

SCORER'S COURSE

An Introductory Guide to Scoring
a Basketball Game



BASKETBALL AUS
OFFICIALS

ABOUT THESE MATERIALS

Basketball Australia has been a world leader in the education of score-table officials for more than two decades. Our materials have been utilised by FIBA and our educators are renowned as amongst the best in the world.

This resource has been revised as at February 2020 and incorporates the Official Basketball Rules as at October 2018 and the Official Interpretations as of 31 January 2019.

Many people have contributed to the education materials over the years and Basketball Australia (and basketball in Australia) is indebted to everyone who has contributed. The materials are currently edited by the National Scoretable Committee:


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This introductory course is designed for parents, players and supporters who find themselves needing to score a basketball game! Basketball has a huge reach with more than 20,000 games of basketball being played in Australia each week, the need for scoretable officials is massive! It is only in a small fraction of these games that scorers are provide and in most competitions it is common for teams to share duty (often the parents in junior games) or a team will do duty on another game. Courses are run regularly throughout the country.

For more information on becoming a scoretable official, contact the relevant state/territory body (<https://australia.basketball/participate/state-contacts/>) who will put you in contact with one of the 413 local associations around the country.

Enjoy the game and enjoy your role in the game as a scoretable official!

Yours in basketball



Michael Haynes

Basketball Australia, Head of Officials

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MODULE 1 – INTRODUCTION

What you will learn in this course

This course is an introduction and will help you to “survive” doing duty on your games (or commonly games involving your children!). This course will outline:

- Roles involved in the scoretable (e.g. scoring & timing)
- Basic basketball rules:
 - Substitutions and time-outs (when can you have them)?
 - Possession Arrow (what is it and how does it work)?
- How to complete the scoresheet
- How to use “Courtside Scoring” (electronic scoring)
- Overview of the shot clock and how to operate it (**NB**: a shot clock is often not used in local competition)

Scoretable is not just a burden. Many people choose to become accredited as a Scoretable Official and this can lead to Australian Junior Championships, national leagues and even international games that are played in Australia. In this course you will be given more information about how you can learn more about being a Scoretable Official.

Other Information

There are some very good (although now a little dated) videos available on YouTube, which can assist you to learn how to be a Scoretable Official:

- *Basketball NSW*: compliments the content in this course and goes for approximately 1 hr: <https://www.youtube.com/watch?v=DTO8uvGZ8EM>
- Basketball Australia: outlines the basics of scoring and goes for approximately 20mins: <https://www.youtube.com/watch?v=QZss295GVrc>

Basketball Australia also has a range of video resources to assist with “Courtside Scoring”, which is an electronic scoring system which is used in many local associations:

- Introduction to Courtside: <https://www.youtube.com/watch?v=Ss0y59Djk5Q>
- Set-up: <https://www.youtube.com/watch?v=6mg5sAAqHll>
- Adding Players/Coaches: <https://www.youtube.com/watch?v=6fIFJe3GnAg>
- Scores, Subs & Timeouts: <https://www.youtube.com/watch?v=aDwTM9zn6CQ>
- Correcting mistakes: <https://www.youtube.com/watch?v=NjrdHVghyS0>

Expectations for the Behaviour of Scoretable Officials

Local Competitions

Scoretable Officials in local competitions are often parents or participants and may not have formal accreditation. The expectations on these officials are to:

- Be impartial: no barracking, coaching or questioning referees
- Be alert and concentrate on the game
- Be as accurate as possible
- Be a team player – collaborate with other officials
- Be courteous with referees, players, coaches and other officials

International Games, Leagues and Championships

In state and national leagues, international games and championships such as the Australian Junior Championships, accredited Table Officials are rostered onto games. The expectations on these officials are:

- Scoretable Officials must be accredited and, where applicable, registered.
- Scoretable Officials must be in the prescribed uniform for games.
- Scoretable Officials must be in the venue 45 minutes before the game and at the Table at least 30 minutes prior to the commencement of the game and have no other commitments until the scoresheet has been signed off at the end of the game.
- Scoretable Officials should carry their own set of pens/multi coloured pen.
- All signals to the Referees are to be made by the Scorer/Chair.
- Scoretable Officials are not to leave the scoretable at half time or full time until the scoresheet has been signed off and evaluations, if applicable, have been completed.
- The scoretable shall remain supervised during all intervals.
- No mobile telephones used or access made to social media at the scoretable.
- Scoretable Officials will conduct themselves in a professional manner and will not become involved with the behaviour of others. All communications with other participants shall be in a courteous manner.
- The Scorer ensures the scoresheet and all equipment is provided prior to the game.
- Scoretable Officials will not volunteer statements to the press or on social media.

