ADVANCED SCORER

Level 01

Responsibilities

HOME TEAM – TIMER/GAME CLOCK (SHOWN ON LEFT ON TABLET DISPLAY)

AWAY TEAM – SCORER / TABLET

EITHER – POSSESSION ARROW

BWA – SHOT CLOCK FOR CHAMPIONSHIP ONLY 14S, 16S, 18S, 21S, CHAMPIONSHIP LEAGUE (DL)

ARRIVE AT BENCH 15MINS BEFORE START OF GAME

General

One person per team on scorebench

Introduce yourself to other scorer

Confirm with other scorer who will

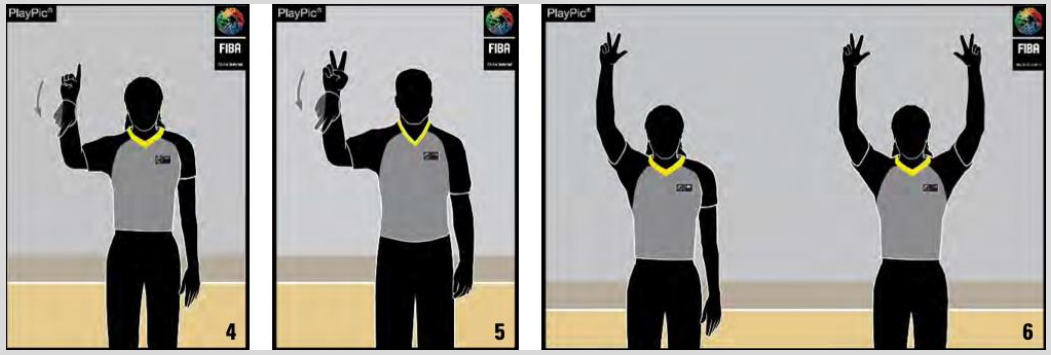
- look after possession arrow,
- time the timeouts, and
- Call fouls and made baskets from referees.

Talk to 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.

SCORER



- The scorer shall be provided with a tablet device and shall keep a record of-
- Teams, by names and numbers
- Score
- Fouls
- Time-outs
- The next alternating possession, by operating the alternating possession arrow.

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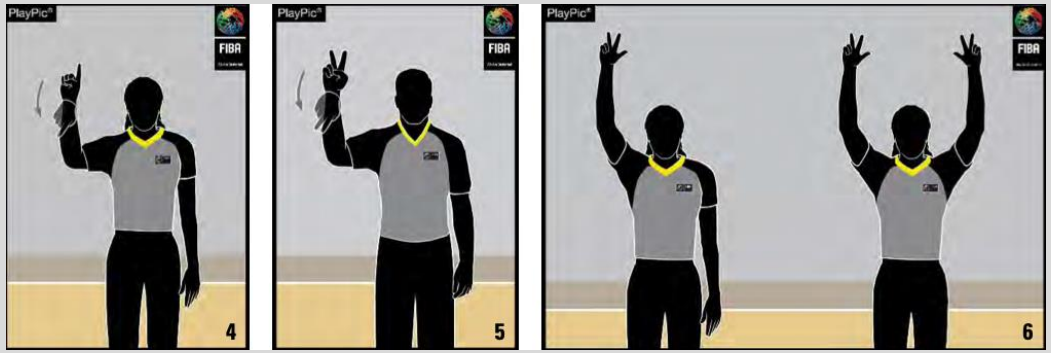
PRE-GAME DUTIES



- At least 10 minutes prior to the commencement of the game the head coaches/team manager of both teams (home coach followed by visiting coach) are asked to check and complete the tablet device
- This is the teams responsibility

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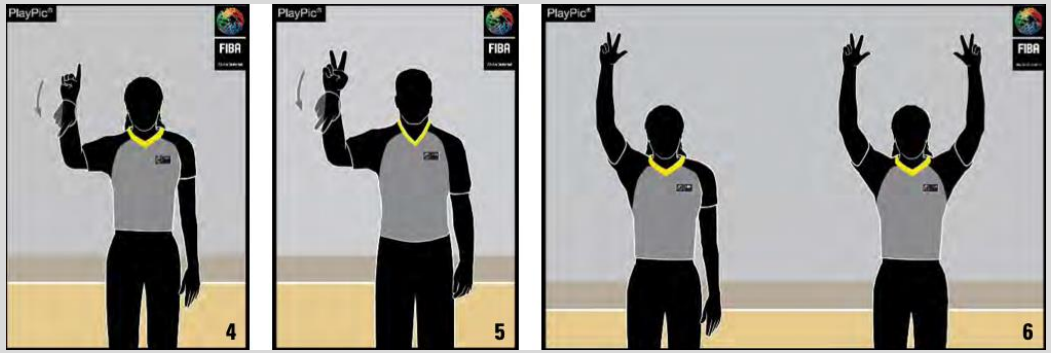
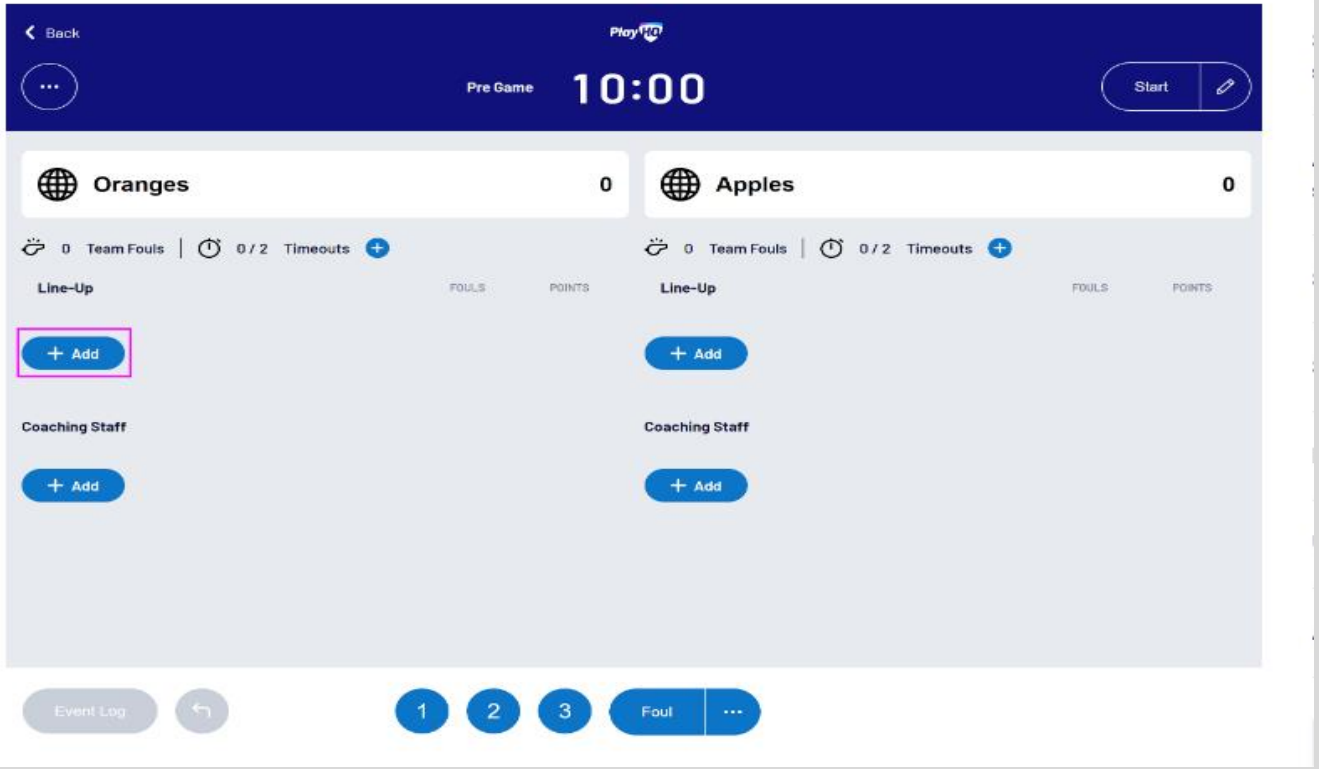
PRE-GAME DUTIES

- Select Match Coaches and Players



Adding players to a team's line-up

To select a team's player line-up, select **Add** in the team's **Line-Up** section:



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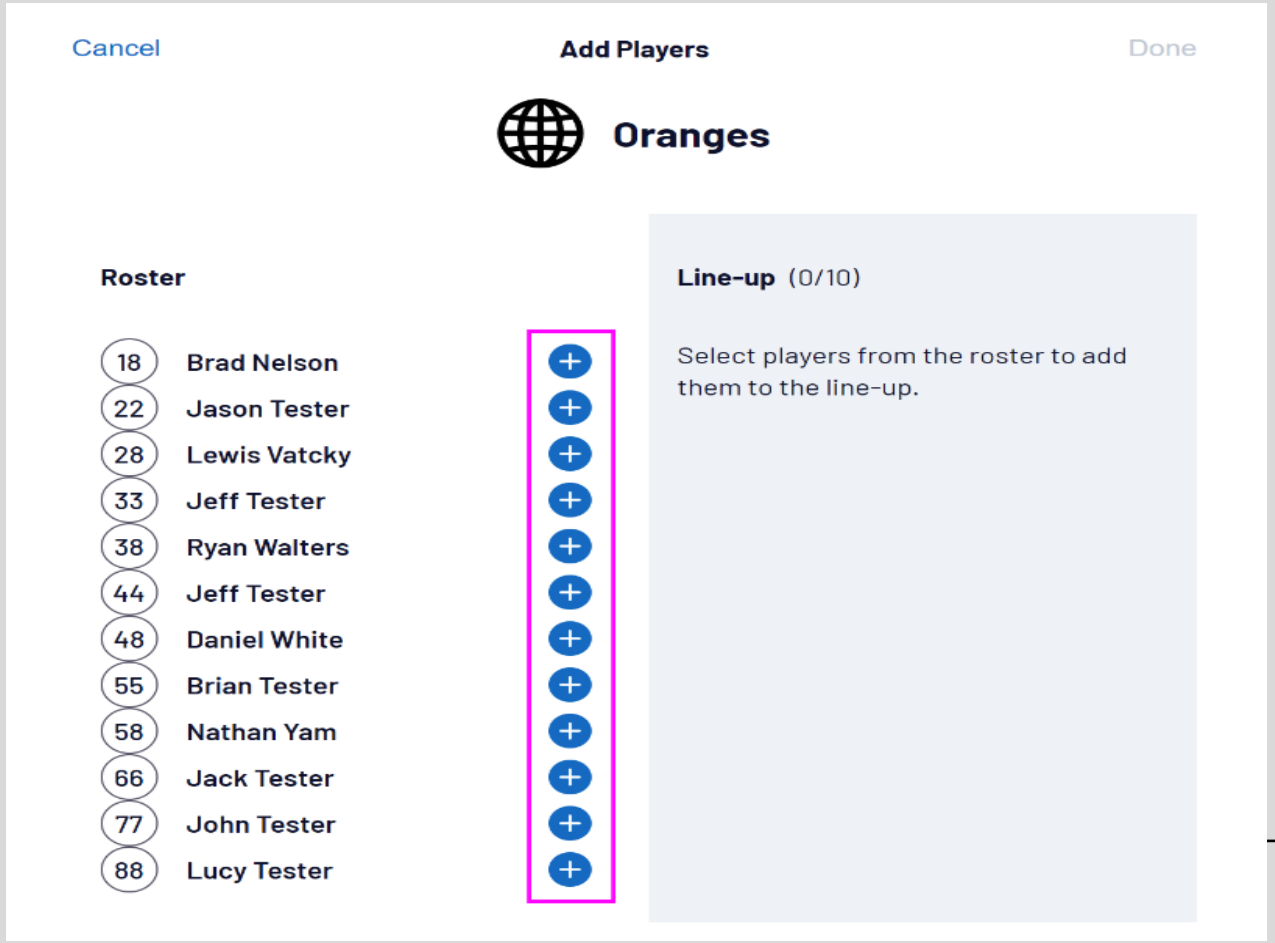

