

## Scoretable Positions and Responsibilities (for a 4 person scoretable)

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 indicators, arrow positioning, fifth foul bat
- Remind all to be on the lookout for subs/time out requests

### During the Game:

- Call starting five for match report sheet check
- Arrow set – after tip off
- Number, colour, points
- 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
- 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 2<sup>nd</sup> 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 over time period)
- Record delay of game warnings
- Record T and U player numbers, in case a second one occurs (GD, game disqualified)

### 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) – held up so coaches can see, then players, then coaches again
- Running score called out and occasionally A-B scores in that order
- Time outs to record
- Check details with Visuals Operator during time outs (scores, team fouls, number of time outs remaining)
- Communicate sub/time out requests
- Communicate 4<sup>th</sup> team foul to Chairperson to ensure team foul indicators are in place for referees
- Communicate similarly when the 5<sup>th</sup> personal foul occurs (for Chairperson to indicate to referees and wait for player sub)
- End of game details and confirmation on stadium scoring to do.

### 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:

- State the score as a reply, once the scorer calls it out OR reply 'yes' (if agreeing with what is said)
- Team fouls stop on 5
- Listen/Watch for 'whistle' and 'tips'
- Stop watch for time outs (1 min), 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 "5, 4, 3, 2, 1, 0" (Also useful if Timer calls out "10" as an alert to Chair and Shot Clock operator)
- 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 1<sup>st</sup> and 3<sup>rd</sup> quarters
- Siren to sound at 0:30 prior to 2<sup>nd</sup> and 4<sup>th</sup> 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
- 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 (may need to be held, reset or determined by possession arrow)
- If ever 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
- If a change of possession in the 'new' back court, caused by a whistle ie ball thrown out of bounds, travel violation, reset to 14 sec (*New rule whereby because the team is receiving the ball in their front court, they only have 14 seconds to attempt a shot – and achieves the aim of the rule change in speeding up shooting attempts in the game*)
- Show 24 seconds on the clock for free throws
- If a free throw, followed by a throw in from the front court throw in line ie Unsportsmanlike foul penalty, show 14 seconds on the shot clock (*New rule – whereby changing from 24 to 14 does not have to be done*)
- May need to call out “10” to alert timer for last 5 second count down of shot clock (if it goes that far and they may have missed calling it)
- “Holding on ...” in every ‘hold’ situation
- “Shot clock finished” at end of quarter
- Count for end of each quarter (“10” then “5, 4, 3, 2, 1, 0”) unless shot clock is still running “10” = flick over from 10.0 to 9.9, 5.0 to 4.9 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.