Basketball Australia Integrity Framework

- Scoretable Officials must comply with the Code of Conduct which forms part of Basketball Australia's Integrity Framework and may be required to complete training under the framework in regards to sports betting, drugs in sport or other topics. The framework can be found at <https://australia.basketball/integrity/>.
- Scoretable Officials must also be familiar with other relevant policies, such as Basketball Australia's blood policy. A list of all policies can be found at <https://australia.basketball/about-basketball-australia/policies/>

MODULE 2 – ROLES ON THE SCORETABLE

There are a number of roles that need to be done to score a game of basketball:

- Scoring: keep track of the score, fouls & time-outs
- Timing: running the game clock and stopping it as necessary to effect substitutions
- Scoreboard: operating the scoreboard so that teams & spectators can see the score etc. The clock is usually part of this.
- Shot clock: in some competitions a team has a limited amount of time to attempt a shot (24 or 14 seconds). This is not counted by the referees. Instead it is a separate clock operated by the Scoretable.
- Possession Arrow: This is a visual display of which team will get the ball on the next “alternating possession” (more of what this is below).

In a local competition, two people may be able to perform all the necessary roles, whereas in the national league 4 or 5 people are involved. However, when doing scoretable as a duty team it is worth checking the local competition rules as to how many people they require.

Who does what?

In many junior competitions, each team has to provide two people to do scoretable and they share the various roles. In this situation, often it is the visiting team that will provide a scorer and the home team provides the timer (including the scoreboard). This is logical because controllers vary with different scoreboards and the home team are more likely to know how to operate their scoreboards.

Everyone on the scoretable needs to help each other. In particular, there needs to be constant communication to ensure that the score shown on the scoreboard is the same as what is on the scoresheet!

In this section we describe the tasks to be performed (e.g. record scores) and in the next section we go through the basic rules that impact upon those tasks (e.g. when is a score worth 1pt, 2pts or 3pts).

Scorer

The tasks for the scorer are:

Task	Note
<p>1. Check the scoresheet has been completed prior to the game:</p> <ul style="list-style-type: none"> • Game Details (date, time, venue, teams) • Player names (SURNAME, Initial) • Coaches designate 5 players that will start the game. 	<p>The teams are responsible to make sure that the information is correct. The Referees may assist with ensuring that teams complete the scoresheet.</p> <p>In local competition, coaches may not be required to designate starters.</p>
<p>2. Keep an accurate record of:</p> <ul style="list-style-type: none"> • Points scored • Fouls called by Referees • Time-outs had by each team 	<p>It is good to use at least two coloured pens (e.g. Red for Qtr 1, Black in Qtr 2, Red in Qtr 3 etc). This will help when checking the scoresheet for any errors.</p>
<p>3. Communicate throughout the game with the person operating the scoreboard to make sure it reflects the scoresheet.</p>	<p>If there is a discrepancy between scoreboard and scoresheet that cannot be reconciled, at the next stoppage in play get help from the Referees!</p>
<p>4. Change the direction that the "Possession Arrow" is pointing</p>	<p>It may be a physical arrow or it may be switching lights on/off at each end of the Score Table. Start the clock first and then turn arrow.</p>
<p>5. Communicate with the Referees:</p> <ul style="list-style-type: none"> • When time-outs and substitutions are requested • When a player fouls out or is disqualified from playing • A team has reached four fouls in a quarter (or 7 in a half) • Coach has used all time-outs 	<p>To communicate with Referees a horn is sounded, which is usually part of the scoreboard.</p>
<p>6. Answer questions respectfully asked by coaches (e.g. querying how many fouls a player has).</p>	<p>A coach's question should not distract the scoretable from their main task of recording what happens in the game. Accordingly, coaches may be asked to wait for an answer until the next stoppage in play.</p>

Timer

The tasks for the timer are:

Task	Note
1. Check that you are aware of the rules for this competition, as there are often changes in local rules <ul style="list-style-type: none"> • Is the game played in Halves or Quarters? • How long is each period? • When does the clock stop and re-start? 	Ask the Referees to confirm the local rules if you are unsure. Start the clock when it touches a person on court. Stop it when the Referee blows their whistle (unless the competition rules say different).
2. Check that you know how to use the equipment and that it is working correctly.	Different brands and versions of scoreboards often have different controls.
3. Turn the game clock on and off in accordance with the timing rules of the competition.	In a fully timed game, the clock stops every time the Referee blows their whistle and starts when play has started and it has touched a player in court.
4. Time the time-outs (usually 1 minute).	You will need a separate timer to do this (e.g. your phone)
5. Be ready to help the Referees if they ask whether something happened before or after the game clock expired.	It can be good to count down the last 5 or 10 seconds of a period.
6. Operate the Scoreboard if required.	In most local competitions the same person operates the scoreboard and the game clock.
7. Display the foul bats, team foul lights (this may be shared with the Scorer)	Turn the foul light on after starting the game clock.

Scoreboard Operator (Often done by the Timer)

The tasks for the person operating the scoreboard are:

Task	Note
1. Check that you know how to operate the scoreboard and that it is operating correctly.	Different brands and versions of scoreboards often have different controls.
2. Be accurate!	Constantly check with Scorer that what is on the scoreboard is correct.
3. Put up scores and team fouls.	Scores and fouls are put on the scoreboard as soon as signalled by the Referee. Once a team is in foul "bonus" (5 fouls a quarter or 8 fouls when a game is played halves) do not keep adding to their foul total.
4. Reset team fouls	The team foul count is reset to zero at the end of each quarter.
5. Assist the scorer (e.g. help identify the number of player that scored)	
6. Sound the horn when the Scorer needs to communicate to the Referees (e.g. time-outs and substitutions).	Make sure the Scorer confirms that a team has a time-out available before signalling to Referee.