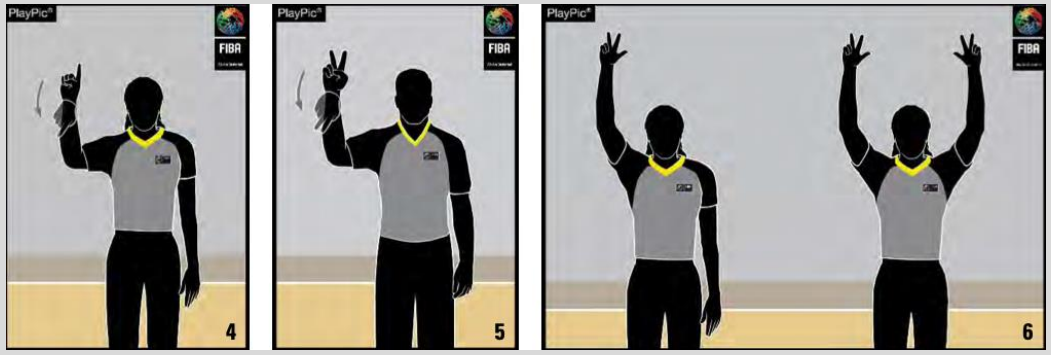

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PRE-GAME DUTIES

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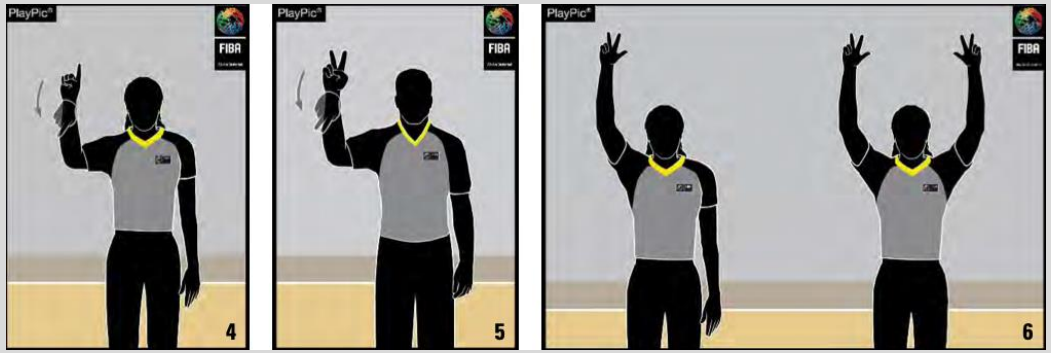

Cancel

Add Players

Done

Oranges

Roster

33	Jeff Tester
44	Jeff Tester
55	Brian Tester
58	Nathan Yam
66	Jack Tester
77	John Tester
88	Lucy Tester

Line-up (5/10)

18	Brad Nelson
22	Jason Tester
28	Lewis Vatcky
38	Ryan Walters
48	Daniel White

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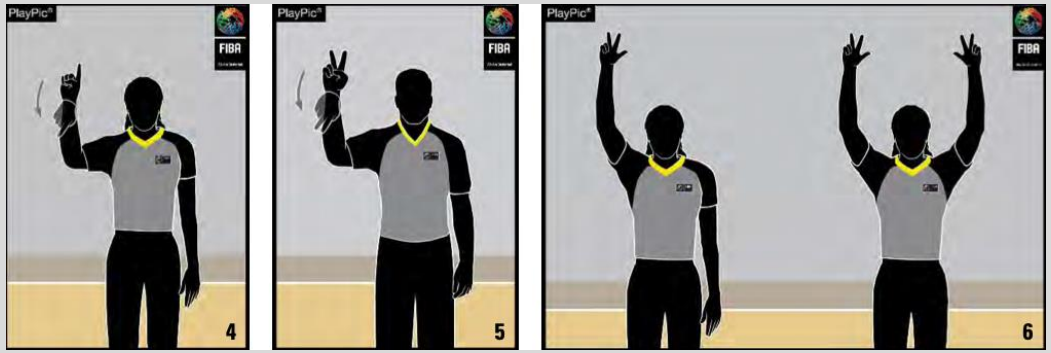
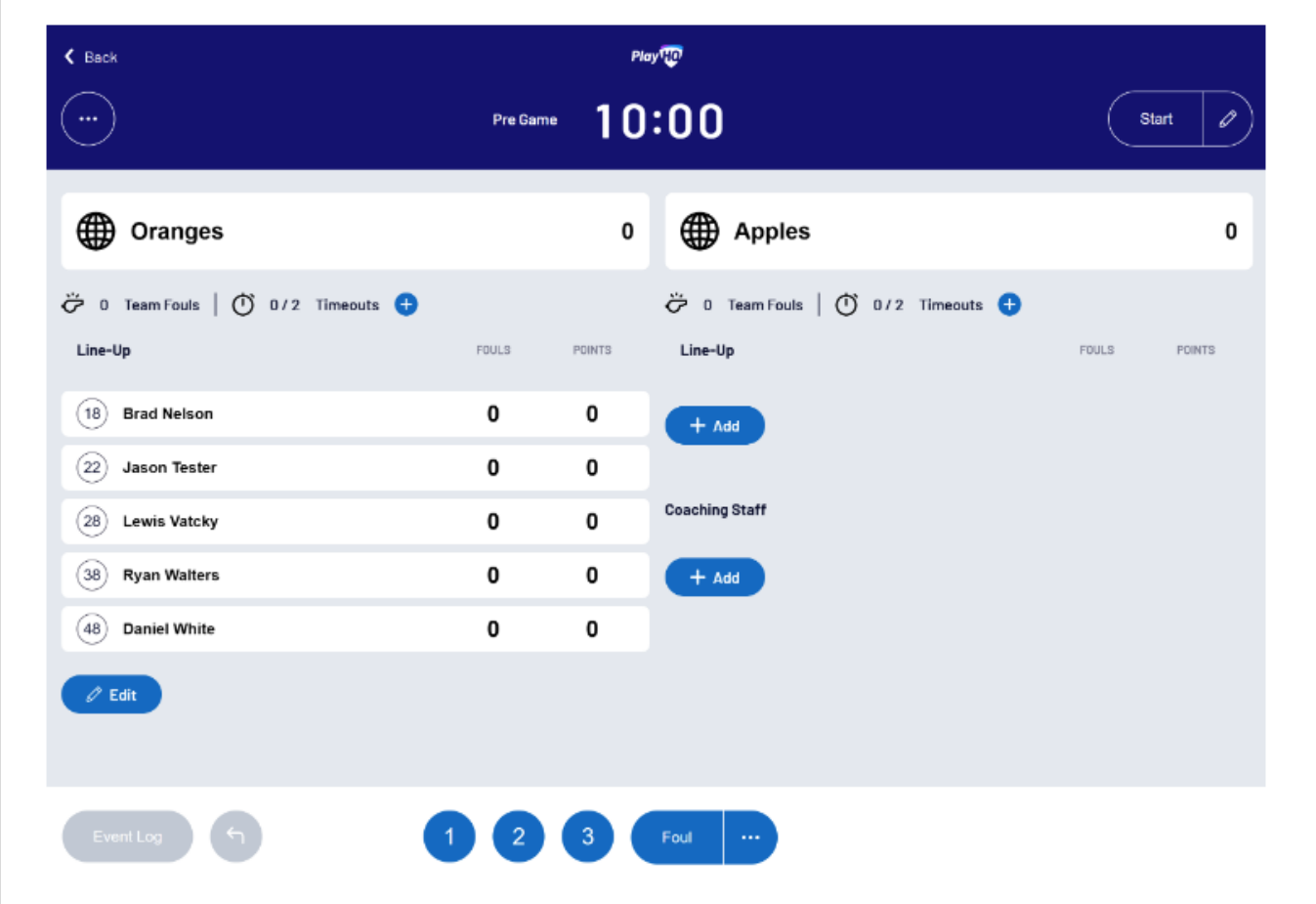
PRE-GAME DUTIES

- Select Match Coaches and Players





WABL
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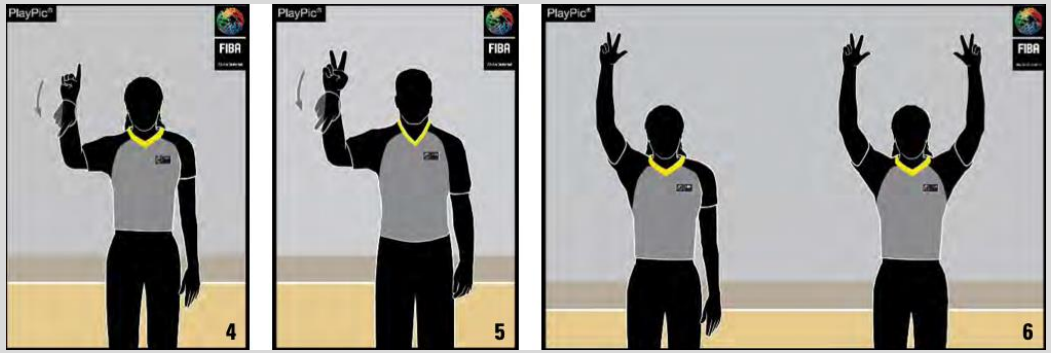

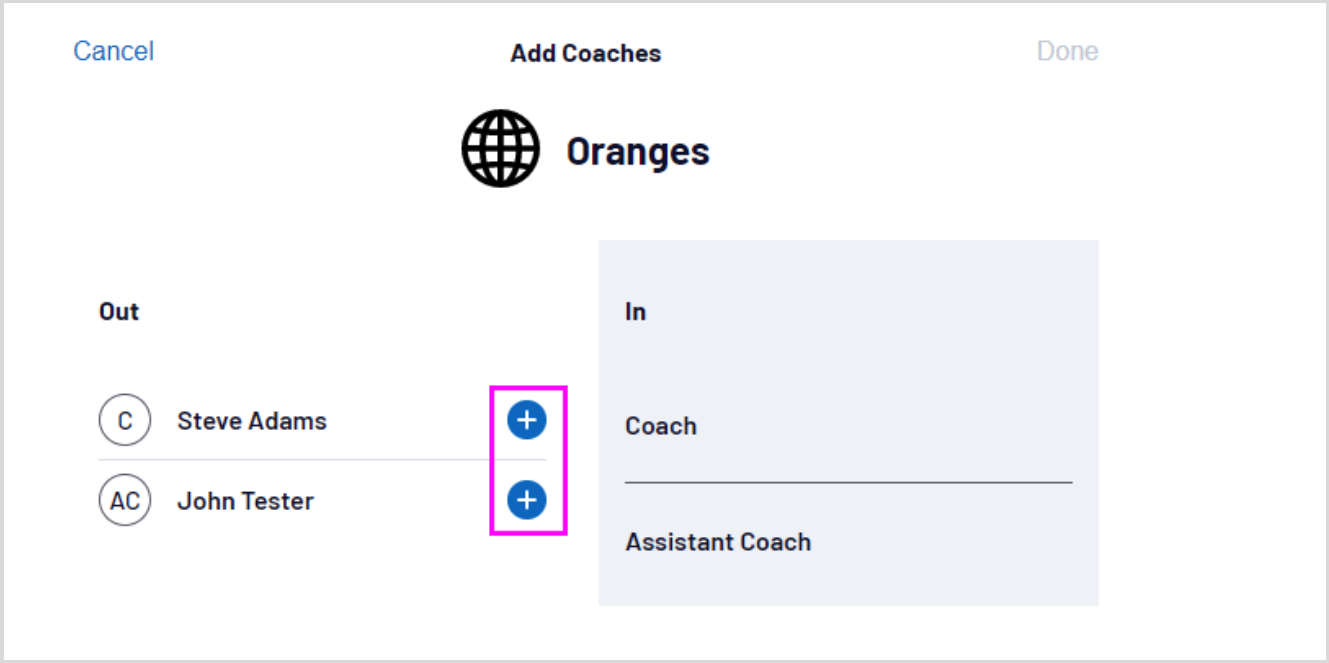

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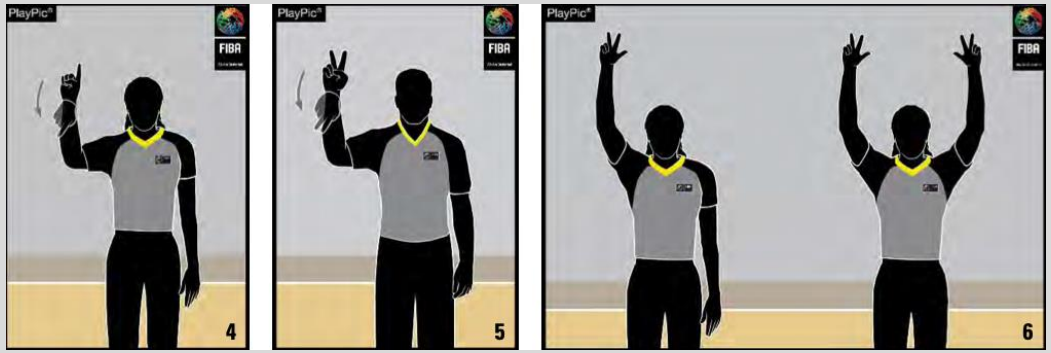

