

Basketball Statistics

Calling Protocol

AUSTRALIAN BASKETBALL STATISTICS COMMITTEE

CALLING PROTOCOL

SEPTEMBER 2017 EDITION

Written by
The Australian Basketball Statistics Committee

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CALLING PROTOCOL

This Calling Protocol is a teaching unit in the Australian Basketball Statistics Committee level 1 and 2 training courses. It is simply a technique of calling basketball statistics in a formal manner. It consists of certain rules and codes that callers should comply with when calling to a computer.

LiveStats, is the computerised basketball statistics program widely used in Australia and is the mandatory statistics software used by Basketball Australia and FIBA.

REASONS FOR A PROTOCOL:

- It promotes consistency between statistics teams.
- To enable callers and recorders to interchange between statistics benches and operate with different personnel without compromising efficiency and accuracy.
- It is the most efficient method, being economical in the use of words and reducing the amount of irrelevant information the recorder is exposed to.

GENERAL PRINCIPLES:

- Call clearly and loud enough to be heard by the recorder(s) – there may be a recorder on either side.
- Avoid superfluous information. The recorder is busy enough without having to decide what is relevant.
- Call which team gains possession after the jump ball at the start of the game.
- Don't describe the location of a field goal attempt unless the recorder asks or you are aware that the recorder wasn't watching the shot. Make the description concise, e.g. left elbow, right wing, left side – under the basket, mid-key, point, right baseline – edge of key.
- Maintain a constant volume, speed and pitch regardless of the nature of the game. Raising these levels during frantic passages of play can convey a sense of panic to the recorder and place them (and yourself) under pressure.
- Be consistent with the use of team names – e.g. use "Tigers" or "Melbourne" try to use the name on the *LiveStats* screen. Use the name displayed on the *LiveStats* screen. The new version of *LiveStats* allows you to colour the team box and team list so if the stats bench agrees, colours can be used calling the game. Using colours does still create problems though as the colours do not appear on the boxscores. However, if the team names are similar the stats bench may see the use of colours will make the call easier. Eg Nationals with WA Metro V WA Country
- The caller should have a pen and paper ready to write down anything that is called or recorded incorrectly or missed entirely. It is better to edit the statistics later, during a break in the action, rather than compound the problem by missing subsequent passages of play while trying to correct the first error. It is also advisable to make some notes to help identify and distinguish certain players if some look similar and/or their numbers are difficult to read.
- The caller should be able to presume the recorder knows which team has the ball and the area of the court where the action is occurring. Similarly, the recorder must know that offensive fouls are also turnovers, tip ins are offensive rebounds as well as field goal attempts, blocks are by defensive players etc.

CALLING THE ACTION:

- All statistics can be called using one of the following phrases:

Assist	Jump Ball Held Ball	Steal
Back Court	Jump Ball Win	Substitution
Bad Pass	Jump Ball Contested	Team Rebound
Ball Handling	Jump Ball Lodged Ball	Technical Foul
Block	Jump Ball OoB Loose Ball	Tip In
Controlled Tap	Jump Ball OoB Rebound	Time Out
Correct	Lay-up	Travel
Defensive	Lay – up Fast Break	Turnover
Disqualifying Foul	Made	Unsportsmanlike Foul
Disqualifying Shooting	Missed	Unsportsmanlike Shooting
Double Dribble	No Call	Unclear Possession
Double Violation	Offensive	3 Secs, 5 Secs, 8 Secs
Dunk	Offensive Foul	24 Secs
Dunk Fast Break	Out	Alley Oop
Fast Break	Other	Alley Oop Fast Break
Foul	Out of Bounds	
Foul Received	Personal Foul	
Free Throw(s)	Player Check	
Goal Tending	Possession	
In	Shot	
	Shot Missed	
	Shooting Foul	

(OoB = Out of Bounds)

Each phrase is followed by team name and/ or player number.