Shot Clock Operator (Often not required in local competition)

Many local competitions do not use a shot clock, however where it is required the tasks for the person operating the shot clock are:

Task	Note
1. Check that you know how to operate the shot clock and that it is operating correctly.	Check that the clocks at both ends are operating and display all numbers correctly. Make the referees aware of any issue with the displays Check whether or not the shot clock will run when the game clock is stopped (some will, some won't).
2. Start the shot clock whenever a team first gains possession of the ball.	If a ball is knocked out of a player's hands and nobody has possession, the shot clock keeps running.
3. Stop and reset the shot clock as required during the game.	See the Shot Clock Summary in the next section.

MODULE 3 – RULES YOU NEED TO KNOW

Up to date rules are on FIBA's website (www.fiba.basketball/basketball-rules). FIBA is the international organisation for basketball. Basketball Australia is one of the 214 countries that are members of FIBA.

Timing

Fully Timed

International games and games in our national leagues are “fully timed”, however many local competitions will vary some of the rules, often so that the game will fit into shorter time-slots (e.g. 50 minutes).

These games are played with 4 quarters of 10 minutes each. If the scores are tied at the end of the 4th quarter overtime of 5 minutes is played. If the scores are tied again at the end of overtime, another 5 minute period is played and this continues until a team leads at the end of the 5 minute period.

Teams will generally have at least a 20 minute warm-up period (and often longer), a 10–15 minute half time break and a 2 minute break between the 1st/2nd and 3rd/4th quarters.

The rules for starting and stopping the game clock in a fully timed game are:

- The game starts with a “jump ball” and the game clock starts once one of the players jumping have touched the ball.
- All other quarters (and any overtime) start with a throw-in and the game clock starts once a player on the court touches the ball.
- The game clock stops when:
 - A whistle is blown by a referee
 - When a basket is scored and the team that didn't score had requested a time-out
 - In the last 2 minutes of the 4th quarter and any overtime, when a successful basket is scored.
- The game clock starts:
 - On a throw-in from out of bounds, when a player on the court touches the ball
 - After a final free throw is missed, when the ball first touches a player that is on the court (usually attempting to rebound the ball).

With the start of the clock it is important to note that it starts when the ball is touched, not when a player has possession of the ball, so a deflection of a pass will start the clock. However, if the ball touches a Referee this does not start the clock.

When a foul is called, the clock stops as the Referee has blown their whistle. If free throws are awarded as a result of the foul, the clock remains stopped until the free throws are completed. Similarly, when a time-out is called, the game clock does not run during the time-out.

Local Variations

There are many variations used in local competitions and it is not possible to list them all here. You should always check with the Referees or competition organiser what the timing rules will be for the game you are playing.

Two common examples of local timing are:

Game Played in Quarters	Game Played in Halves
<ul style="list-style-type: none"> • 10 minute warm-up • 4 x 10 minute quarters • 1 minute between 1st/2nd and 3rd/4th quarters and a 5 minute half-time • Clock stops on all whistles in the last minute of the 1st, 2nd & 3rd quarters • Clock stops on all whistles in the last 2 minutes of the 4th quarter and all whistles if overtime is played (NB: often overtime is not played during the season and game is instead a draw) • 2 time-outs per team in the first half and 3 time-outs per team in the second half (but only 2 per team in the final two minutes of 4th quarter). Clock Stops during time-outs. 	<ul style="list-style-type: none"> • 3 minute warm-up • 2 x 20 minute halves • 5 minutes half-time • Clock stops for whistles in the last 3 minutes of the 2nd half • 2 time outs per team per half. But no time-outs permitted in the last 3 minutes of the 1st half. Clock stops during time-outs.

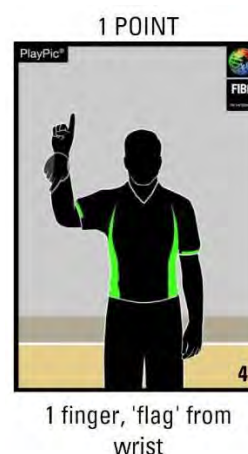
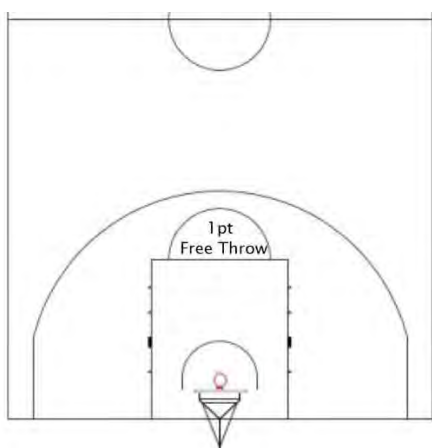
Scoring

The object of basketball is to score by having the ball go through your opponent's basket. Shots can be worth 1, 2 or 3 points as shown below:

1pt

When a player is awarded free throws, they take a shot from the free throw line, without being guarded. If the shot is successful it is worth one point. A free throw is awarded in the following circumstances:

