

HAWKS WABL Scorebench Training Notes

TIMER (GAME CLOCK) DUTIES – HOME TEAM

Including Possession Arrow

1. Go to bench as soon as it's available (at least 15 minutes prior to game).
2. 10 Minutes prior to game commencement time
 - Press RUN to commence warm-up period
 - Clock will begin counting down
 - At end of warm up period siren will sound and clock will automatically be set to first quarter duration – i.e. either 8 or 10 minutes
3. If you really need someone to sit beside you and assist, ask an experienced person, not someone who is likely to sit and chat.
4. Don't have anyone beside you who may distract you i.e. children, because the role does rely on your full concentration.
5. Get to know your Scorer before the game starts and work together to avoid problems – it is always good to offer to help by calling out the fouls (e.g. foul on 8 green/Wolves) and the made baskets (e.g. 2 points to number 13 blue/Hawks). Call out the score after each basket for the team that scored the basket so that the Scorer knows that you match - do the same for team fouls.
6. In return ask the scorer to remind you if you forget to turn the clock on or off.
7. Agree with the Scorer who will be responsible for the possession arrow.
8. If you do forget to turn the clock on or off at any time do not be tempted to make up for it on the next passage of play as chances are your "correction" will be seen as the "error". If the error is significant, e.g. you leave the clock running during a break in play call the referee over and discuss what action should be taken with them. If you forget to turn the clock on for a passage of play, any score or foul that occurs while it is not on will be cancelled by the Referees.
9. Press **RUN** to start the clock
 - at the beginning of the game when the ball is first tapped in the jump ball and the referee drops their arm.
 - on a throw in when the ball is touched by or touches someone in court – not when it is thrown. If, for example, the ball is thrown the length of the court and no one touches it then the clock is not switched on.
 - After free throw
 - successful shot – after throw in from baseline when the ball is touched by a player

- unsuccessful shot – when ball is touched/rebounded after hitting the ring on an unsuccessful final free throw.

10. Press HALT to stop the clock.

- **every time the referee blows their whistle** and raises their hand, i.e. on fouls, violations and when the ball goes out of court. Note - stop the clock on the whistle not when you think the ball went out of court.
- if the team throwing the ball in after a made basket has asked for a timeout. Press SIREN to indicate to the Referee that a timeout has been requested.
- in the **last two minutes of the fourth quarter** (and the last 2 minutes of each overtime period) the clock stops for everything including after successful shots.

11. Use **ARROWS UP/DOWN** to record points / fouls for LIGHT and DARK teams

12. **SIREN** to gain attention of referees (for subs, timeouts etc.)

13. **T/OUT** to record timeout has been used

14. **SUBS** – do not use. Use SIREN and hand signals to inform referee.

15. **EXT.TIME** – for adjustments and overtime periods (with assistance of referee)

16. A coach will ask for a timeout through the scorebench. At the next stopped clock opportunity, or if their opposition has scored a basket let the referee know that a timeout has been requested – you may need to use the siren to get the referee's attention. When referee signals a timeout

- Press T/OUT for the team awarded the timeout
- Time the timeout – one minute, and sound siren when one minute has elapsed.

17. When a referee blows their whistle and approaches the bench to advise of a foul update the number of team fouls for the appropriate team. Once there are 5 team fouls in a quarter do not record any more on the scoreboard. The number of team fouls will automatically reset on the start of the next quarter.

18. The possession arrow changes direction after each jump ball to indicate which team will get the next possession of the ball. Only turn the arrow after the ball has come into play. At half time make sure you change the direction of the arrow ready for the start of the third quarter and tell the referees that you have done so.

If you are not sure of anything ask the referees!