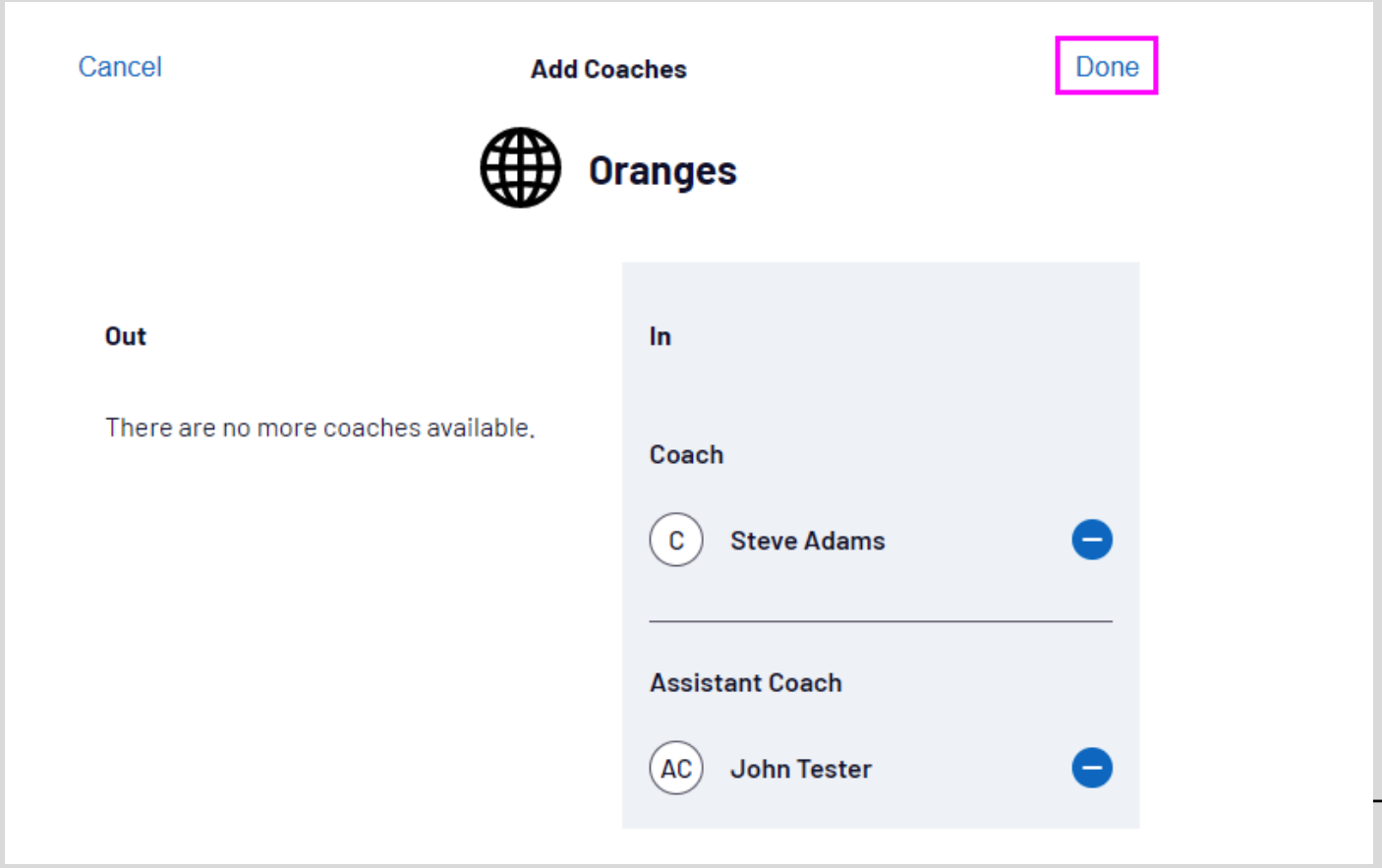

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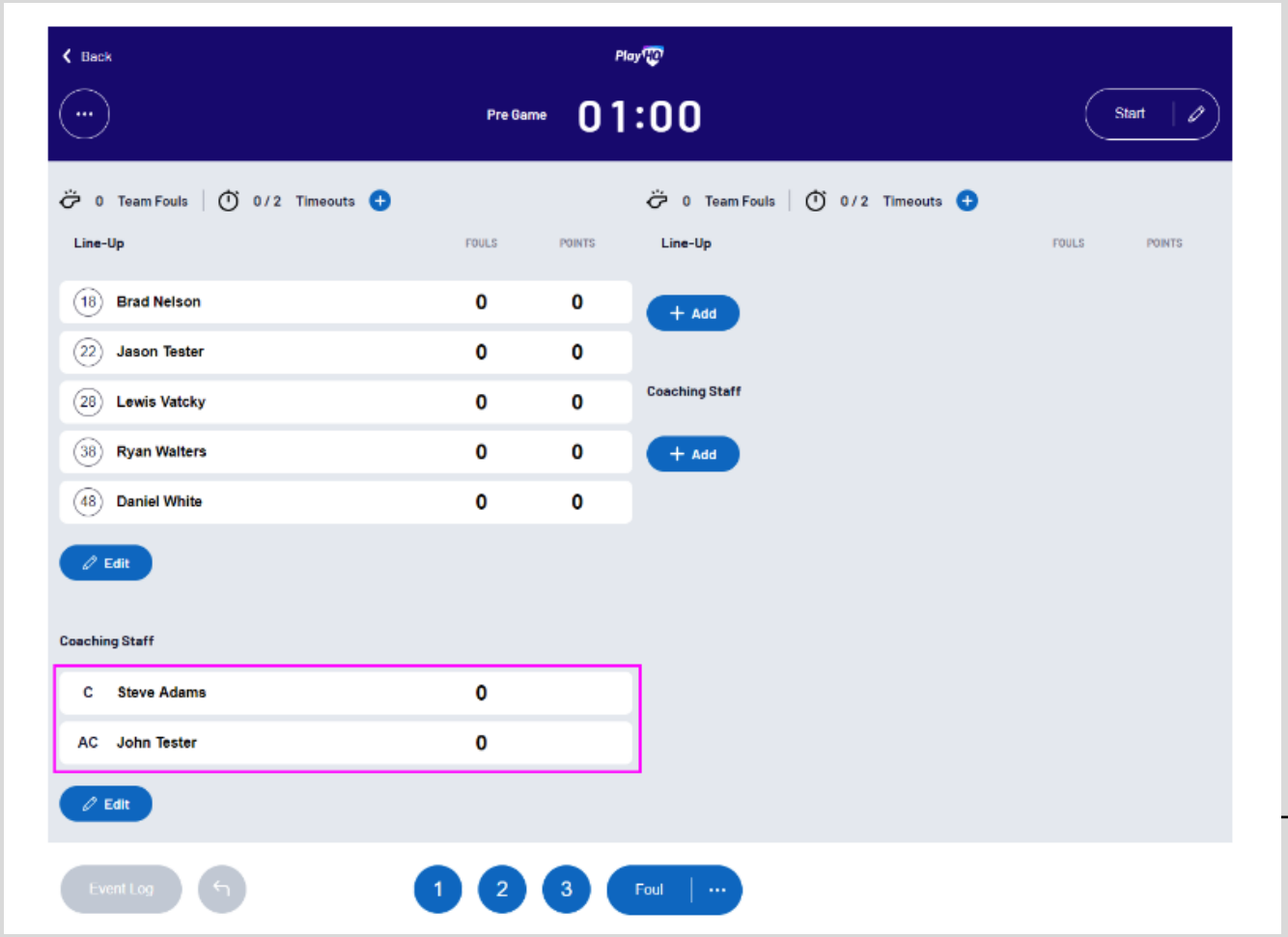

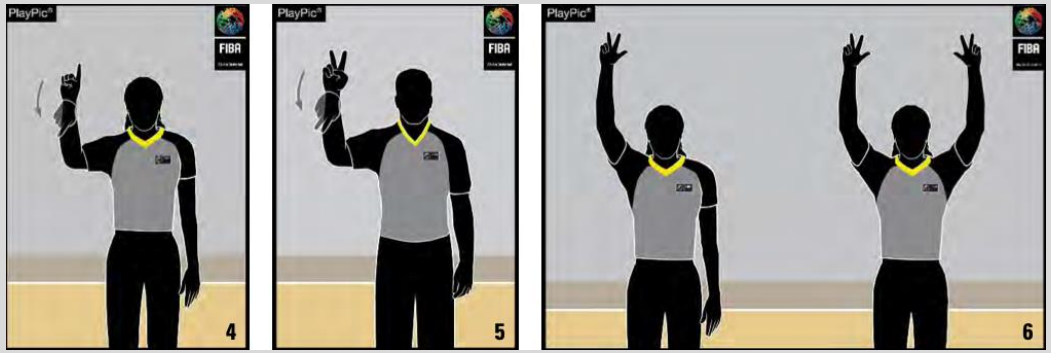

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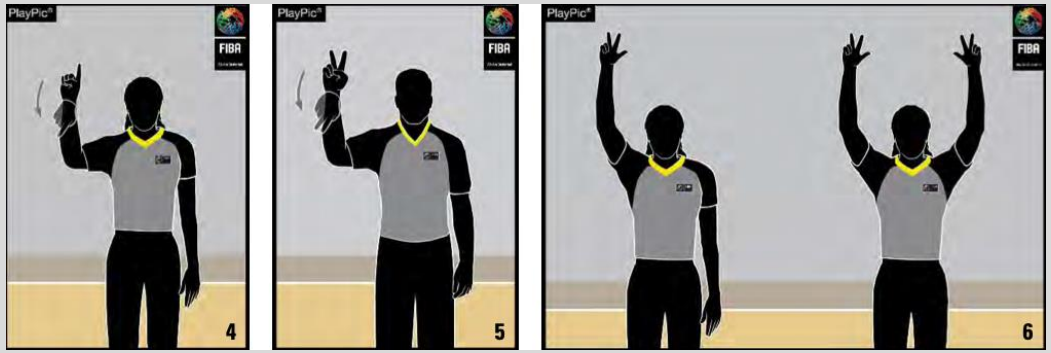
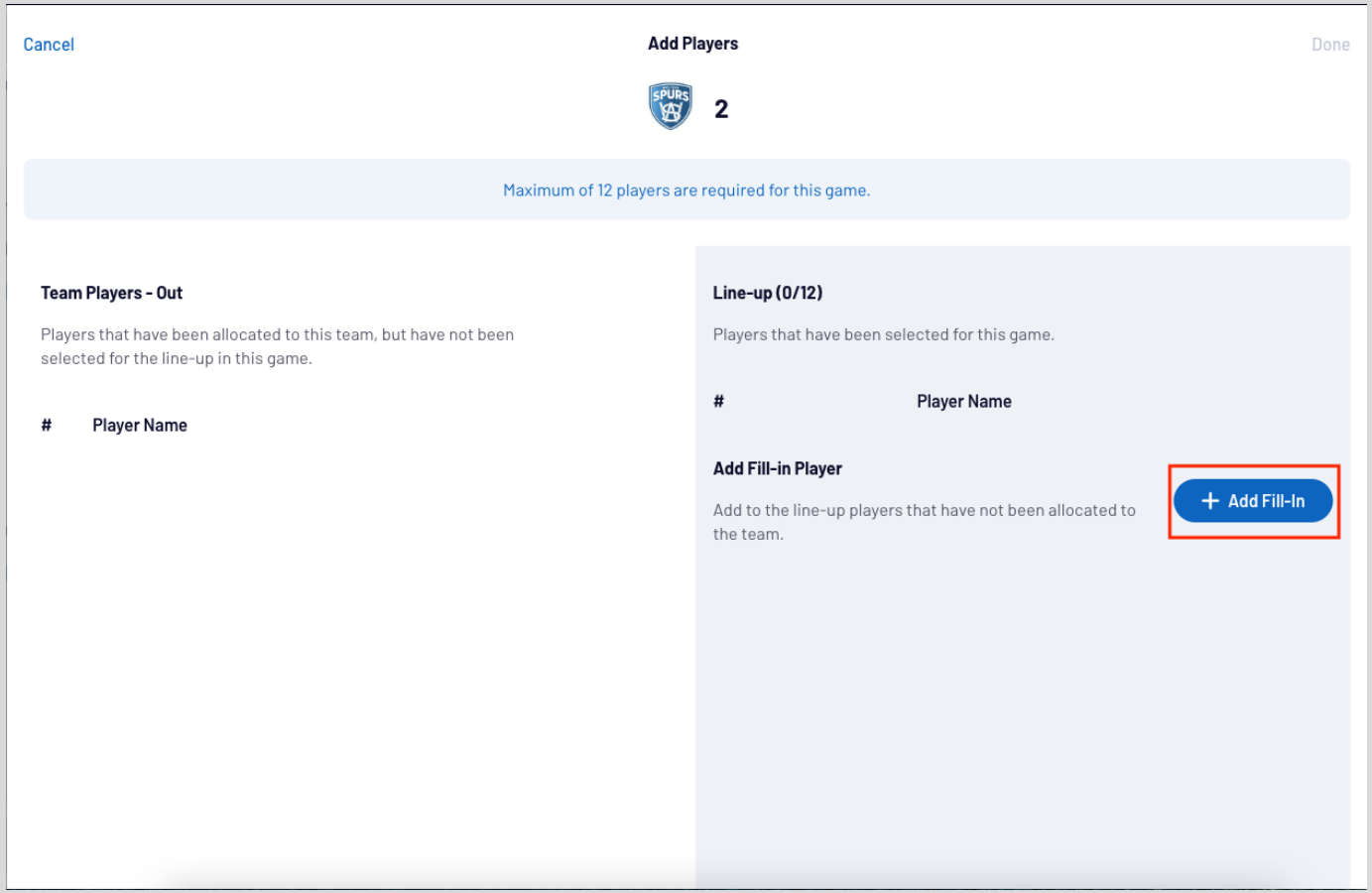
PRE-GAME DUTIES





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PRE-GAME DUTIES

Back

Add Fill-in Player

First Name*

Last Name*

Email*

Date of birth*

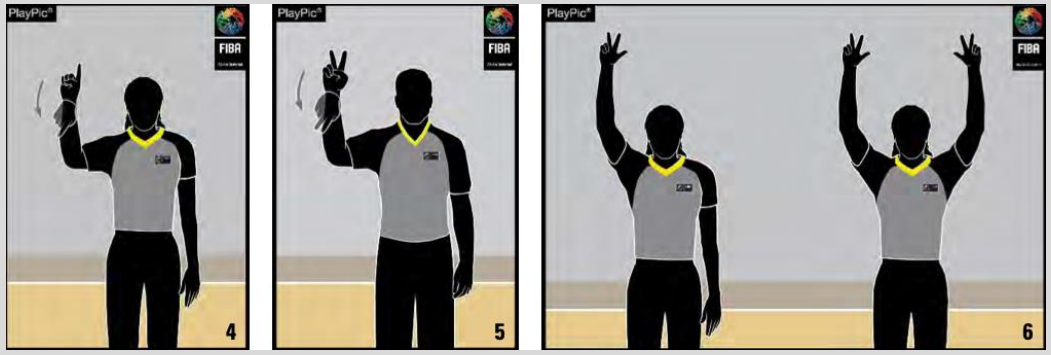
DD MM YYYY

Player Number

As a participant I acknowledge that the information entered is true and correct, and agree to the participation terms and conditions of Basketball WA and Basketball Australia.*

The association may also have participation terms and conditions - please refer to the association website or contact the administrator.