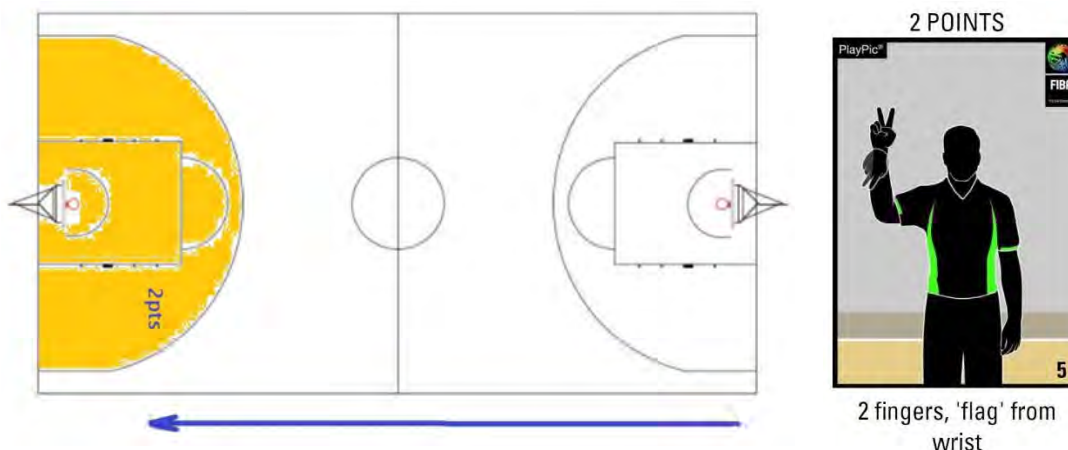
- A player fouled while they are in the act of shooting then the shooter gets:
 - If the shot missed, 2 free throws (if a 2pt shot) or 3 free throws (if a 3pt shot)
 - If the shot went in, 1 free throw
- "Team Bonus": once a team has accrued 4 fouls in one quarter, then for every foul they commit from then on in the quarter, the opponent who was fouled is given two free throws. This does not apply:
 - If the team commits an offensive foul (i.e. when their team has control of the ball)
 - If the foul was in the act of shooting, in which case the penalty above applies
- If a technical foul is called, the opposition team get 1 free throw and can choose who takes it
- If an unsportsmanlike or disqualifying foul is called, the opposition team get 2 free throws to be taken by the person that was fouled.



2pts

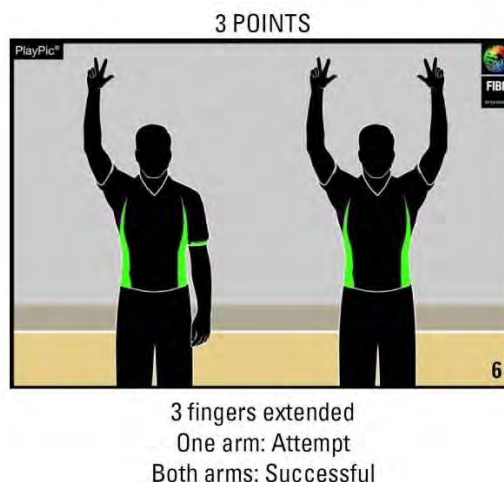
During a game, a shot may be taken from anywhere on the court. A shot taken from inside the arc at the end a team is attempting to score is worth 2 points and will be signalled by the Referee with two fingers. Play does not stop after the score.

If a player has a foot on the line of the arc when they shoot, it is worth 2 points. Similarly, if they jump from inside the arc and release a shot before landing outside of the arc, the shot is still only worth two points.

*3pts*

A shot taken from anywhere outside of the arc (even from the other end of the court) is worth 3 points if it goes in. The referee will initially signal a 3 point shot by raising 3 fingers on one hand. If the shot goes in, they raise 3 fingers on both hands.

If the shooter jumps from outside the arc and releases the shot before landing inside the arc, the shot is worth 3 points if it goes in.



Unusual situations

Occasionally, a shot may be accidentally made by a player in their own basket (i.e. an “own goal” where they have scored for the opponent). This most commonly happens (although it is not common at all) if a pass is deflected or when players are contesting for a rebound and one taps the ball.

In this situation the score counts (i.e the opponent will get 2 or 3 points). The score is given to the captain of the team.

Even more rarely, a player making a throw-in from outside of the court may throw the ball and it goes into the basket without having been touched by another player. This score does not count and the referees will award a throw-in to the opposition.

To score, a shot must pass through the basket from top to bottom. Occasionally a ball may be knocked up through the basket from below. This does not count and the referees will award a throw-in to the opposition.

Sometimes, a player may go toward the wrong basket and shoot at their own basket. If this goes in, it is a violation and the Referees will award a throw-in to the opposition. This can happen in any game, but is more likely in junior games (e.g. Under 10s). In some competitions, the Referees may simply stop the play and correct the player to go towards the correct basket. They may even count the points.

