24 SECOND SHOT CLOCK OPERATOR

- ◆ The 24 second shot must start when a team gains control of the ball.
- ♦ Stop the 24 second shot clock and reset to 24 seconds when:
- Unsuccessful shot for a field goal hits the ring and is rebounded by the defensive team;
- When a defensive foul is called in a team's back court;
- When an official blows for a foul, violation or jump ball resulting in change of possession;
- When a shot for a field goal enters the basket
- The 24 second clock is then reset when a player gains control of the ball on the court and the clock is running.
- ◆ Stop and reset to 14 seconds when:
- The same team that previously had control of the ball obtains an offensive rebound; or the team is awarded a frontcourt throw in as a result of a defensive foul or foot ball violation, and 13 seconds or less are displayed on the 24 second clock.;
- A throw in is granted in a team's frontcourt as a result of a foul by the previous offensive team; a time-out where the ball is advanced, or possession as a result of an USF or DF
- ◆ Stop and hold the 24 second clock when:
- The same team is awarded the throw-in after the ball goes out of bounds;
- When the jump ball or double foul is called and the team who has possession at the time is awarded the ball back;
- When a defensive foul or football violation is called in the team's frontcourt and the shot clock shows 14 seconds or more.

- ◆ If the 24 second clock is running and there is a loose ball, the device continues to run until one of the above occurs.
- ♦ If the device sounds in error, the game continues. Reset the 24 second shot clock immediately and start it when a team has control of the ball on the court.

Game Clock

- ◆ Starting the game clock:
- In a jump ball when the ball is legally tapped;
- From out of bounds or a missed free throw, when the ball touches a player on the court.
- Stopping the game clock:
- When the whistle is blown by an official;
- After a field basket is scored and a team has requested a charged time-out;
- When a field basket is scored in the last 2 minutes of the 4th quarter, and in the last 2 minutes of any extra period.

Substitutions

- Subs are permitted by either team:
- When the official calls a foul, violation, jump ball;
- If a final free throw is successful;
- A throw-in at centre court following a final free throw;
- Subs can be called by the non-scoring team:
- After any basket scored in the last 2 minutes of the 4th quarter; or last 2 minutes of extra period

Time-outs

- Timeouts are permitted to either team:
- After an official blows their whistle for any call;
- If a final free throw is successful;
- Before a throw-in at centre court following a final free throw;
- Timeouts to the non-scoring team can be called when any field goal is scored;
- The scoring team cannot ask for a time-out after a basket including in the last 2 minutes;
- Teams are restricted to only 2 time outs each in the last 2 minutes of the game.



BASKETBALL New Zealand

SCOREBENCH GUIDE

(as at 2020)

This pamphlet is an easy-to-read guide for score table officials.

It includes basic information to assist with the scorebench.

Should you require further information please contact referees@nz.basketball

Download a copy of the official FIBA rules from nz.basketball

CHAIRPERSON

The chairperson is responsible for the smooth running of the scorebench. The chairperson is responsible for:

- Communicating with the referees.
- ◆ Communication between the scorebench officials.
- ◆ Obtaining the starting five from each team and getting each coach to sign the scoresheet before the game starts.
- Changing the directional arrow as required.
- ◆ Calling fouls and baskets to the scorer, providing the player's number and team colour.
- Accepting and administering request for substitutions (from players only) and time-outs (from coaches only).
- Sound the horn for substitutions and time-outs only when the ball is dead. If the referee is reporting a foul, wait until that has been completed before signalling the substitution or timeout.
- ◆ Notify the referee if a player has 5 fouls or 2 Unsportsmanlike or Technical fouls.
- Ensure that the scoresheet is completed, checked and signed at the end of the game by the referees and scorebench staff.

TIMEKEEPER

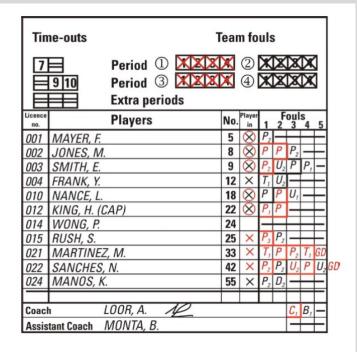
- ◆ The timekeeper stops and starts the clock as set ◆ Team Fouls: Cross out team fouls up to 4 per period. out in the competition rules.
- ◆ The timekeeper should time the time-out and sound the siren after 50 seconds
- ◆ The timekeeper should time the replacement of fouled out or disqualified players and advise the referees at 30 seconds.

USING THE SCORESHEET

- ◆ Write the number of the player that scored the basket for the team. ◆ To mark the score use: a diagonal line for field goals; a heavy dot for free throws scored. 5 14 Draw a circle around the number of the player if they score a 3 pointer. ◆ At the end of each quarter or extra period, draw a circle around 9 the last score and underline the 9 1 10 last score and number of the last scorer. 35 | 35 ◆ At the end of the game, for each team, draw a circle around the 36 | 11 last score and a double heavy line under the last score and the number of the last scorer.
- ◆ Draw a diagonal line through the remaining unused scores in the column.

ENTERNG NAMES, FOULS & TIME-OUTS

- ♦ Mark the starting five: X
- ◆ Mark all other players on entering: (x)
- Bench and coach fouls do not count to team fouls.
- ◆ Time-outs: Minute into the game when timeout is take eg. clock shows 8.15 in box put 2; 2nd 2 minute into game.
- ◆ Symbol for unused time-outs



CODES TO BE USED ON THE SCORESHEET

P —Personal foul D₂—Disqualifying foul (no free throws) (2 free throws)

C₁—Coach technical foul P₁—Personal foul (1 free throw) (1 free throw)

P₂—Personal foul B₁—Bench foul (goes against Coach) (2 free throws)

P₃—Personal foul Pc—Personal foul (3 free throws) (penalty cancels)

U₂—Unsportsmanlike foul T₁—Technical foul (2 free throws) (1 free throw)

GD-Game F—Fighting disqualification Coming off the team bench to fight