Add Fill-In



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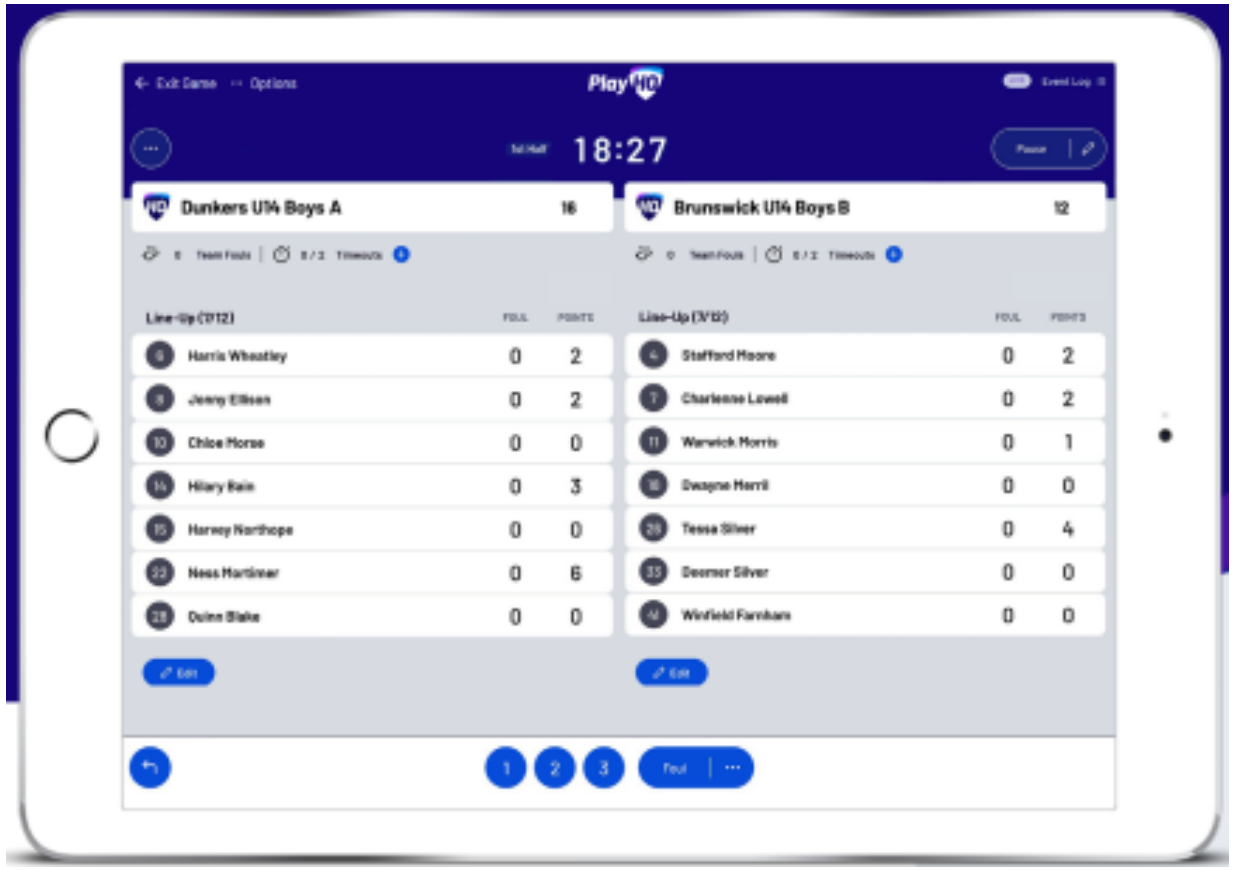
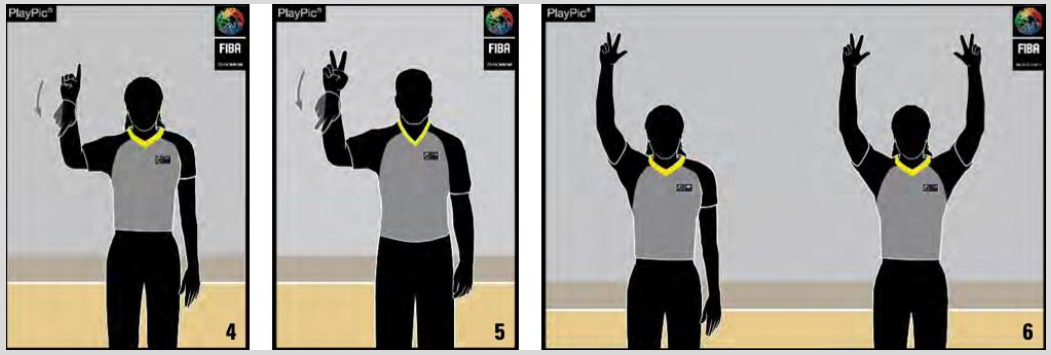
The Tablet



November 2022

START THE GAME

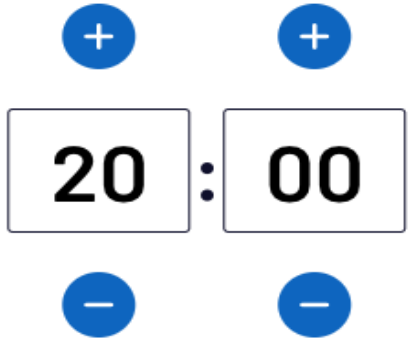


Cancel **Edit Clock** Done

To start the game, click Start

To edit the clock:

1. Select Stop
2. Select Edit Clock –
3. Using the + or – buttons, adjust as required
4. Select Done



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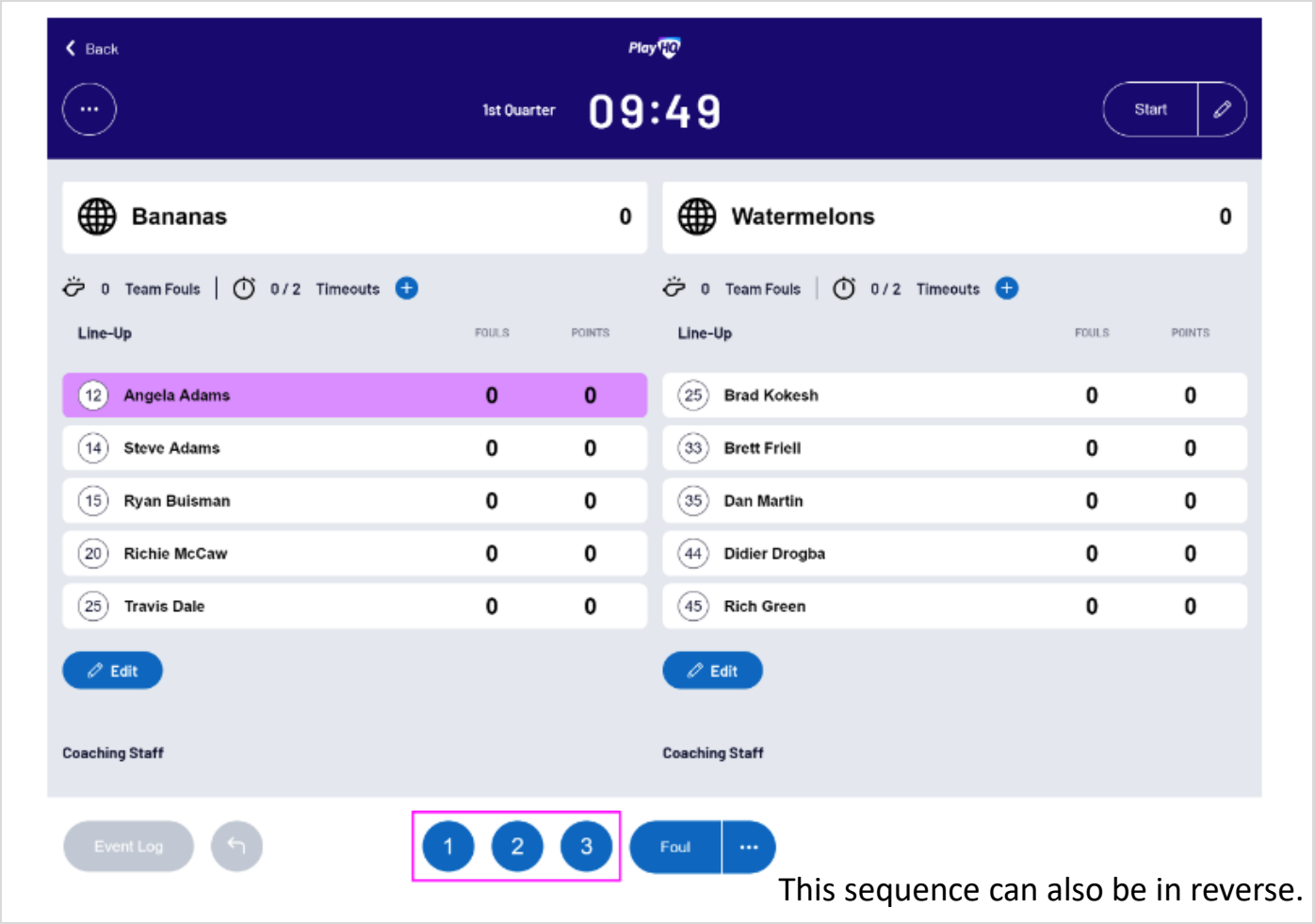
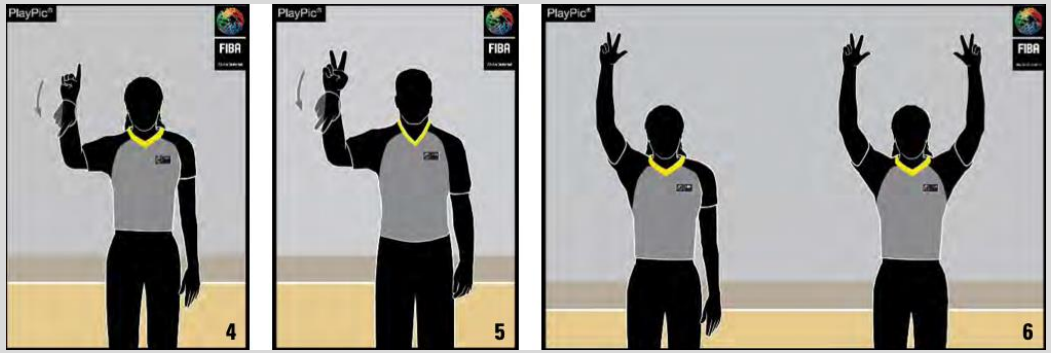
SCORING