Personal and Team Fouls

A personal foul occurs when a player makes illegal contact with another player. The referee will blow their whistle to stop play and call the foul. They will then signal to the Scoretable:

- Which team the foul is on (by saying the colour of that team's singlet)
- The number of the player that the foul is on
- The type of foul (e.g. holding, pushing, illegal use of hands)
- The penalty (i.e. a throw-in or free throws)

There are many types of personal fouls that may be called however it is irrelevant for scoring purposes as all are simply recorded as a personal foul. Some fouls are “offensive”, which means that it was caused by a player on the team that had the ball. Again, for scoring purposes this is irrelevant because it is not recorded whether a foul was “offensive” or “defensive”.

If a player receives 5 fouls in one game they can no longer participate in the game and the Scorer must tell the Referee who will take the player out of the game. Even if

the team does not have any substitutes, the player must still go off and the team plays with 4 players.

It is courtesy to inform the coach of a team once one of their players receives their fourth foul (although most coaches do keep track of that). Some scoreboards can display the number of fouls on each player (although rarely in a local competition). Often, there will be “foul bats” (which are like table tennis bats with numbers 1 – 5 on them) and these can be used to display the number of fouls on a player after each foul is called.

As well as recording the personal foul against the player the scorer must also record it as a Team Foul. Once a team has committed four Team Fouls in one quarter they are in the bonus situation and the Scorer must inform the Referee.

Once in the bonus, free throws are awarded for subsequent fouls in the quarter by that team. The scoreboard is changed to show the team's 5th foul but does not show any more than that in a quarter. The Scorer must also display on the scoretable that the team is in bonus. Two common ways that this is done is by turning on a light at the end of the scoretable (next to the team) or by putting a red cone on the scoretable at the end closest to the team's bench.

When a game is played in halves, a team is in the “bonus” situation once they have 7 Team Fouls in the half. The team foul count resets at the start of each half or quarter, however does not reset at the start of overtime.

Once a team is in bonus, the scorer may need to remind the referee to award free throws on subsequent fouls. Hopefully though, the light or cone that is used to signify this will be enough. If the Referee does not realise, sound the horn to get their attention.

Technical and Unsportsmanlike Fouls

A Technical Foul may be called against either a player or a coach and the penalty is one free throw for the opposing team who can choose which of the five players on court will take the shot.

A Technical Foul against a coach may be for their own behaviour or the behaviour of someone else on their bench. If they receive two Technical Fouls for their own behaviour they are disqualified from the game. If they receive three Technical Fouls in total (whether for their own behaviour or behaviour on their bench) they are

disqualified from the game. The Scorer must inform the Referee of when a coach receives a second or third technical foul (although often the referee will know).

An Unsportsmanlike Foul may be called against a player and the penalty is two free throws for the player that was fouled. There are a number of situations in which the Referee may call an Unsportsmanlike Foul, however the particular situations are irrelevant to scoring as only the Unsportsmanlike Foul is recorded.

A personal foul is recorded with a "P", a Technical Foul is recorded with a "T" and an Unsportsmanlike Foul is recorded with a "U". The technical and unsportsmanlike fouls also count towards the 5 fouls that a player can receive and to the team fouls.

Additionally, if a player receives two Technical and/or Unsportsmanlike fouls they are automatically disqualified from the game (even if they have less than 5 fouls in total). Again, the Scorer needs to inform the Referee (although they will probably already realise it).

Finally, a player may receive a disqualifying foul and must immediately leave the game. The penalty is two free throws for the opposing team who can choose which of the five players on the court who will take the shots.

When a player "fouls out" with 5 personal fouls, they can remain on the team bench and support their team. However, if they receive two Technical and/or Unsportsmanlike fouls or they receive a disqualifying foul they must leave the court area altogether.

The referee signals for technical, unsportsmanlike and disqualifying fouls are shown below.



“Possession Arrow” (Alternating Possession Rule)

Alternating possession is a method used to determine which team will get the ball. A possession arrow sits on the scoretable and is used to show which team will get the ball under the alternating possession rule.



While a jump ball is used to start the game, which team shall start with the ball in the 2nd, 3rd and 4th quarters, is determined by the alternating possession rule. The alternating possession rule also determines which team will get the ball when two players have hold of the ball at the same time (a “held ball” situation).

How does alternating possession work?

The team that does not get possession after the jump ball to start the game has the advantage of the “possession arrow”.

For example:

- Team A wins the jump ball and has the first possession. Start the game clock first and then move the arrow to indicate Team B gets the next “alternating possession”.
- Team B has first possession to start the 2nd quarter. The arrow is changed after the ball is in play.
- During the 2nd quarter there is a held ball situation, Team A is awarded possession. After the throw-in, the arrow is changed.
- Team B has the first possession to start the 3rd quarter. The arrow is changed after that ball is in play.
- During the 3rd quarter there is a held ball situation, Team A is awarded possession and the arrow is changed after the throw-in.
- Later in the 3rd quarter there is another held ball situation, Team B is awarded possession and the arrow is changed after the throw-in.
- Team A has the first possession to start the 4th quarter and the arrow is changed once the ball is in play.

Procedures:

- The team entitled to have the ball under the “alternating possession rule” is indicated by the possession arrow pointing in the direction that team is trying to score.
- The arrow does not necessarily point to the team bench it points toward the basket the team is attacking.
- The arrow is changed to point in the other direction once the alternating possession throw-in ends.
- At half time, the teams swap ends. Accordingly, during the half-time break the arrow is changed to point in the opposition direction. This is not changing who will start with the ball in the 3rd quarter, it just reflects that the team is now trying to score at the other end.