- A field goal attempt is called “Shot”, “Three–pointer”, “Lay–up” “Alley Oop” or “Dunk”. “Shot” and “Three–pointer” distinguishes two–point and three–point shots. “Lay–up” “Alley Oop” and “Dunk” give the recorder an indication of where to locate the shot on the *LiveStats* screen.
- A blocked shot is called “Block”
- “Tip In” describes an offensive player catching and shooting or tapping an offensive rebound at the basket in the one action. It used to be referred to as a “tip in”.
- Offensive and defensive rebounds are shortened to “Offensive” and “Defensive”. “Offensive” shouldn’t be confused with “Offensive Foul” because that term is used in its entirety.
- “Foul” followed by the type of foul “Personal”, “Shooting Foul”, “Offensive Foul”, “Technical Foul” and “Unsportsmanlike Foul” and “Disqualifying Foul” are then followed by “team name” then “player number” .Then “Foul Received”
- The protocol for calling turnovers is:
“Turnover, player number, type of turnover” e.g. “Turnover 14, Out of Bounds”.

The types of turnovers are: “Ball Handling”, “Bad Pass”, “Travel”, “Double Dribble”, “and Out of Bounds”, “3 Seconds”, “5 Seconds and Back Court”.

“Offensive Foul” implies a turnover has occurred and the manual recorder should credit a

turnover and a personal foul.

For an 8 Second or 24 shot clock violation the protocol is “Turnover, the team and then a description of the violation”

- There is a separate sub category for “Offensive Foul” and the software automatically awards a personal foul and turnover to the player concerned.
- The number of Free Throws awarded should be called.
- To alert the recorder to the fact there is no more action following a free throw attempt – call “Made” if it’s successful, or “the team and then rebound”.
- If there is some action where the recorder may be anticipating a call but there are no statistics to award, call “No Call” so the recorder is aware of that fact.
- Assists must be preceded by a field goal made or free throw(s) made.
- Steals cannot be called in isolation there must be an accompanying turnover. The new version of the software requires the caller to indicate the turnover first, followed by the steal
 - If a held ball is called in the turnover / steal situation, then the held ball stat is to be entered before the turnover / steal
- Missed shot attempts must be followed by a rebound, tip in, block or “Team Rebound” if the ball goes dead
- Blocks must be followed by a rebound or “Team Rebound” if the ball goes dead.

LiveStats–SPECIFIC CALLS

This section deals with the protocol for calling time outs, substitutions and player checks for *LiveStats*.

TIME OUTS: The correct protocol is: “At (call game time) Time out, team name” e.g. “Time out, Devils”. It is important to accurately log the game time that the time out occurred as this makes it easier to track actions that may need editing later in the game. It is an effective time marker for the computer operator and spotter. There may also be TV timeouts which are recorded as commercial and not allocated to a team.

SUBSTITUTIONS:

- Substitutions occur thick and fast when both teams replace two or three players simultaneously. The new version has a facility called “Switch to Wave Sub” which allows the inputter to take out all players and then put in the players as the caller calls them in.
- The correct protocol is:
 “Sub(s) (both ways), team name, players OUT, players IN”.
 e.g. “Subs both ways, Devils, out, 6, 4 and 15, in, 7, 8 and 14.
 Saints, out, 5, 9 and 10, in, 4, 6 and 8”.
- When several subs are made simultaneously, the spotter should make a note of the subs and the time on the game clock so that if the recorder misses any subs, they can be included as soon as possible. If an on-court (active) player has been missed coming into the game during a substitution and is called for a statistic, the recorder must award the statistic to the team make note and edit the information when possible. In these instances, the players that were missed must be credited with the correct times they entered and left the court so their “times played” are correct.
- When subs are made during time outs they are often difficult to observe, so do a player check as the players enter the court after every time out.

