

Junior Championships Scoretable Pre-Game Points 2016

15 mins before the Game: Meet and greet one another. Confirm positions for the game and any expected changes for the game i.e. warm up time.

Chairperson:

- Check sirens, team foul lights, arrow positioning, fifth foul bat
- Remind all to call subs/time out requests

During the Game:

- Call starting five for match report sheet check
- Arrow set – after tip off
- Points, colour, number
- Hand high for successful 3 points (use hand away from scorer so they can still hear what is called)
- Subs at any side ball opportunity
- If a Tech/Unsportsmanlike foul – Sub can happen on the shooter before the centre line possession – even if their last shot was unsuccessful
- Five time outs per game (2 in first half, 3 in second provided one is called before the last 2 mins of the game)
- End of 2nd quarter, adjust arrow
- Forewarn timekeeper of 'stop if they score' for time outs or a sub (to the team throwing in after the score) in last 2 mins (of the final quarter and any extra time period)
- Record delay of game warnings
- Record T and U player numbers, in case a second one occurs (GD, game disqualified)
- Time out can be used to keep an injured player in the game

Scorer:

- Ask managers to check Stadium Scoring team lists
- Discuss calling procedure with Chairperson and Visuals Operator (team colours, notification of player foul)
- Foul bats set up

During the Game:

- Starters to check on match report sheet
- Personal foul, team foul to call
- Foul bats (1 – 4)
- Running score called out as it comes up
- Time outs to record
- Check details with Visuals Operator during time outs
- Communicate sub/time out requests
- Communicate 4th team foul to Chairperson to ensure red lights/markers are in place for referees and similarly when the 5th personal foul occurs
- End of game details and confirmation to set up for referees

Visuals Operator (Scoreboard) & Timer:

- Check game settings (5 mins Warm Up, 4 x 10 (or 8) min quarters, 1 min, 3 min half time, 1 min breaks)
- Practice entering scores and team fouls, resetting extra time (1 min break, 3 mins to play), adjusting time outs, resetting board if a 'black out'
- Check equipment and timer for time outs, injuries, disqualified player
- Start warm up time as directed by refs or Court Controller
- Discuss calling procedure with Shot Clock Operator
- 3 min siren, 1:30 min mark siren before the game

During the Game:

- "Yes" replies for scorer
- Team fouls stop on 5
- Listen/Watch for 'whistle' and 'tips'
- Stop watch for time outs, injury time (15 sec), player with 5 fouls (30 sec)
- For time outs, use siren for 50 sec and again at 60 sec mark (if players not out on the court ready to play at the 60 sec mark)
- Count down shot clock "8" then "5, 4, 3, 2, 1, 0" (*Timer does talking*)
- Last 2 mins, stop on each successful shot
- Last 2 mins, "stop if they score" may be requested by Chair for a sub/time out
- Siren to sound at 3:00 and 1:30 min prior to 1st and 3rd quarters
- Siren to sound at 0:30 prior to 2nd and 4th quarters
- Communicate sub/time out requests

Shot Clock Operator:

- Check equipment – holding, resets (24 sec; 14 sec), buzzer
- Practice running the shot clock and making judgements whilst teams are warming up e.g. pick a player to watch when they gain possession, pick a ball to watch when it touches the ring
- Discuss calling procedure with Timer

During the Game:

- Start on possession/control for start of game and after a shot
- Start on touch for a throw in
- Stop on each successful shot in the last 2 mins of the game
- If asked, have an opinion as to whether the ball was on or off the hand for a shot when the buzzer sounds
- Floor wipe (Referee stoppage – reset, Player request – hold, let ref decide)
- Injury (Offensive – hold, Defensive – reset)
- Hold on held/jump ball (and check possession arrow)
- Hold on double foul/special situations (and check possession arrow)
- If in doubt, hold, look at time displayed, check with Chairperson
- If foot violation or foul in the front court by the defenders, hold and check
 - ≥ 14 sec = hold
 - < 14 sec reset to 14 sec
- If shooting team gets the rebound, reset to 14 sec
- Show 14 seconds on the clock for free throws
- "Holding on ..." in every 'hold' situation
- "Shot clock finished" at end of quarter
- Count for end of each quarter ("8" then "5, 4, 3, 2, 1, 0") unless shot clock is still running "8" = flick over from 8.0 to 7.9, etc
- Communicate sub/time out requests

Everyone:

Communication - 'Sub', 'Time out ... (team)'

If major bench eruption (fight), Visuals Operator/Timer and Shot Clock Operator - look to their end of the court; Scorer – look the other end. Chairperson to record what is happening.

End of the Game:

Share any situations and reflections on what occurred or could be done to improve the situation in the future.