Substitutions

How many?

Each team has five players on the court at one time and may have up to five substitutes (in some competitions 7 substitutes are allowed). There is no limit to the number of substitutions a team may have during the game. A team may also substitute all five players at one time if they wish. However, if a player has 5 fouls or has been otherwise disqualified they cannot come back into the game.

When?

Substitutions can only be done during a break in play and the Referee must call the substitute onto the court. Accordingly, the player wanting to go onto the court asks the scorebench for a substitution.

At the next opportunity, the scorebench sound the horn (to get the Referees' attention) and indicate that a substitution has been requested. A substitution opportunity occurs when:

- The whistle has been blown by a Referee (either team may substitute)
- A basket is scored in the last 2 minutes of a fully timed game (the team that did not score may substitute)
- After a player scores on the last free throw (either team may substitute). So, if a player has two free throws and makes the first, this is not a substitution opportunity. It is only if they make the second free throw that a substitution can occur.

When a Referee is signalling something to the bench (e.g. a foul), the Scorer should wait until the Referee finishes signalling and then the Scorer indicates that a substitution has been requested.

Time-Outs

How many?

A time-out is an opportunity for a coach to speak with their team and lasts for one minute. A coach may call two time-outs in the first half of a game. These could be both in the first quarter, both in the second quarter or one in each quarter.

A coach may call three time-outs in the second half of the game, although can only call two time-outs in the last two minutes of the game (a rule that most coaches do not know!)

A coach does not have to use any or all of their time-outs and time-outs do not accumulate from one half to the next. So, for example, if a coach only uses one time-out in the first half, they cannot use four in the second half!

However, time-outs may be used in any quarter. For example, in the first half, a coach could call two time-outs in the 1st quarter or two time-outs in the 2nd quarter or one time-out in each quarter.

A coach can call a time-out after immediately after a time-out that was called by their opponents.

When?

A time-out must be requested by the coach or assistant coach of a team. A time-out can be granted when:

- On any whistle (either team can have time-out)
- When a basket is scored (the team that did not score can call time-out)
- After a successful last free throw.

Shot Clock

In some competitions teams have a limited amount of time to attempt a shot and this is shown on the "shot clock" which is separate to the game clock. A team initially has 24 seconds to attempt a shot and if they take an offensive rebound they have 14 seconds to attempt another shot.

A shot is defined as occurring when the ball hits the ring (or goes in!). If a player attempts a shot but it does not hit the ring (an "air ball"), the shot clock keeps

counting down. If a shot is not taken within time, a siren sounds automatically and the referees will award a throw-in.

When a foul is called and a team will be awarded a throw-in, the shot clock is reset as follows:

- If the foul occurred in the team's backcourt – 24 second reset
- If the foul occurred in the team's frontcourt:
 - If the shot clock was between 14 and 24, it stays on that number
 - If the shot clock was less than 14, it is reset to 14

If a defensive player is called for a foot violation (i.e. they kicked the ball) the team with the ball will get a throw-in and the shot clock is reset according to the same rules as for a foul.

The functions of the shot clock equipment are:

- Start: counting down
- Stop: at whatever number the count was at
- Reset: usually there are two buttons, one to reset to 24 and one to reset to 14


If the shot clock operator hits reset but has not hit stop then the clock will reset (to 24/14) and immediately start to count down. Get into the habit of stopping the shot clock first. If an error occurs, the Referees may ask the scorebench to reset the shot clock or run it down to a particular time.

U14 Variation to Shot Clock

In the U14 Australian Junior Club Championships a shot clock is used, however with one important variation. The shot clock does not run until a team has the ball in their front court (i.e. the end where they are trying to score).

COMPLETING THE SCORESHEET

Below is a blank scoresheet:

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Scorer: _____ Assistant scorer: _____ Timer: _____ Shot clock operator: _____				Crew Chief: _____ Umpire 1: _____ Umpire 2: _____ Captain's signature in case of protest: _____																																																																																																																																																																																																																																																																																																																																																																																																																																

Player and Team Fouls

Fouls (whether called on a player or coach) are recorded as follows:

Time-outs		Team fouls	
7	Quarter ①	⊗	⊗
9 10	Quarter ③	⊗	⊗
	Overtimes		

Licence no.	Players	No.	Player in	Fouls
				1 2 3 4 5
001	MAYER, F.	5	⊗	P ₂
002	JONES, M.	8	⊗	P P P ₂
003	SMITH, E.	9	⊗	P ₂ U ₂ P P ₁
004	FRANK, Y.	12	×	T ₁ U ₂ GD
010	NANCE, L.	18	⊗	P P U ₁
012	KING, H. (CAP)	22	⊗	P ₁ P
014	WONG, P.	24		
015	RUSH, S.	25	×	P ₃ P ₂
021	MARTINEZ, M.	33	×	T ₁ P P ₂ T ₁ GD
022	SANCHES, N.	42	×	P ₂ P ₂ U ₂ P U ₂ GD
024	MANOS, K.	55	×	P ₂ D ₂
Coach	788 LOOR, A.			C, B ₁
Assistant Coach	555 MONTA, B.			