PLAYER CHECKS:

- When using *LiveStats*, the greatest confusion occurs when a player is called for a statistic but is not on the screen as an active player. Therefore, it’s important to, firstly, get the substitutions correct and, secondly, do frequent player checks. Callers should call the active players, for both teams, as they enter the court for the start of every new period or after every time out and as soon as possible after a “mass substitution”. Free throws provide an opportunity for this.
- It is imperative to call the active players in numerical order so the recorder can scan across the screen systematically rather than in an erratic manner.
- If a recorder isn’t sure they have the correct active players on screen, they must ask the caller for a player check.
- The correct protocol is: “Player check, team name, on court, player numbers”.
 e.g. “Player check, Devils, on court, 4,6,7,12 and 13. Saints, on court, 5,7,9,10 and 15”.
- The recorder must respond with “Correct” or inform the caller that the numbers do not correspond, in which case, the problem must be rectified immediately.
- An alternative method is for the recorder to call the numbers of the players displayed as active on the screen with the caller checking that they are on-court. The caller would then respond with “Correct” or otherwise.

JUMP BALL:

At the start of the game the caller needs to identify the 2 players in the jump ball and then state the team who won the tip.

HELD BALL SITUATIONS:

- If a held ball is called in the turnover steal situation, then the “Held Ball” stat Jump Ball screen is to be entered before the turnover steal
- If a held ball is called and the offensive team retains possession then the “Contested Rebound” Jump Ball screen is to be entered.
- If a held ball is called on a contested rebound, the statistician must record the “Contested Rebound” Jump Ball screen and then award the rebound
- If a ball is lodged on the ring then record a “Lodged Ball” Jump Ball screen. A team rebound is to be recorded depending on the possession arrow.
- If a held ball is called due to unclear possession, record the “Out of Bounds Loose Ball” Jump Ball screen and then record turnover and or steal.

CALLING IN SEQUENCE:

- Calling in sequence is simply calling passages of play, using the “calling phrases”, in the order they occur.
- It is very important that the statistics are called in the correct sequence so the recorders know which team is in possession of the ball and, consequently, who to award the statistics to.

Example:

Saints 7 misses a 2–point shot, Saints 15 misses a tip–in attempt but gets his own rebound, attempts another shot but is blocked by Devils 13. Devils 14 gets the rebound. Saints 15 fouls him resulting in two shots to Devils 14.

This may seem a complicated passage of play but it is common to have this many events occur in rapid succession in a game of basketball.

The calls would be...

Caller	Shot missed 7, Tip in 15, Offensive 15, Shot missed 15, Block 13, Defensive 14, Foul Shooting Saints 15 Received 13 Devils
Recorder(s)	Enter these statistics according to the software.

Example:

Saints 10 misses a 2–point shot, Saints 4 tips in the shot to score

Caller	Shot missed 10, Tip in 4 made
Recorder(s)	Enter these statistics according to the software.

Example:

Saints 15 misses a layup, Saints 6 grabs the offensive rebound, passes it to Saints 7 who dunks the ball.

Caller	Shot missed 15, offensive 6, shot made 7 dunk, assist 6
Recorder(s)	Enter these statistics according to the software.

Example:

Saints 14 misses a 3 pointer, Tigers 5 grabs the defensive rebound, but then passes it to Saints 8 who drives and scores a layup.

Caller	3 pointer missed 14, defensive 5, turnover 5 Bad pass, steal 8, shot made 8 layup.
Recorder(s)	Enter these statistics according to the software.

Example:

Saints 10 steals the ball from Tigers 7 and then scores a layup at the other end.

Caller	Turnover 7 ball handling, Steal 10, shot made 10, layup fastbreak
Recorder(s)	Enter these statistics according to the software.

Example:

Saints 10 steals the ball from Tigers 7 and then passes it to Saints 9 who makes a 3point shot.

Caller	Turnover 7 ball handling, Steal 10, 3 point shot made 9, fastbreak, assist 10
Recorder(s)	Enter these statistics according to the software.

Note - often a steal particularly in mid court, can lead to a fastbreak opportunity and if this is not called after a basket is scored it can be noted down and the inputter can go in and edit the entry and make it into a fastbreak situation.

Example:

Saints 7 misses a 2–point shot, Saints 15 misses a tip–in attempt Devils 14 gets the rebound. Devils 6 scores a dunk at the other end from a full court pass from Devil 14.

Caller	Shot missed 7, Tip in 15, Defensive 14, shot made 6 Dunk fastbreak, assist 14.
Recorder(s)	Enter these statistics according to the software.