

24 SECOND SHOT CLOCK OPERATOR

- ♦ The 24 second shot must start when a team gains control of the ball.
- ♦ Stop the 24 second shot clock and reset to 24 seconds when:
 - Unsuccessful shot for a field goal hits the ring ;
 - When a defensive foul is called in a team's back court;
 - 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
 - The 24 second clock is then reset when a player gains control of the ball on the court and the clock is running.
- ♦ Stop and reset to 14 seconds when the same team that previously had control of the ball is awarded a frontcourt throw in as a result of a defensive foul or football violation , and 13 seconds or less are displayed on the 24 second clock.
- ♦ 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 or double foul is called and the team who has possession at the time is awarded the ball back;
 - When a defensive foul or football violation is called in the team's frontcourt and the shot clock shows 14 seconds or more.
- ♦ If the 24 second clock is running and there is a loose ball, the device continues to run until one of the above occurs.
- ♦ 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.

Game Clock

- ♦ **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.

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;
 - 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; or last 2 minutes of 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 is scored;
 - **The scoring team cannot** ask for a time-out after a basket including in the last 2 minutes.

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BASKETBALL
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SCOREBENCH GUIDE 2013

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

It includes basic information for the chair-person, the scorer, the timekeeper, 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 scorebench. The chairperson is responsible for:

- ♦ Communicating with the referees.
- ♦ Communication between the scorebench 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 timeout.
- ♦ Notify the referee if a player has 5 fouls.
- ♦ Ensure that the scoresheet is completed, checked and signed at the end of the game by the referees and scorebench staff.

TIMEKEEPER


- ♦ The timekeeper stops and starts the clock as set out in the competition rules.
- ♦ The timekeeper should time the time-out and sound the siren after 50 seconds
- ♦ The timekeeper should time the replacement of fouled out or disqualified players and advise the referees at 30 seconds.

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 line 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	1	11
	3	3
6	3	14
6	5	14
	6	6
	7	7
10	9	9
9	10	10
	35	35
10	36	11
	37	37
	38	38

ENTERING NAMES, FOULS & TIME-OUTS

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



8.1



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							

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
(goes against Coach) |
| P ₃ —Personal foul
(3 free throws) | P _c —Personal foul
(penalty cancels) |
| U ₂ —Unsportsmanlike foul
(2 free throws) | T ₂ —Technical foul
(2 free throws) |
| F —Fighting
Coming off the team bench to fight | |