- P – Personal foul (no free throws)
- P₁ – Personal foul – 1 free throw
- P₂ – Personal foul – 2 free throws
- P₃ – Personal foul – 3 free throws
- T₁ – Technical foul on a player
- U₂ – Unsportsmanlike foul
- D₂ – Disqualifying foul

- B – Technical foul on the coach for behaviour on the bench
- C – Technical foul on the coach for their own behaviour

Team fouls are marked as an “X” in the relevant box. Technical fouls against a coach are not recorded as team fouls.

You will also see in the scoresheet above the notation “GD”. This is added when a player has been disqualified from the game because of receiving two technical and/or unsportsmanlike fouls.

Time-Outs

Time-outs are recorded in the boxes below the team’s name by placing the number to show which minute of the quarter the time occurred:

1 half	5	=
2 half	8	9 =
OT	=	=

In this example, a red pen has been used in the 1st and 3rd quarters and a black pen in the 2nd and 4th. This team used three time-outs:

- In the 5th minute of the 1st quarter (game clock would have shown 5:xx)
- In the 8th minutes of the 3rd quarter (game clock would have shown 2:xx)
- In the 9th minute of the 4th quarter (game clock would have shown 1:xx)

A “=” is placed in the box to shown any unused time-outs.

The Running Score

	A	B	
	1	●	6
	2	●	6
6	3	3	
	4	4	
11	5	5	5
11	●	●	5
	7	7	
10	8	8	
	9	9	10
	10	10	
10	11	11	
	12	12	7
4	13	13	7
5	14	14	
5	●	15	6
	16	16	
5	17	17	
	18	18	6
6	19	19	
	20	20	9
	21	21	
11	22	22	0

Here is an example of the “running score” part of the scoresheet, showing both the team’s score during the game and also what individual players have scored.

From the running score you can quickly see the team’s score but would need to read through it to calculate how many points any individual player has scored.

The column next to the running score is to enter the number of the player that scored.

The use of different coloured pens again makes it easy to see the change in quarters. The score at the end of the first quarter was:

Team A: 15, Team B: 18

A line is also ruled under the score at the end of each quarter.

Scores are noted by:

- 1pt shot – dot in the score column, player number next to it
- 2pt shot – “/” on new team score, player number next to it
- 3pt shot – “/” on new team score, player number circled

Missed shots are not recorded in any way.

End of Game

7	70	70	6
7	71	71	
7	72	72	6
	73	73	
9	74	74	
	75	75	
11	76	76	
	77	77	
	78	78	
	79	79	
	80	80	

At the end of the game a double line is ruled under the final scores on the running score. Here Team A won the game 76 v 72.

A diagonal line is also drawn down the remainder of the column.

To complete the scoresheet, the summary at the bottom needs to be completed by the scorer and all officials sign the scoresheet. Once the referees have signed the scoresheet the game is officially over.

Scorer	<u>MAIER, N.</u> <i>SS</i>	Scores	Quarter ①	A	<u>15</u>	B	<u>18</u>
Assistant scorer	<u>SABAY, O.</u> <i>OS</i>		Quarter ②	A	<u>19</u>	B	<u>10</u>
Timer	<u>LEBLANC, R.</u> <i>ST</i>		Quarter ③	A	<u>26</u>	B	<u>19</u>
Shot clock operator	<u>AUSTIN, K.</u> <i>KA</i>		Quarter ④	A	<u>16</u>	B	<u>25</u>
			Overtimes	A	<u>/</u>	B	<u>/</u>
Crew chief	<u>M. Walter</u>	Final Score	Team A	<u>76</u>	Team B	<u>72</u>	
Umpire 1	<u>G. Chang</u>	Name of winning team	<u>HOOPERS</u>				
Umpire 2	<u>K. Bartok</u>	Game ended at (hh:mm)	<u>21:50</u>				
Captain's signature in case of protest	_____						