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

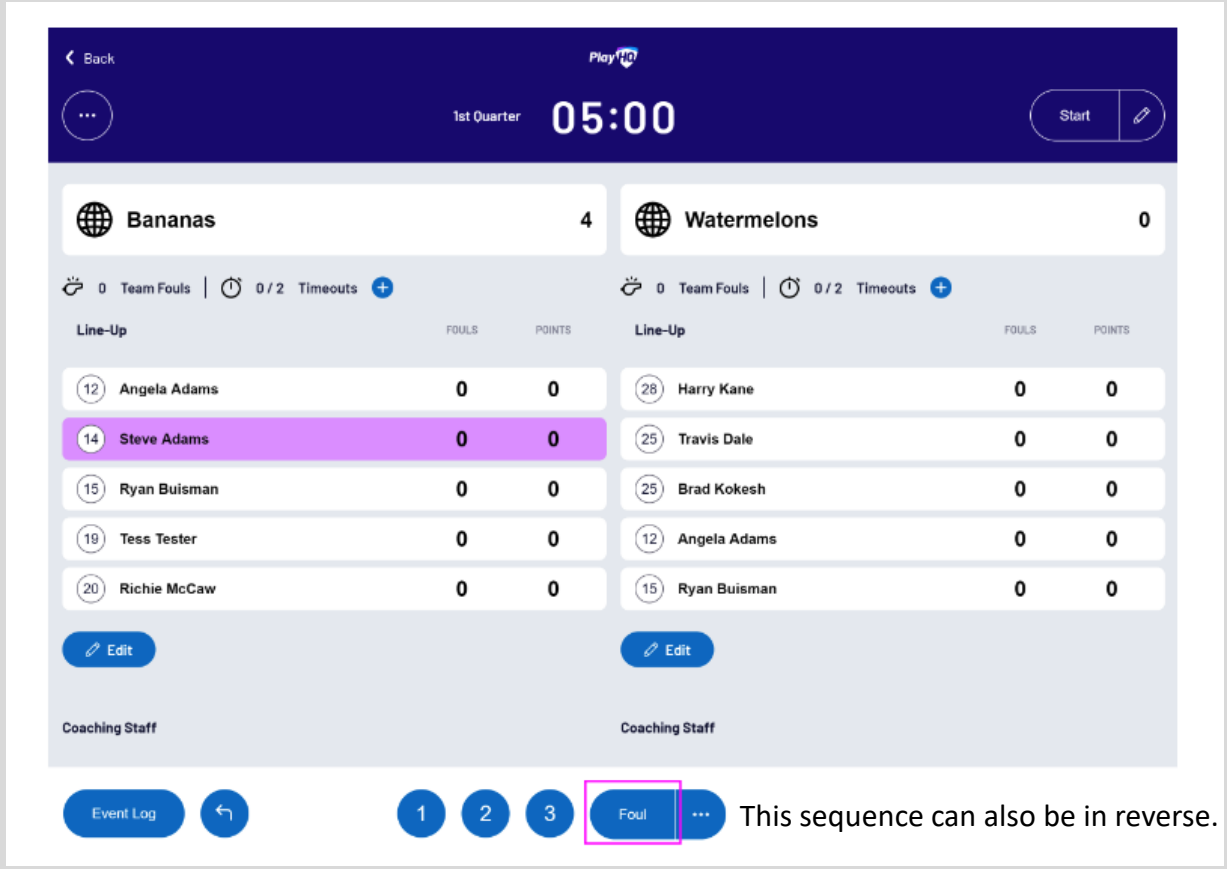




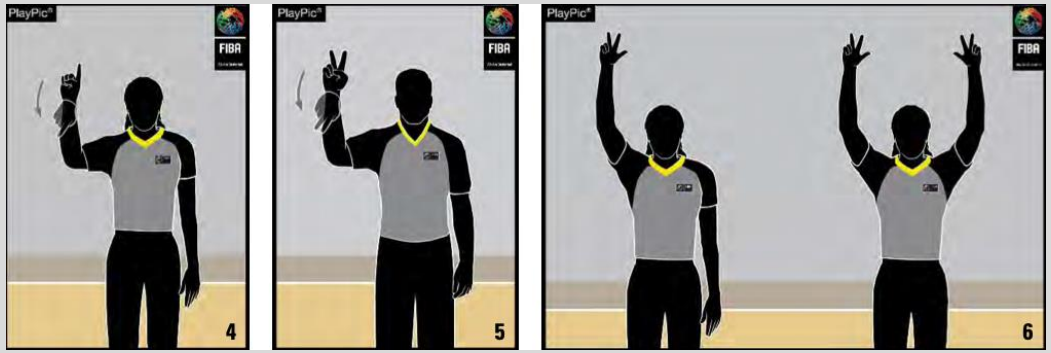
This sequence can also be in reverse.

PERSONAL FOULS

Fouls are recorded by selecting the player's name then clicking the foul button.



This sequence can also be in reverse.



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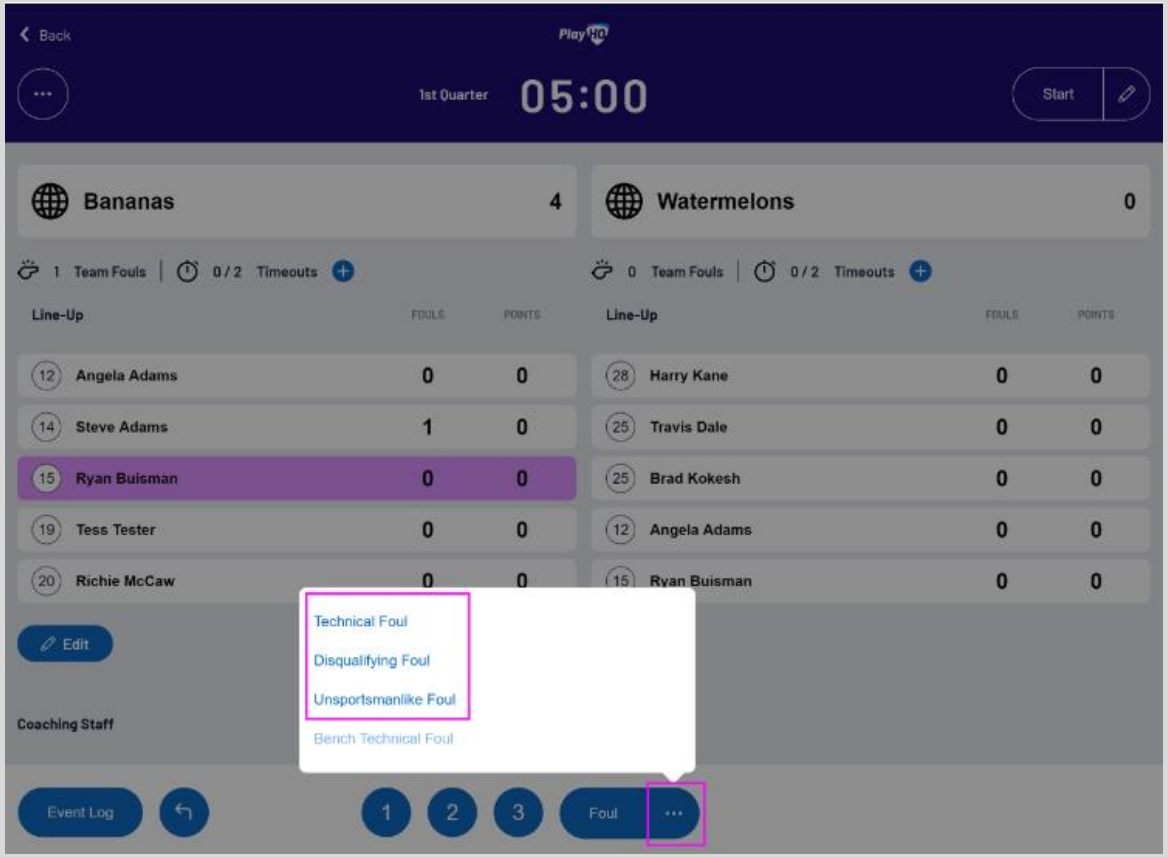
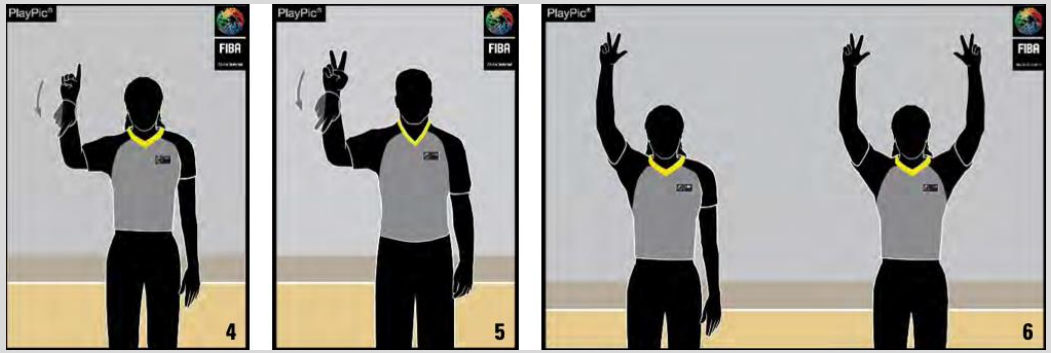
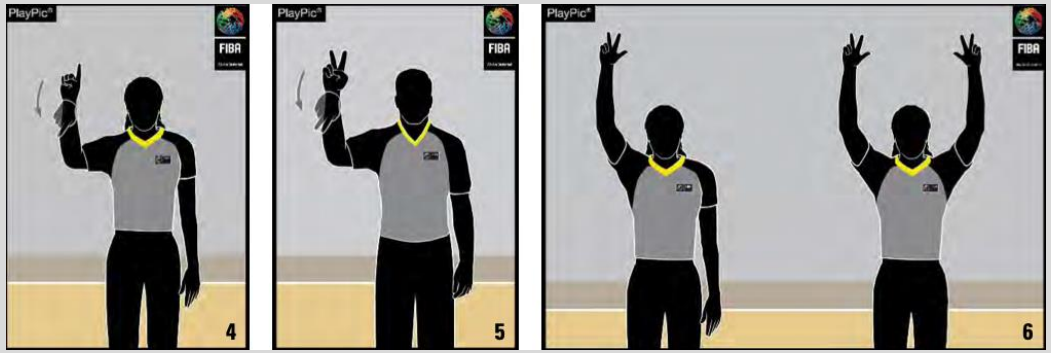
SPECIAL FOULS





Technical, Unsportsmanlike & Disqualifying fouls are recorded by selecting the player's name, then clicking the three dots next to the foul button and selecting the appropriate foul.

CORRECTIONS



If you discover an error immediately, press the **Undo Last** to have the last action removed.

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

For any earlier actions, select **Event Log**.

When using the event log to edit action please note the player's name in question so that you can find the correct action to remove.
Once you have found the action to be deleted click on the bin icon to remove it.
TIP: To see all the actions within the game you will need to scroll through the list.

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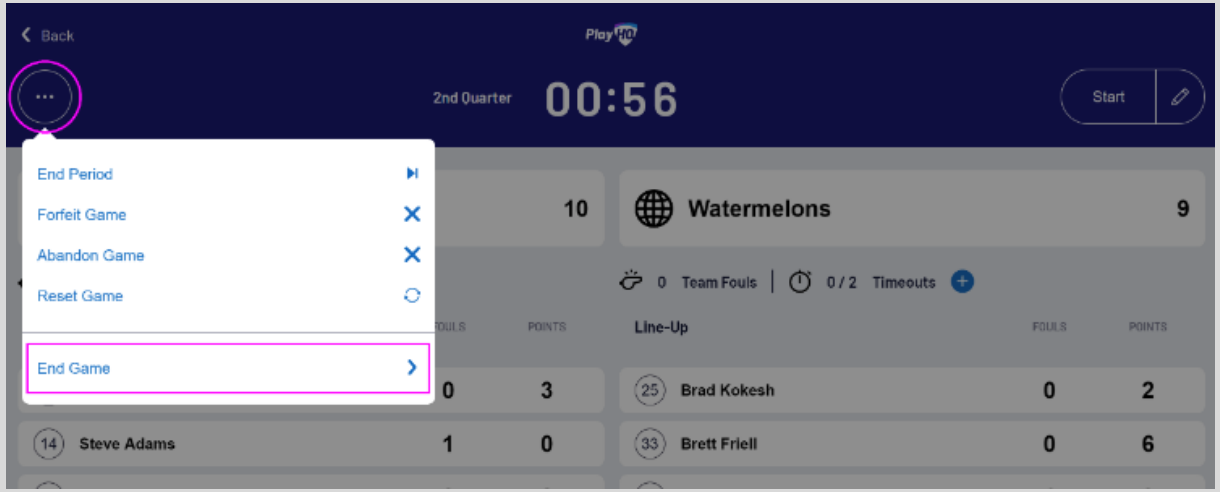
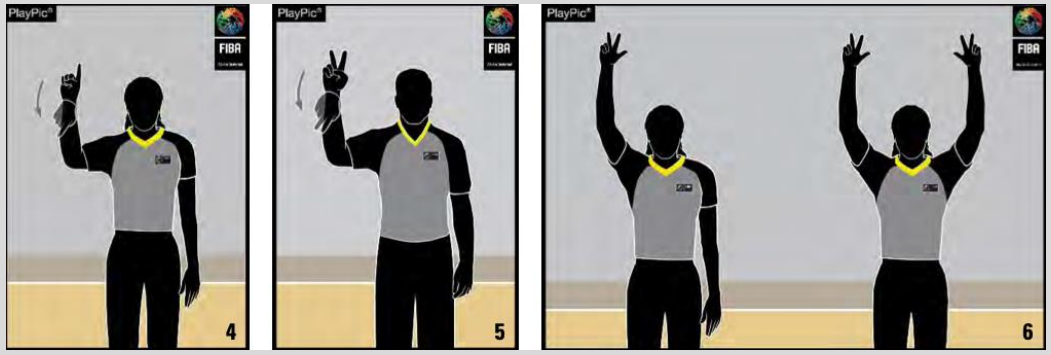
CONFIRM THE GAME





To confirm the game, click on the 3 dots in the top left-hand corner and select **End Game.**

