Hawks
WABL SCOREBENCH

MARCH 2021

HAWKS

Responsibilities

Home team – Timer/game clock (shown on left on computer display)

Away team – Scorer/computer

Either – possession arrow

Club – Shot Clock for championship only 14's, 16's, 18's, DL

Arrive at bench 15mins before start of game

General

One person per team on scorebench

Introduce yourself to other scorer

Discuss with other scorer who will
- look after possession arrow,
- time the timeouts, and
- Call fouls and made baskets from referees.

Confer with each other during the game

You are there to be impartial so you cannot cheer for your team from scorebench.

If the opposition scorer is doing things differently from what you've been told don't worry.

The Game Clock

START – starts the clock

STOP – stops the clock

SIREN to gain attention of referees (for subs, timeouts etc.). Press it

TIMEOUT to record timeout has been used

SWITCH – **do not use**. Use arrow on scorebench.

SHOTCLOCK RESET, START/STOP – **do not use**. If a shot clock is being used there will be an additional person allocated by the Club on the scorebench with a separate piece of equipment.

Warm Up

10 mins prior to start of game

- Press START to commence warm-up period
  - Clock will begin counting down
  - At end of warm up period siren will sound and you will need to hold the SHIFT/EDIT button and press the STOP button to bring up the time for the first quarter – i.e. either 8 minutes or 10 minutes (under 16 and above)

Press START to start 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.

Press STOP to stop clock

◦ **every time the referee <u>blows their whistle</u>** 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 passing 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 **<u>last two minutes of the fourth quarter</u>** (and the last 2 minutes of each overtime period) where the clock stops for everything including after successful shots.

STOP THE CLOCK — Open palm

STOP THE CLOCK FOR FOUL — One clenched fist

START THE CLOCK — Chop with hand

Scores and Team Fouls

Scoring
- To add score press **[+1], [+2]** or **[+3]** buttons on the {HOME} or {AWAY} side as appropriate
- To subtract a score hold the SHIFT/EDIT button down and press **[+1]** button the appropriate number of times.

Team Fouls
- To add fouls press FOUL button on the {HOME} or {AWAY} side as appropriate
- To take away fouls hold the SHIFT/EDIT button and press the FOUL button on the appropriate side
- Are not reset for any overtime periods. So if they reset to zero on the scoreboard you need to add them back before the overtime period starts.

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Adding scores/points

Points are recorded by selecting the player's name then the appropriate score.

1. When a free throw is made select the player's name, then **+1**
2. When a field goal is made select the player's name, then **+2**
3. When a 3point field goal is made select the player's name, then **+3**

This sequence can also be in reverse

Adding Fouls

Personal fouls are recorded by selecting the player's name then foul. Disqualifying Foul, Technical Foul or Unsportsmanlike Fouls are located under Other.
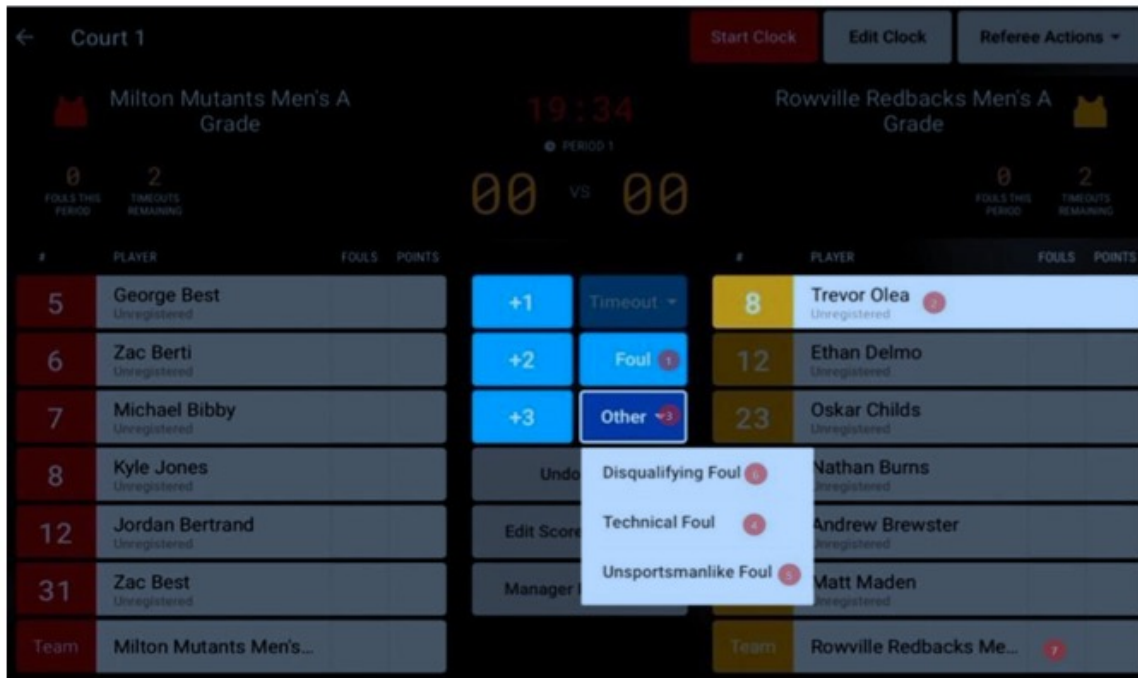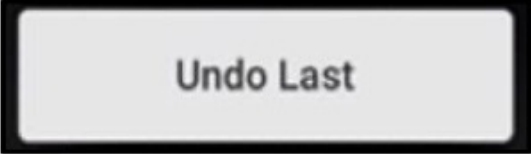