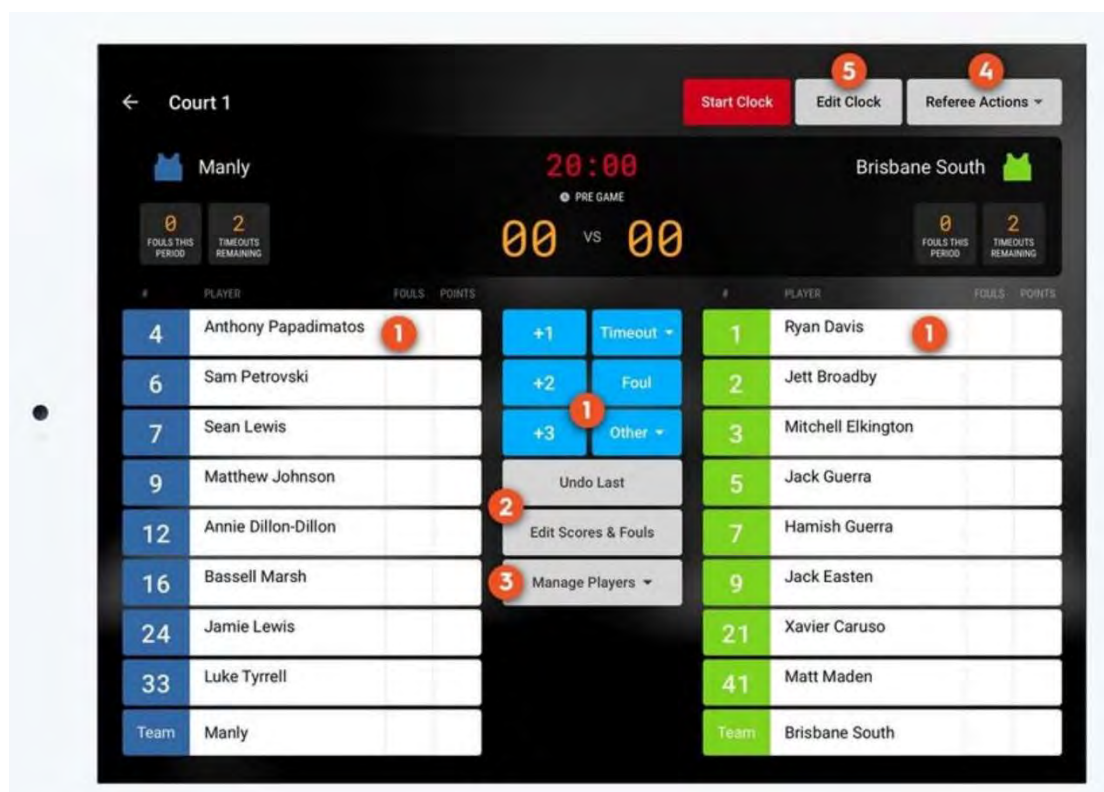
COURTSIDE SCORING (“Digital Scoresheet”)

“Courtside Scoring” is a digital scoring system that means that a paper scoresheet is no longer needed. It is free to all associations in Australia and links directly to the competition management system which simplifies the process of entering results.

Courtside Scoring operates on tablets (either Android or IOS) and there are a range of tutorials available through YouTube:

- Introduction to Courtside: <https://www.youtube.com/watch?v=Ss0y59Djk5Q>
- Set-up: <https://www.youtube.com/watch?v=6mg5sAAqHll>
- Adding Players/Coaches: <https://www.youtube.com/watch?v=6fIFJe3GnAg>
- Scores, Subs & Timeouts: <https://www.youtube.com/watch?v=aDwTM9zn6CQ>
- Correcting mistakes: <https://www.youtube.com/watch?v=NjrdHVghyS0>

The easy to use interface is shown below, with some basic functions:



1. Adding Points and Fouls

- To add scores/fouls, hit the player's name and then +1, +2, +3 or foul
- Allocate technical, unsportsmanlike or disqualifying fouls by hitting the player's name and then 'Other' and select the foul in the dropdown menu

2. Correcting Mistakes

- If an error is discovered immediately hit 'Undo Last' to cancel the last action
- For earlier errors, select 'Edit Scores/Fouls'

3. Add/Remove Players		4. Referee Actions	
<ul style="list-style-type: none">• If a player or coach arrives after the game has started and are not on the match list they can be added through hitting 'Manage Players'.		<ul style="list-style-type: none">• The 'Referee Actions' button at the top of the screen allows a referee to:<ul style="list-style-type: none">○ Confirm the game (like signing a paper scoresheet)○ Report an Injury○ Report an Incident○ Report a Forfeit	
5. Adjusting the Time			
<ul style="list-style-type: none">• The time is not generally used as the game clock, unless the tablet is connected to a larger screen• However, the time can be easily adjusted by stopping the clock and then hitting 'Edit Clock'			

OPERATING THE SHOT CLOCK

Below is a summary for operating the shot clock. It is good to get into the habit of "Stopping" (but not resetting) whenever a referee blows their whistle. Then the appropriate action can be taken depending upon what happens next:

Referee Blows Whistle – followed by a throw-in to team that had the ball

If throw-in is in their back court:

- Following a foul: reset to 24
- Following foot violation: reset to 24
- Following a deflection: no reset

If throw-in is in their front court:

- Following a foul:
 - Shot clock on 14+: no reset
 - Shot clock <14: reset to 14
- Following a foot violation:
 - Shot clock on 14+: no reset
 - Shot clock <14: reset to 14
- Following a deflection: no reset

Referee Blows Whistle – followed by a throw-in to team that did not have the ball

If throw-in is in their back court:

- Reset to 24

If throw-in is in their front court:

- Reset to 14

Referee Blows Whistle – followed by Free Throws

Show 24 seconds on clock while the free throw(s) are taken:

If last free throw is missed:

- If offensive team get possession: reset to 14 and start clock
- If defensive team get possession: start clock

If last free throw is made:

- Start shot clock once the team that did not score thrown the ball into play and it has been touched by a player on the court

A Shot is Attempted

Ball hits the ring:

- Stop shot clock
- If offensive team get possession: reset to 14 and start clock
- If defensive team get possession: reset to 24 and start clock

Ball does not hit the ring:

- Do NOTHING, shot clock continues to run