If there is time left on the clock it will ask if you want to end the game early, click **Confirm.**

Then click on **Submit Game Result** and enter the **Pin Code (**usually **1234).**

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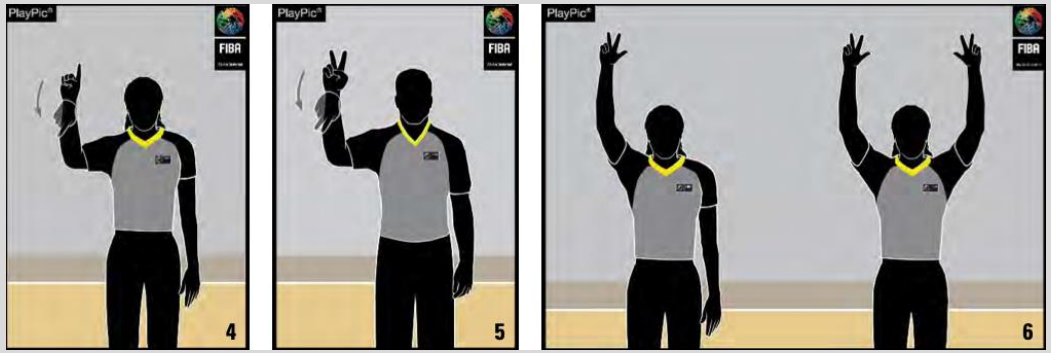
WESTERN AUSTRALIAN BASKETBALL LEAGUE

COMMUNICATION

- **The scorer must have a notebook** and note each of the following situations and communicate them to other Scoretable Officials, the Referees and the coaches and players:
  - When a player has been charged with two unsportsmanlike/ technical fouls or combination of both
  - A player has five fouls.
  - A team has 4 fouls in a quarter.
  - A coach has used their time-outs for a half.
  - There are any discrepancies between the scoresheet and the scoreboard
  - or any discrepancies raised by a team.
  - When the Head Coach has been charged with two personal technical fouls (C) or three bench technical fouls (B).



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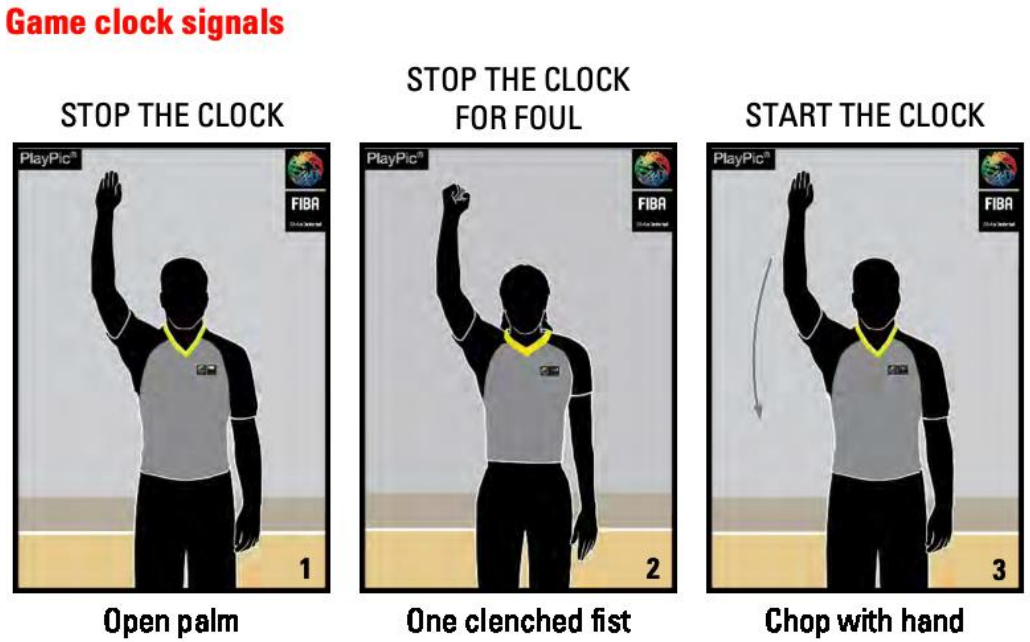
TIMEKEEPER

- Is responsible to accurately measure playing time, time-outs and intervals of play (e.g. between quarters).
- Sounding the horn (when appropriate)



WABL
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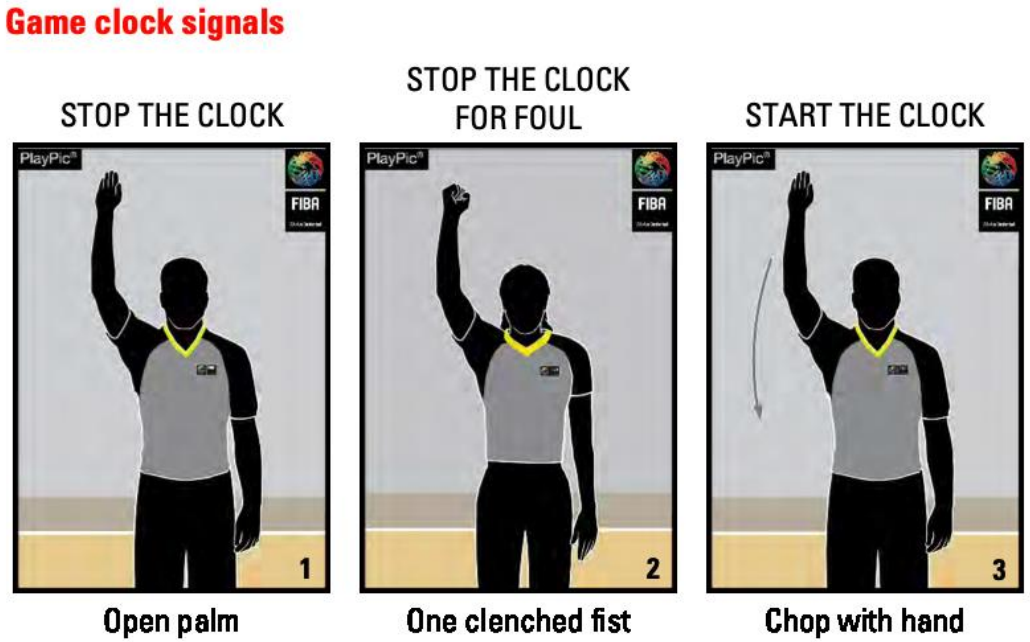
PREGAME

- The Timer should check that the game clock is in working order during prior to the start of the game. They should check that:
- Clock starts and stops correctly
- That all numbers on the clock (i.e. 0 – 9) are displayed correctly.



WABL
WESTERN AUSTRALIAN BASKETBALL LEAGUE

The Game Clock (Bendat)

START – starts the clock

STOP – stops the clock

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

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 BWA on the scorebench with a separate piece of equipment.

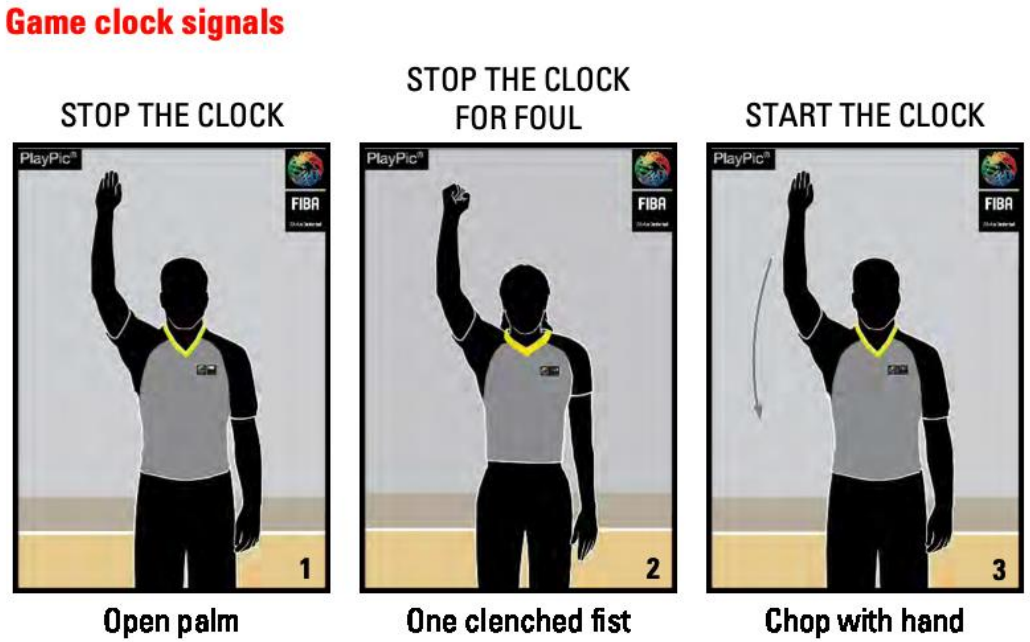
Warm Up

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)

DURING THE GAME

- Each quarter is 10 minutes duration for under 16 and above and 8 minutes for younger grades.
- The Timer must stop and start the clock as per the rules and may be asked by Referees to assist the resolution of any discrepancies in regard to the game clock.
- The Timer should have something, in addition to the Game Clock, to use for measuring duration of time-outs.



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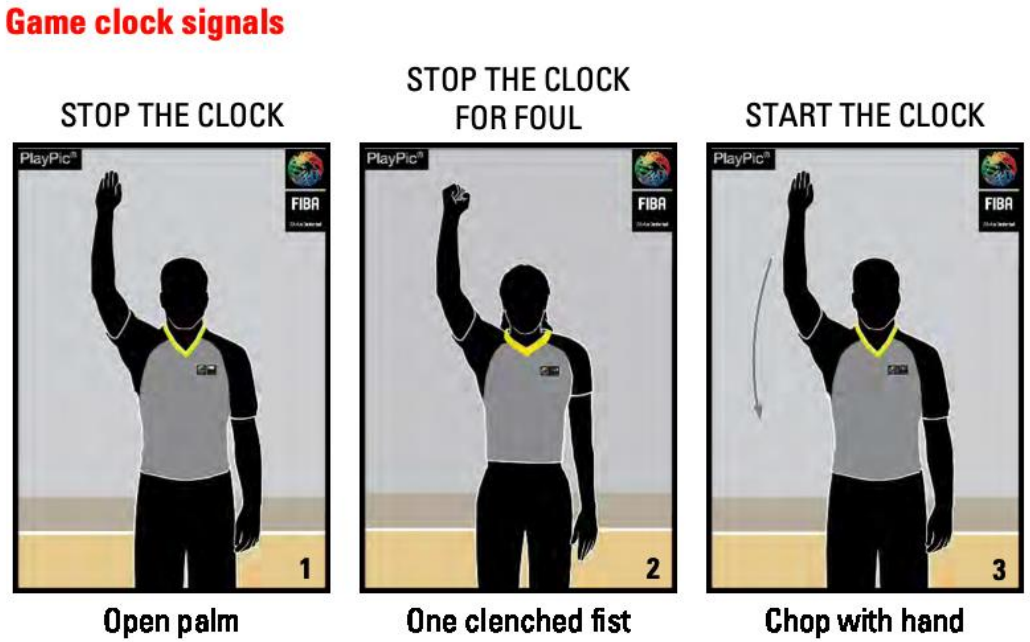
WESTERN AUSTRALIAN BASKETBALL LEAGUE

WHEN DOES THE GAME CLOCK STOP?

- Many local competitions have variations for the timing of games and the Timer must make sure they are familiar with the timing rules in the competition.
- The game clock should stop on the Referee's whistle. In the last 2 minutes of the 4th Quarter on a score.



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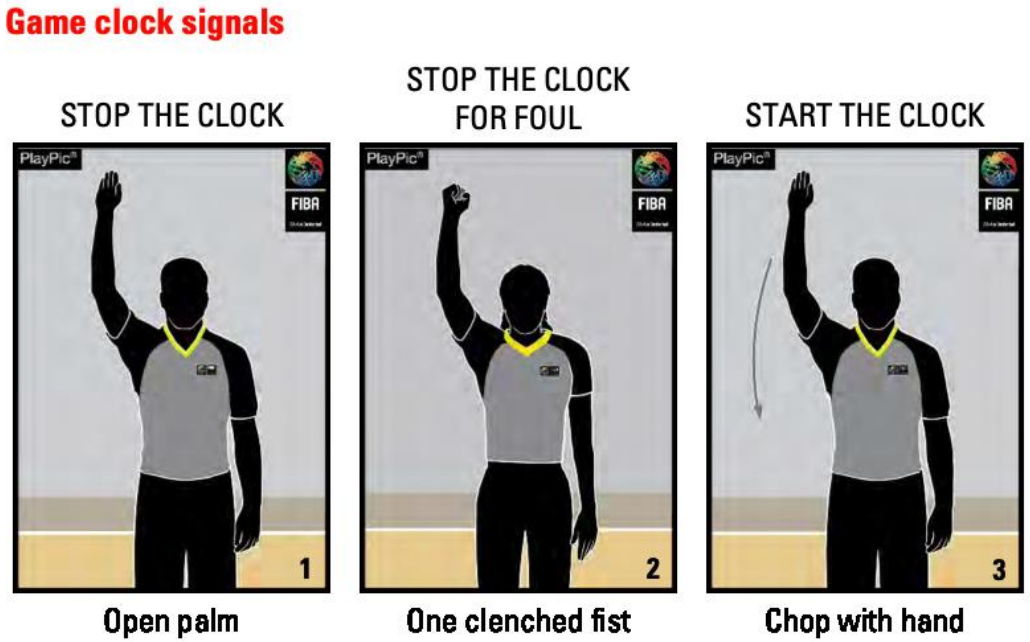
WHEN DOES THE GAME CLOCK START?

