

SBA HELP SHEET - SCORING

Timekeepers / scorekeepers Instructions

As a help to parents or friends, who from time to time get asked to either run the clock or keep score, we have prepared a few basic rules to help you understand the procedure. The scorekeeper will be responsible for marking the score sheet and making sure the possession arrow is facing the right direction. (New rule introduction at some time this season) The timekeeper will be responsible for operating the clock and making sure the scoreboard shows the correct score. Please remember that both the timekeeper and the scorekeeper are part of the official's team for the game. Please help each other out. In a fast game it is easy to miss something while writing on the score sheet.

As minor officials for the game, do not yell at the referees. Always be unbiased in your comments. Whilst scoring you are on the same side as the Ref.....so don't abuse your team mate.

Time keepers

The game must start on time.

The clock starts when the ball first touches a player on the court. The referee will signal this by bringing his extended arm down at the exact time the ball goes into play.

All games will be played using running time. Set the clock for 20 minutes. When the referee indicates to do so, start the clock. During this time the clock will ONLY be stopped for injuries on a "Ref Time-out", time-outs if they occur in the last 3 minutes of the half. The last three minutes of the second half, stop the clock for Shooting Fouls or Time-outs only. During the last minute, the clock will be stopped every time the referee blows his whistle. WHEN RESTARTING THE CLOCK MAKE SURE YOU START WHEN BALL IS "IN PLAY" (Ball has to touch a player's hand, or if a shooting foul is positive, clock does not start until the ball has been thrown in from the base line and a player has touched the ball)

Please check with the score keeper OFTEN to confirm that the score you are showing on the score board corresponds with the running score on the score sheet.

Score Keepers

Running score. The most important part of the score sheet. This is the legal record of the game. When a basket is made, ALWAYS MARK THE RUNNING SCORE FIRST and then record the points beside the player's name. The running score is always considered as the official game score. In the case of a dispute only the running score will be considered as the official game score.

(Beside the appropriate player's name) Mark a **✓** for foul shot's, 1st successful shot mark (inside the box) with /, missed shot with a "dot" ., second successful shot with \, for a bonus shot mark as a circle O and if successful add a / to the circle. Beside the appropriate player's name 2 for a successful field goal and a 3 for a successful three point shot.

Referee signals.

The referee will signal whether the basket counts and for how many points.

If the player scores a foul shot, the referee will indicate that it is good by showing his index finger. If the player scores a 2-point field goal, the referee will indicate this by showing two fingers. If the player scores a 3-point basket, the referee will indicate this by extending two arms above his head with three fingers extended on each hand.

Fouls.

Fouls must be marked beside the appropriate player's name and in the half that the foul occurred and also in the team foul total record at the side of the score sheet. When a player acquires five fouls in a game he will be disqualified from playing the rest of that game

Alternating Possession Rule.

The game begins with a jump ball. The team who does not gain possession of the ball at the opening jump ball will be awarded the ball the next time the ball is tied up. Teams then alternate possession on each tied up ball. To indicate possession, point the arrow in the direction of the basket to which the team is shooting. Do not change the direction of the arrow until the ball has been put into play referee has handed the ball to a player on the sideline, and player has passed the ball into play to a team member.

Time-outs.

Each team is allowed 1 timeouts per half during regular time. Record each team's timeouts in the boxes at the bottom of the score sheet.

Signatures.

Finally, at the end of the game, the referees will all sign the score sheet in the appropriate places.

Technical foul

This covers such things as bad language and other unsportsmanlike conduct. A free throw is awarded to the other team.

Disqualifying foul

This is called if a player commits a serious foul, such as striking an opponent. They will be dismissed immediately from the game.

Five-foul rule

If a player commits five fouls, either personal or technical, they must leave the game and can not return. They can be replaced by a substitute.

Team foul

This is called when a team has committed 8 fouls - personal or technical - in any one period. The opposing team is awarded with two free throws for each foul above 8 Team Fouls.

Violation

A violation of the rules covers such things as an illegal dribble or spending more than three seconds in the restricted area.

3-second rule

A player can only be in the opposition's restricted area - or the key - for three seconds.

5-second rule

There is also a time limit when it comes to throw-ins or free throws.

These must be taken within five seconds.

8-second rule

After the attacking team gains possession of the ball in their own half, they have eight seconds to move the ball into the opposition's half. Otherwise they will lose possession.

Time-outs

Play can be stopped for coaches to discuss new tactics and game plans with the players. They can last for a maximum of one minute. Each team can have one time-out in each half.



3-point line

The number of points scored depends on where the player is when they are shooting.

The highest number of points is when a basket is scored from outside the 3-point line. As well as being rewarded with a loud noise from the spectators, there will also be three points added to your team's score.



Inside three-pt line

Any goals not scored from the free throw line or from outside the three-point line will be worth two. This is the most common way of scoring in a game.



Free throw line

A free throw from the free-throw line is worth one point. It is an unchallenged shot at the basket. And this is awarded after a technical foul, or a personal foul on a player in the act of shooting.

Referee's signals

Double Dribble	Travel	Holding	Pushing	Charging	Blocking
Jump ball	Substitution	Time Out	3 Point Shot	Personal Foul	Tech Foul