referee comes to the Scoretable at the end of the period.

15. A4 is awarded two shots plus possession after an Unsportsmanlike Foul by Team B. Team B requests a substitute and can do so after the second free throw, before Team A inbounds the ball in.

16. On the jump ball that begins the 1st period the Team A established control of the live ball on court. The arrow shall point in the direction that Team B is shooting.

17. The Scorer should sound the signal at the next dead ball following the discovery of an error, to bring the matter to the Referee's attention.

18. A player is injured; the team doctor comes onto the court to attend the player. The injured player is able to play again within 15 seconds. The player must be substituted.

19. An official tosses the ball for the opening jump ball. Immediately after the ball is touched by the jumpers a held ball occurs between Red 5 and Blue 5. Another jump ball is called.

20. When a coach has 2 coach technical fouls they must leave the vicinity of the court.

21. During the jump ball A 5 commits a violation. The ball is awarded to Team B. The alternating arrow shall be set for Team A.

22. The Referee calls an unsportsmanlike foul on Red 4 he may continue to play in the game.

23. If a player accidentally scores in the wrong basket the points are awarded to the court captain of the opposing team.

24. A7 shoots the ball. After the ball has hit the ring, B5 and A5 both get both hands firmly on the ball resulting in a jump ball situation. Team A is awarded the ball from the alternating possession arrow. The shot clock should be reset to 14 seconds.

25. A 4 is awarded free throws but cannot take them because of injury and is substituted. The captain for Team A may designate any player to take the free throws.

26. Once the official enters the circle to administer a jump ball neither team is permitted a time-out.

27. Team A shoots the ball and after the ball hits the ring, Team B knocks the ball out of court. Team A inbounds the ball and are entitled to a new 24 seconds.

28. During half time, A 10 and A 5 are given technical fouls. These fouls count towards team fouls in the second half.

29. A player is considered to have control of the ball when that player is either holding the ball or dribbling the ball.

30. Substitutes legally become players when the referee beckons them onto the court.

31. A playing coach receives a disqualifying foul for rough play. The coach is permitted to stay on the bench and coach the team

32. A player with blood on his singlet may change his number during the game providing he reports it to the Referee and the Scorer.

33. On the jump ball at the start of the game the ball is tapped by jumper A7 out of court. Team B is awarded the ball to inbound. B5 throws the ball in and it is immediately intercepted by A5, who continues up the court to score a lay-up. The first alternating arrow should be awarded to Team B.

34 A5's final free throw is not successful. The game clock shall be started as soon as the ball is touched by a player on court.

35. If the 24-second clock is running and the defence deflects the ball, the shot-clock operator must reset the clock to a new 24 seconds if the ball is in the team's backcourt.

State the meaning of the Referee signal described below:

36. Two fingers flagged from the wrist.

37. Scissor-like action with arms, once across chest.

38. Both fists rotated around each other.

39. Both hands with thumbs up.

40. Hand up with extended index finger and hand then rotated.

41. Index finger forming a "T" in the palm.

42. Arms crossed at forearms.

43. Hands above head with one grasping wrist upwards.

44. Clenched fist in direction of play, arm parallel to sidelines

45. Clenched fist, arm raised, whistle blown.

Note the scoresheet entry be for the following:

46. Before the game started a technical foul was awarded against B6 for hanging on the ring.

47. A7 shoots two free throws. The first is good, the second misses.

48. A three point goal is scored by number B10.

49. A time-out is called by Team A Coach. 8.39 is showing on the game clock in the first quarter.

50. A foul is called on A10 with three free throws as the penalty.

51. During the half time break, the Team B coach abuses the referee and a technical foul is called.

52. A time out is called by Team B Coach with 1.57 showing on the game clock in the fourth quarter. This is Team B's first time out for the half.

53. An unsportsmanlike foul is called on A8. This is their second unsportsmanlike foul.

54. A technical foul is called on the Assistant Coach for the Team B.

55. B11 is disqualified for fighting. This is their third foul.