- The Referees will signal when the game clock is to start by a downward motion of their hand
- The clock starts at the following times:
- During a jump ball when ball is legally tapped by a jumper.
- During a throw-in, when the ball touches or is legally touched by any player on the playing court (touching a Referee does not start the clock).
- After single or final free throw:
  - Successful - same as out of bounds
  - Unsuccessful – when legally touched by any player on the playing court.

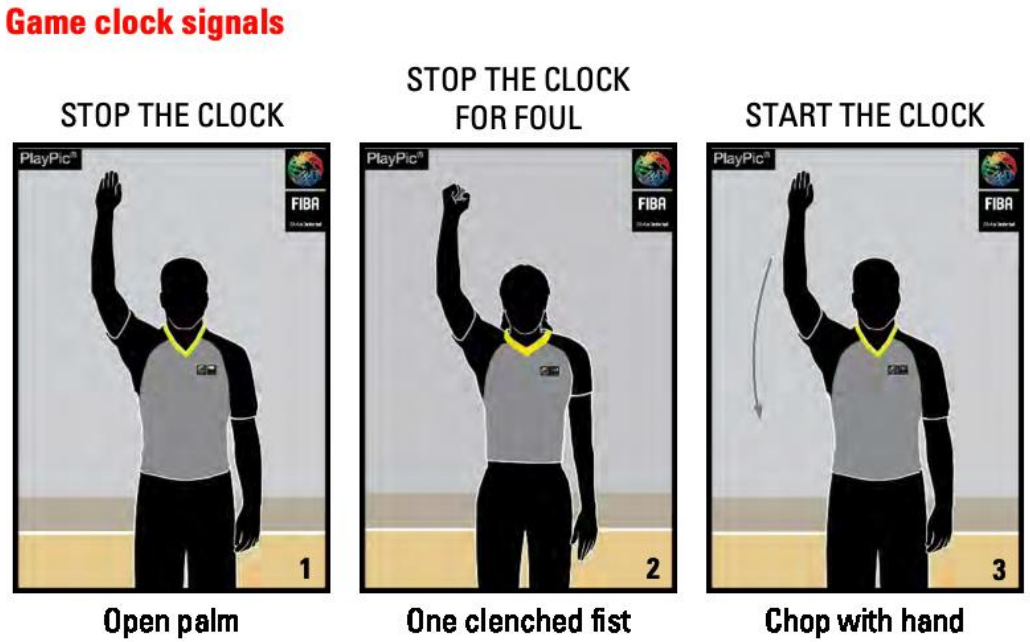


WABL
WESTERN AUSTRALIAN BASKETBALL LEAGUE

WHEN DOES THE GAME CLOCK STOP?

- In “fully timed” games, in the WABL Competition the clock stops:
  - On all whistles
  - During free throws and time-outs
  - When a time-out has been requested and the opponent of the team requesting the time-out scores
  - When a field goal is scored in the last two minutes of the fourth quarter and in the last two minutes of overtime.

- Note - stop the clock <u>on the whistle</u> not when you think the ball went out of court.



Scores and Team Fouls

Scores

- 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.

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.

Timeouts continued

When referee signals a timeout

- Press T/OUT for the team awarded the timeout
- Time the timeout – one minute. Sound horn when 50 seconds of the time-out has elapsed and when the time-out is ended. (60 seconds)

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

Breaks between Quarters

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

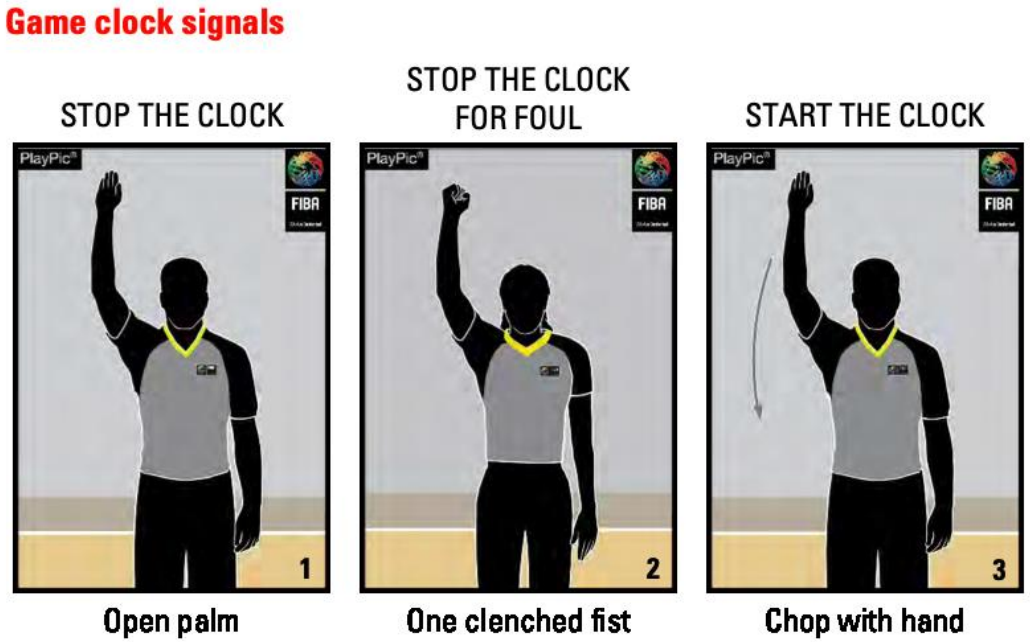
The {Period} time will also change to the next quarter.

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.

COMMUNICATION

- The Timer communicates with the Referees via the sounding of the horn, in following situations:
  - **before the first and third quarters** at three (3) minutes and again at one minute thirty seconds (90 seconds) remaining until the beginning of the quarter.
  - **before the second, fourth quarters and each overtime** when thirty (30) seconds remain until the beginning of the quarter.
- Time the time-out on a separate timer. Sound horn when 50 seconds of the time-out has elapsed and when the time-out is ended. (60 seconds).
- Replacement of players with five fouls or disqualified players is also timed. This is 30 seconds.



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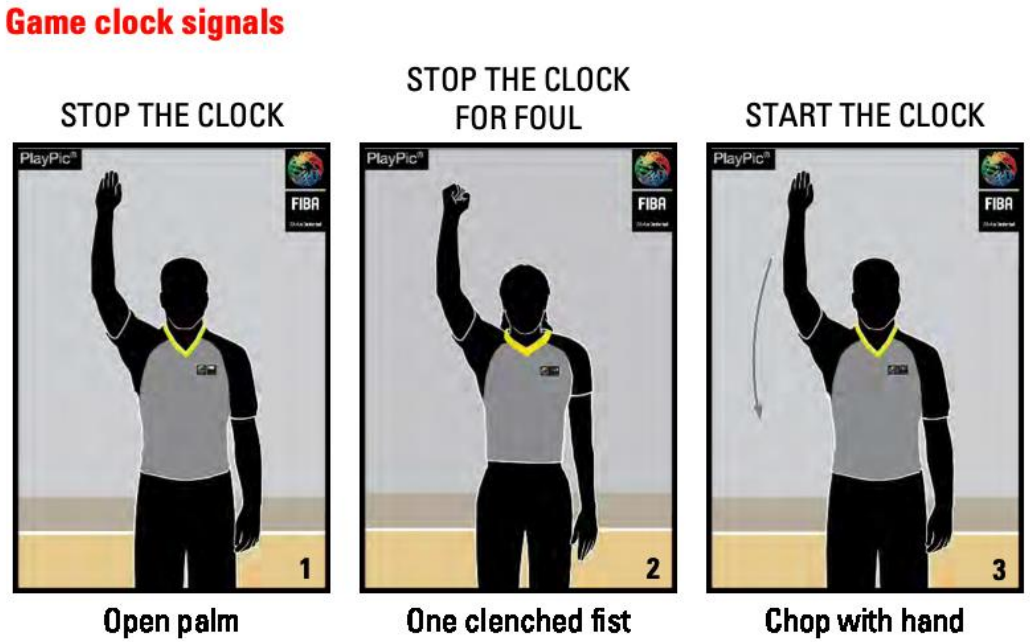
WESTERN AUSTRALIAN BASKETBALL LEAGUE

COMMUNICATION

- The Timer should acknowledge when the Shot Clock Operator indicates there is 10 seconds left on the shot clock and the Timer then counts down aloud the last five seconds (5.....4.....3.....2.....1.....0) when a 24 second violation is imminent.
- Note – they do not sound the horn, the 24 second device does this automatically



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.

Possession arrow

- After first jump ball of game turn arrow in the direction of the team that did not 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 after 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.

Tips / Hints Scorer

Have a pen and paper handy if possible

Home on left – away on right

Run clock on tablet when ball is touched during the jump ball. Then you may just leave it running each quarter.

Make sure the quarter has been started on the tablet as you can record scores and fouls before the game has started on the tablet

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

Run tablet clock down during breaks if there’s any time left 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.

SHOT CLOCK OPERATOR

- The “shot clock” was introduced to stop teams who had established a lead from taking time off the clock and not attempting a shot. Prior to its introduction there were games where teams went for several minutes without attempting to score.

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SHOT CLOCK

- A team must attempt a shot for a field goal within 24 seconds.

- In some circumstances, discussed below, a team may only have 14 seconds.

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THE SHOT CLOCK SHALL BE STARTED WHEN:

- a) On the playing court a team gains control of a live ball. After that, the mere touching of the ball by an opponent does not start a new shot clock if the same team remains in control of the ball.

- b) On a throw-in, the ball touches or is legally touched by any player on the playing court.

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THE SHOT CLOCK IS STOPPED AND NOT RESET IF THE SAME TEAM HAS A THROW-IN BECAUSE

- a) The ball went out of bounds
- b) A player in that team is injured
- c) A technical foul is committed by that team
- d) A jump ball situation
- e) A double foul
- f) A cancellation of equal penalties against both teams

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WHAT IS A SHOT?

- To constitute a shot for a field goal:
- a) The ball must leave the player's hands before the shot clock signal sounds, and
- b) After the ball has left the player's hands, the ball must touch the ring or enter the basket.

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WHEN DOES THE SHOT CLOCK RESET TO 24 SECONDS?

The shot clock is stopped and reset to 24 seconds after:

- A successful shot;
- A defensive rebound (the shot clock stops when the ball hits the ring and is reset once possession is established)
- A team is awarded a backcourt throw-in as a result of:
  - a foul or violation,
  - an action not connected to the team in control of the ball, or
  - the team is awarded free throws.

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WHEN DOES SHOT CLOCK RESET TO 14 SECONDS?

- There is an offensive rebound
- The same team that previously had control of the ball is awarded a front court throw-in and 13 seconds or less are displayed on the shot clock as a result of a foul or violation,
- The team that did not previously have control of the ball is awarded a frontcourt throw-in
- The game clock shows 2:00mins or less in the fourth quarter or overtime and the Coach has a time out and elects to have the throw-in in the team's front court

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Special Circumstances

- When an unsportsmanlike foul is called – after the awarded free throw shot/s the team who was fouled has side ball possession of the ball following the last free throw on the free throw line extended, with 14 seconds on the shot clock.
- Technical foul – the shot clock remains where it was when the whistle is blown to record the technical foul. The free throw is taken and the game goes back to where the game was before the foul occurred.
- Jump ball – if the possession arrow means that the ball stays with the same team the shot clock is not reset. If the jump ball means that the ball goes to the other team then the shot clock is reset to 24 seconds (back court) or 14 seconds (front court).

“ON-OFF-RESET”

- The shot clock must be run by using the sequence “on” - “off’ and then hitting the reset button.
- This is very important because it can take a number of seconds before clear possession is established in a rebounding contest. If only the reset button is used, the team that gains possession may not get the benefit of their full shot clock as the clock will be running whilst possession is being established.

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COMMUNICATION

- The Shot Clock Operator communicates to other Scoretable Officials:
- The Shot Clock Operator shall call 10 and the last 5 will be counted down by the Timer.
- The Shot Clock Operator shall count down the last 5 seconds of the quarter and any overtime if the shot clock is not still running.
- The Shot Clock Operator shall call the number on the shot clock when holding the shot clock.

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COMMUNICATION

- The Shot Clock Operator shall advise when there is no longer 24 seconds left in a quarter by saying “24 complete” and no longer 14 seconds left by saying “Shot complete” - do not use “I’m out” to communicate this as it can be mistaken for a timeout request.
- The Shot Clock Operator shall call if there is any uncertainty as to a reset or whether the ball hit the ring.

