

24 Second Shot Clock Operator

- ◆ Operate the 24 second shot clock as per the rule-book and competition rules. The operator must be very attentive and have their fingers near the switches when the clock is running or about to run.
- ◆ On an unsuccessful shot, the device must be stopped the instant the ball touches the ring or when, on a shot that does not hit the ring, the opposition gains control of the rebound.
- ◆ 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.
- ◆ Stop and reset the 24 second shot clock when an:
 - ◆ Unsuccessful shot for a field goal hits the ring;
 - ◆ 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;
 - ◆ When the game is stopped because of the actions of an opponent of the team in control of the ball.
- ◆ 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 is called, following a double foul or
 - ◆ After a game stoppage due to the team in control.
- ◆ Restart the 24 second clock
 - ◆ After an unsuccessful shot at basket hits the ring and a player on the court gains control of the ball;
 - ◆ When a team gains control of the ball on the court and the game clock is running.
- ◆ Stop, reset and restart the clock for a turnover.
- ◆ If the 24 second clock is running and there is a loose ball, the device continues to run until one of the above occurs.

A Quick Guide

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;
- ◆ At the end of a quarter or an overtime 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;
- ◆ During time-outs and during game stoppages such as a floor being wet. If a sub is granted the other team can also sub.
- ◆ Fouled out and disqualified players have 30 seconds to make the substitution.

◆ Subs can be called by the non-scoring team:

- ◆ After any basket scored in the last 2 minutes of the 4th quarter
- ◆ In the last 2 minutes of any extra period;
- ◆ For a goal tend in the last 2 minutes of the 4th quarter or in the last 2 minutes of any 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 or free throw is scored.
- ◆ The **scoring team cannot** ask for a time-out after a basket in the last 2 minutes.

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SCORETABLE GUIDE 2009/10

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

It includes basic information for the chairman, the scorer, the time-keeper, the 24 second shot clock operator and the scoreboard operator.

Download a copy of the official FIBA rules from www.fiba.com

CHAIRPERSON

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

- ◆ Communicating with the referees.
- ◆ Communication between the scoretable 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 time-out.
- ◆ Place the team foul indicators on the bench after the 4th team foul in each quarter.
- ◆ Notify the referee if a player has 5 fouls by displaying the 5th foul bat.
- ◆ Observe the team benches should a fight occur to assist the referees in disqualifying players.
- ◆ Ensure that the summary sheet and the scoresheet is completed, checked and signed at the end of the game by the referees and bench staff.

SCORER

The scorer completes the scoresheet & is responsible for:

- ◆ Recording all successful baskets made & calling the score aloud to the person on visuals.
- ◆ Record all personal, team and coach fouls committed & calling to the person on visuals. (3rd personal, 2nd team)
- ◆ Record time-outs taken—record the time from game clock.

- ◆ Displaying foul bats 1 to 4
- ◆ Informing the chairperson when a player commits 5th foul.

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
- ◆ 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 the last score and underline the last score and number of the last scorer.
- ◆ At the end of the game, for each team, draw a circle around the last score and a double heavy under the last score and the number of the last scorer.
- ◆ Draw a diagonal line through the remaining unused scores in the column.

	A	B
	1	1
8	2	2
	3	3
6	4	4
6	5	14
	6	6
	7	7
10	8	8
	9	9
9	10	10
	35	35
10	36	36
	37	37
	38	38

Entering names, fouls & time-outs:

- ◆ Mark the starting five: (X)
- ◆ Mark all other players on entering: X
- ◆ Team Fouls: Cross out team fouls up to 4 per period. Bench & coach fouls do not count to team fouls.
- ◆ Time-outs: Time on clock when timeout taken.
- ◆ Symbol for unused time-outs



8.1



Codes to be used on the Scoresheet:

- | | |
|--|---|
| P—Personal foul
(no free throws) | D ₂ —Disqualifying foul
(2 free throws) |
| P ₁ —Personal foul
(1 free throw) | C ₂ —Coach technical foul
(2 free throws) |
| P ₂ —Personal foul
(2 free throws) | B ₂ —Bench foul
(2 free throws) |

- | | |
|---|--|
| P ₃ —Personal foul
(3 free throws) | P _c —Personal foul
(Penalty cancels) |
| U ₂ —Unsportsmanlike foul
(2 free throws) | F—Fighting: Coming off the
team bench to fight |
| T ₂ —Technical foul
(2 free throws) | |

Name	No	Player In	1	2	3	4	5
R. Jones	4	(X)	P				
B. Bruce	5	(X)	P ₂	U ₂			
K. Wilson	6	(X)	P ₂	P ₁	P _c		
M. Brown	7						
R. Turner	8	X	F	F	F	F	F
P. Smyth	9	(X)	P				
G. McLeod	10	(X)	P ₃	T ₂	P		
J. McKenzie	11	X					
Coach: S Smith					C ₂	B ₂	
Assistant Coach: K Jones							

TIMEKEEPER & VISUALS OPERATOR

- ◆ The timekeeper accurately measure playing time, time-outs and intervals of play.
- ◆ The timekeeper stops and starts the clock as set out in the competition rules.
- ◆ The timekeeper should time the time-out with a stopwatch of other separate timing device.
- ◆ The timekeeper should time the replacement of fouled out or disqualified players—30 seconds only.
- ◆ The timekeeper should blow the hooter 3 minutes before the start of the 1st & 3rd period; and again 90 seconds before the start of the game. Blow the hooter 30 seconds before the end of the 2nd & 3rd quarter breaks.
- ◆ The visuals operator communicates with the scorer to ensure accuracy, by confirming scores to scorer, confirming fouls to scorer and changing the visual board team score, player foul, team foul and player score.