1. To allocate a personal foul Select a player's name (1), then **foul** (2)
2. To allocate a technical foul select a player's name (1), then **other** (3), then **technical foul** (4).
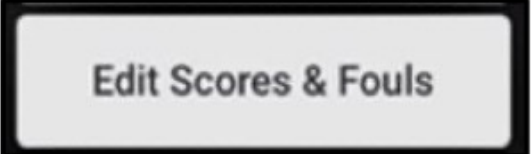
Corrections

1. If you discover an error immediately, select **Undo Last** to have the last action cancelled.

Undo Last

TIP: This only works on the last action and only allows one undo.

2. For earlier errors, select **Edit Scores & Fouls**.

Edit Scores & Fouls

3. Once within the Edit Scores & Fouls screen, select the action to be edited (1).
4. Use the scores and fouls buttons to make adjustment to this record (2). The action can also be deleted or re-assigned to another player (3).

TIP: To see the complete list of actions within the period you may need to scroll down.

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Timeouts

2 in first half

Check the scoreboard before the game to make sure each team only has 2 for the first half – adjust if necessary

3 Timeouts for second half but may only have 2 in the last 2 minutes of fourth quarter.

Next stopped clock opportunity or if their opposition has scored a basket.

Let referee know timeout has been requested – you may need to use the SIREN to get 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.

If you accidentally take the timeout off the wrong team you can put it back on and take it off the correct team

◦ To put it back on hold down the SHIFT/EDIT button and press TIMEOUT

◦ To take it off just press TIMEOUT - just be careful when doing this during quarter/half time breaks as it will stop the clock running

Possession Arrow

After first jump ball of game turn arrow in the direction of the team that did <u>not</u> gain first possession of ball

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 <u>after</u> the ball has come into play.

At half time make sure you change direction of arrow ready for the start of the third quarter and tell referees and scorer that you have done so.

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Breaks between Quarters

At the end of each quarter press and hold the PERIOD button until Team Fouls Resets to 0.

The {Period} time will also change to the next quarter.

Setting the quarter time or half time break
- quarter time - hold the SHIFT/EDIT button, then press MIN button till you get the required time (2 minutes for quarter time)
- half time
  - For under 14s and below hold the SHIFT/EDIT then press the MIN button till you get to 5
  - For under 16s and above will already be 10
- Then press START – when the siren sounds that break is finished don't forget to hold the SHIFT/EDIT button and press the STOP button to bring up the time for the next quarter.

Tips/Hints – Game Clock

If you forget to stop or start clock don't try to make up for it on next play. If necessary, stop clock, ring SIREN and speak to referee who will decide what action to take.

Last 2 minutes of fourth quarter focus on starting and stopping clock. Put up scores and fouls when you can.

Call back scores and team fouls to Scorer so that you make sure that you match. Whatever is in computer takes priority over scoreboard.

Once a team has 5 team fouls in a quarter don't try to put any more on the board (the game clock should be set to stop at 5 team fouls) and let referee know for free throws. Note free throws will only be awarded on a defensive foul.

If you are in last 2 minutes of fourth quarter and a team still has 3 timeouts take one off as soon as you can when play is stopped. Don't do it while clock is running as it will stop the clock.

Watch out for players requesting subs and let Scorer know too.

Once player has ball for free throws subs need to wait until last made free throw or next stopped clock. Can't sub in between free throws.

Watch out for coaches requesting timeouts – particularly in last few minutes of a close game or when the opposition team scores in a close game.

If you accidentally put the timeout on wrong team you can hold down SHIFT/EDIT and press TIMEOUT to restore the timeout. Just let scorer and referees know as you may need a little time to fix it.

Tips/Hints Scorer

Have a pen and paper handy if possible

Can colour code the teams on the tablet

Home on left – away on right

Run clock on tablet when ball first enters court and referee drops their arm. Then just leave it running each quarter.

Don't worry if tablet game clock and scoreboard times are different

Run tablet clock down during breaks if there's any time let on it at the end of a quarter

- Errors - Use UNDO if you spot it straight away but if you have already made another change use Edit Scores/Fouls. If necessary let Timer know you have made a mistake and that you will fix it as soon as you can.

Once you have entered a made bucket call out score to Timer

After foul call out number of team fouls to Timer – up to 5 only

Don't forget to let referees know when team is in team fouls

When player has 5 fouls let referees know

When a player has either 2 unsportsmanlike or 2 technical fouls (or a combination of both) let the referee know.

When a coach has 2 coach fouls or the bench has 3 bench fouls let the referees know. Note coach and bench fouls do not get added to team fouls.