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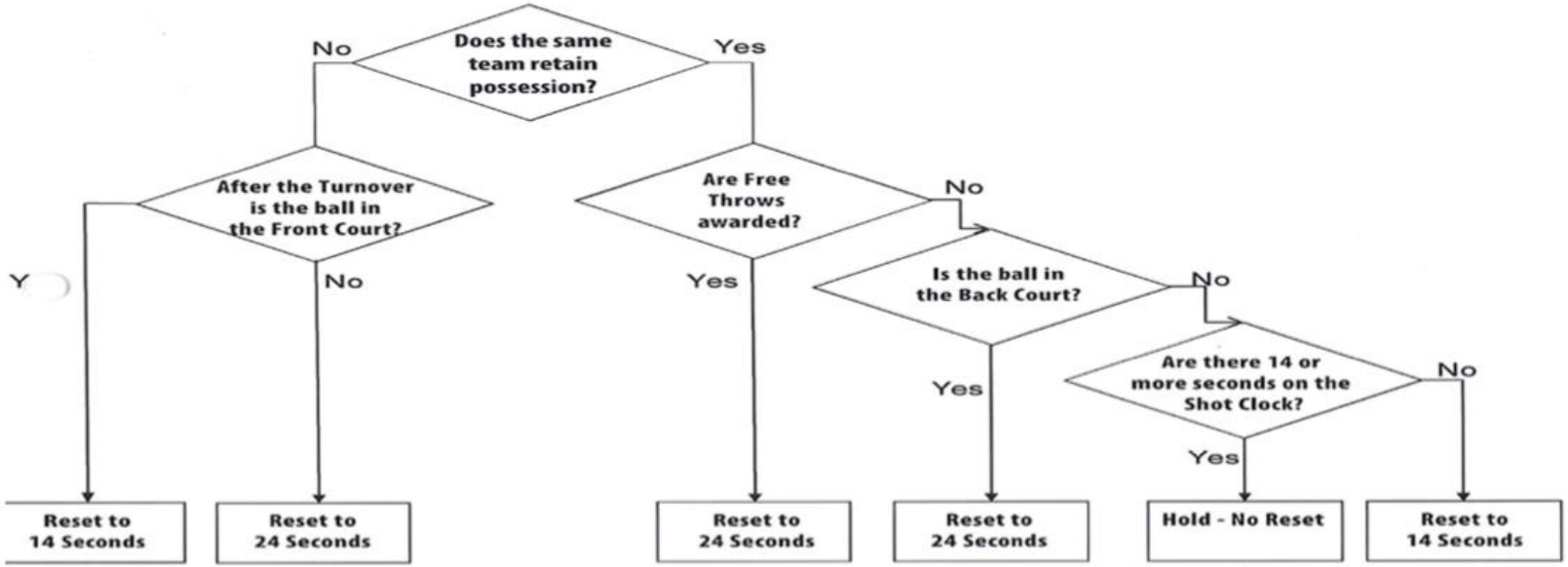
SHOT CLOCK SUMMARY

The Shot Clock Decision Tree

When a foul or violation occurs:



In General Play

If a team GAINS control of the ball because of a steal, interception, or a DEFENSIVE REBOUND, the shot clock is reset to 24.

If a team RETAINS control of the ball after an OFFENSIVE REBOUND, the shot clock is reset to 14 seconds.

In the last 2 minutes of the 4th quarter and any Overtime periods, if a coach who has requested a Time Out, is entitled to advance the ball to the front court, then the Shot clock will be reset as follows:

- If they chooses NOT to advance the ball, the Shot Clock will stay on the value when the time out was called.
- If they choose to advance the ball, it will be the lower of the current value or 14 seconds

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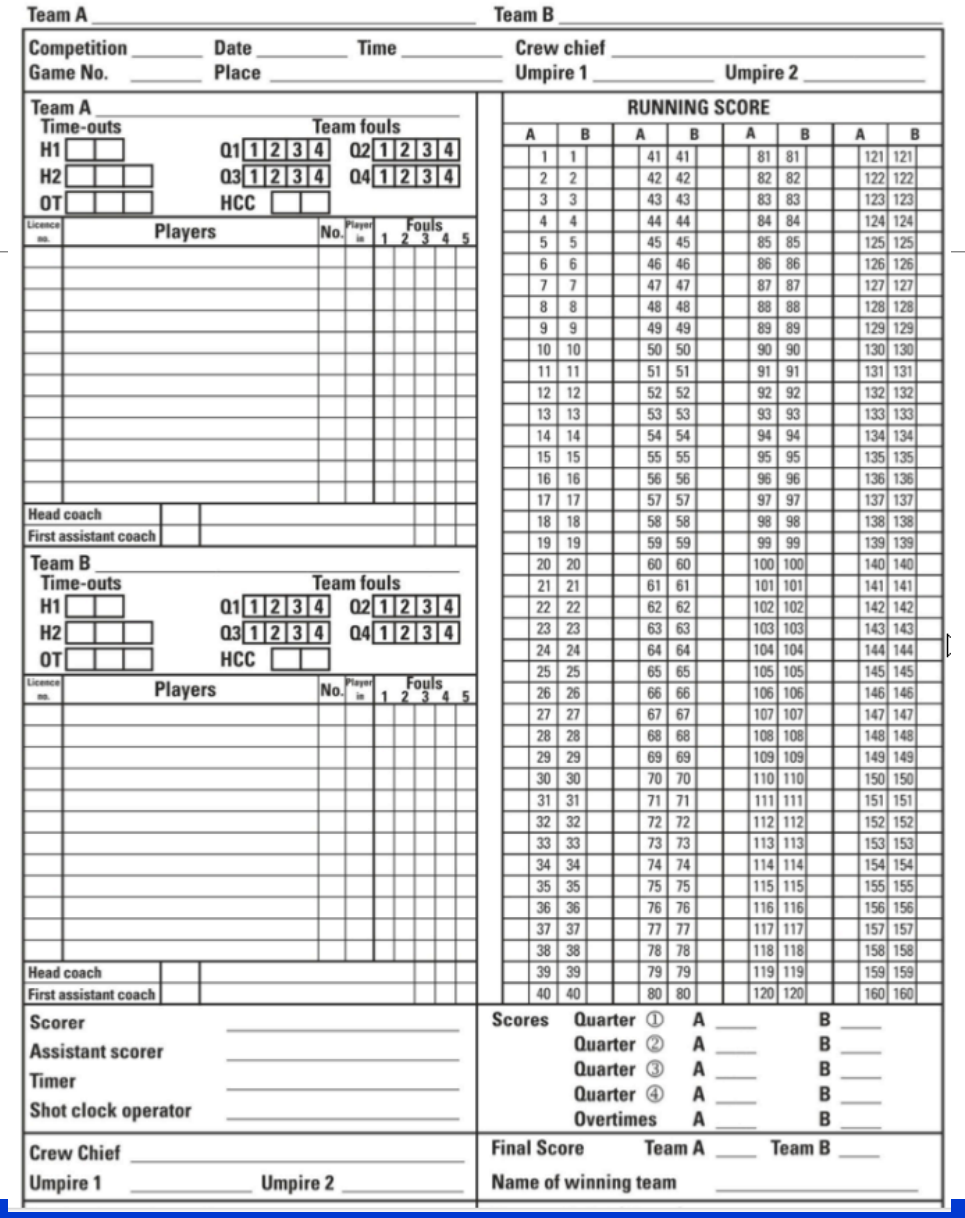
Under 14 Champs Shot Clock

- Shot clock does not start until ball is touched in the front court
- Any change of possession in the front court on a referee whistle will result in 24 seconds on shot clock
- Shot clock is only reset to 14 seconds with an offensive rebound where the ball has touched the ring

Paper Scoresheet



Team A _____ Team B _____

Competition _____ Date _____ Time _____ Crew chief _____

Game No. _____ Place _____ Umpire 1 _____ Umpire 2 _____

Team A _____

Time-outs: H1 ☐☐ H2 ☐☐☐ OT ☐☐☐

Team fouls: Q1 1 2 3 4 Q2 1 2 3 4 Q3 1 2 3 4 Q4 1 2 3 4 HCC ☐☐

Licence no.	Players	No.	Player in	Fouls 1 2 3 4 5

Head coach _____

First assistant coach _____

Team B _____

Time-outs: H1 ☐☐ H2 ☐☐☐ OT ☐☐☐

Team fouls: Q1 1 2 3 4 Q2 1 2 3 4 Q3 1 2 3 4 Q4 1 2 3 4 HCC ☐☐

Licence no.	Players	No.	Player in	Fouls 1 2 3 4 5

Head coach _____

First assistant coach _____

Scorer _____

Assistant scorer _____

Timer _____

Shot clock operator _____

Crew Chief _____

Umpire 1 _____ Umpire 2 _____

RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	41	41	81	81	121	121
2	2	42	42	82	82	122	122
3	3	43	43	83	83	123	123
4	4	44	44	84	84	124	124
5	5	45	45	85	85	125	125
6	6	46	46	86	86	126	126
7	7	47	47	87	87	127	127
8	8	48	48	88	88	128	128
9	9	49	49	89	89	129	129
10	10	50	50	90	90	130	130
11	11	51	51	91	91	131	131
12	12	52	52	92	92	132	132
13	13	53	53	93	93	133	133
14	14	54	54	94	94	134	134
15	15	55	55	95	95	135	135
16	16	56	56	96	96	136	136
17	17	57	57	97	97	137	137
18	18	58	58	98	98	138	138
19	19	59	59	99	99	139	139
20	20	60	60	100	100	140	140
21	21	61	61	101	101	141	141
22	22	62	62	102	102	142	142
23	23	63	63	103	103	143	143
24	24	64	64	104	104	144	144
25	25	65	65	105	105	145	145
26	26	66	66	106	106	146	146
27	27	67	67	107	107	147	147
28	28	68	68	108	108	148	148
29	29	69	69	109	109	149	149
30	30	70	70	110	110	150	150
31	31	71	71	111	111	151	151
32	32	72	72	112	112	152	152
33	33	73	73	113	113	153	153
34	34	74	74	114	114	154	154
35	35	75	75	115	115	155	155
36	36	76	76	116	116	156	156
37	37	77	77	117	117	157	157
38	38	78	78	118	118	158	158
39	39	79	79	119	119	159	159
40	40	80	80	120	120	160	160

Scores

Quarter ① A ____ B ____

Quarter ② A ____ B ____

Quarter ③ A ____ B ____

Quarter ④ A ____ B ____

Overtimes A ____ B ____

Final Score Team A ____ Team B ____

Name of winning team _____

Pride Passion Leadership Perseverance Respect

HAWKS

Paper Scoresheet

Pre-Game

- Team A is First named team
- Team B is Second named team
- Complete:
  - Date, Time, Venue
  - Team Names & Player names and numbers in numerical order)
- Player surname and initial in CAPITALS
- Draw line through unused player spaces

End of Each Quarter

- Circle an "O" around the last score for both teams in the quarter
- Thickly underline the final score and number of player that scored them
- Enter score for period at bottom of scoresheet
- Rule a vertical line at end of the player's fouls for the 1st, 2nd and 3rd period.
- Place "=" for unused time-outs at end of each half

Post-Game

- Circle "O" around final score for each team
- Mark "=" under final scores and the number of player that scored those points
- Draw diagonal line to bottom of the running score column
- Mark "=" through unused time-outs and team fouls
- Mark "-" through unused player, coach and assistant coach foul boxes
- Enter final score and name of winner
- All Table Officials print name in CAPITALS

Scoring

	A	B	
	1	1	
6	2	2	
	3	3	
	4	4	
(7)	6	5	
8	8	6	
	7	7	

- 2pts to #6
- 3pts to #7
- 1 FT made by #8

Missed FT are NOT recorded.

Personal Fouls

Fouls are recorded beside player's number and in the Team Foul boxes.

P	Personal Foul – Side Ball
P_1	Personal Foul – One Free Throw
P_2	Personal Foul – Two Free Throws
P_3	Personal Foul – Three Free Throws

Technical/Unsportsmanlike/Disqualifying Fouls

T_1	Technical Foul – One Free Throw
U_2	Unsportsmanlike Foul – Two Free Throws
D_2	Disqualifying Foul – Two Free Throws

If a player is disqualified because of Technical or Unsportsmanlike fouls, enter "GD".

Coach and Bench Technical Fouls

Coach and Bench Technical Fouls are recorded against the coach but are not Team Fouls.

B_1	Bench Technical Foul – One Free Throw
C_1	Coach Technical Foul – One Free Throw

Team Fouls

Team fouls are recorded in boxes under the team name. At the end of the quarter a line is used to cross-out unused team foul boxes.

1st Quarter	X	X	X	X
2nd Quarter	X	X	=	=

Time-Outs

The time when a time-out is taken (minute only) is recorded in the time-out boxes. In overtime, 10 minutes is added to the time.

1st Half	3	=	
2nd Half	2	6	9

Accreditation

Test

Can complete the test at end of training

Or

Complete the test at home and email to rosemary@hawksbasketball.com.au

Practical Sign Offs

Can be completed through Hawks home games or at other clubs too where there are accredited people available