



Hawks WABL Scorebench Guidelines

Start the clock

- On successful jump ball touched by a player in the first quarter
- Ball thrown in from baseline or sideline and touched by a player on the court
- Ball thrown in to start remaining quarters and touched by a player on the court
- Ball thrown in after successful bucket in last 2 minutes of fourth quarter and touched by a player on the court

Possession arrow

On the first jump ball of the game the arrow is turned after the ball has come into play in the direction of the bucket of the team that did not get control of the ball.

The team entitled to the next possession at the end of a quarter will start the next quarter with the ball at the sideline.

When the referee blows their whistle and signals with both arms outstretched and both thumbs up during the game it is a jump ball and the arrow shows which team should next receive the ball from the sideline. Once the ball has been touched by a player on the court the arrow should immediately be turned to point the other way.

At half time the arrow is turned so the next possession stays with the team entitled to possession at the end of the second quarter. Make sure you let the referees know when you turn the arrow at half time.

Stop the Clock

- When referee blows whistle
- In the last 2 minutes of fourth quarter on made basket. Restart when ball is touched by someone on court after it has been passed in from baseline.

Substitution (Subs)

- Player must request the sub through the scorebench
- Scorebench will stop the clock, sound the siren and signal to the referees that a sub has been requested:
 - On a dead ball following referee whistle (either team may request a sub)
 - In the last 2 minutes of fourth quarter on a successful bucket only the non-scoring team may request subs and when they come in the other team may also come in as a sub.

Player Injury

- If a player is injured and anyone from the team goes on to court the player must be subbed and cannot return until the next play phase has finished.
- If a player is injured and the referee signals for a sub and the coach calls a timeout before a sub goes on court the injured player may return after the timeout.

Time outs

- Must be requested by the coach through the scorebench
- 2 in first half for each team
- 3 in second half for each team
- Scorebench will stop clock, sound the siren and signal to the referees that a timeout has been requested when:
 - dead ball occurs following referee whistle
 - On a successful bucket the non-scoring team may request a timeout. At this time both teams may have subs.
- Last 2 minutes of fourth quarter each team may only have 2 timeouts. If a team hasn't used any timeouts in the second half one timeout is lost in the last 2 minutes leaving 2 available.