## Basketball Scoring

## Who do we need?

1. One person operates the clock
2. One person writes on the score sheet

Note: If there is an error with the score on the score board the referee will always go with what the score sheet says, unless a recognised error has been made and the score sheet is adjusted.

## Communication:

The score bench people need to talk and regularly check the score board matches the score sheet.

Best Practice: The person on the clock watches the game and calls out the number of the player who scores and how many points (e.g. 1, 2 or 3 points), or looks to see the number of the player who committed the foul (indicated by the referee).

When in doubt ask the referee to clarify help and / or explain. A referee can stop a game at any time if a desperate need arises. E.g. When there is an injury or if the bench has a significant problem.

## Timing of the Game:

All junior games are two 20 minute halves.
First Half: 20 minutes; running clock.
Clock is only stopped for time outs or if the referee asks for the clock to be stopped.

Second Half: 20 minutes; 18 minutes running clock; 2 minutes fully timed.
Clock is stopped for time outs and for the last 2 minutes of the game the clock is stopped every time the whistle is blown.
The clock is started again when the ball touches the hands of a player on the court.

The last 2 minutes can be critical to a result so it is suggested the timer keeps their finger on the start stop button and concentrates on the time first and foremost. Scores can be put up when you can.

## The Directional Arrow

The Arrow indicates which team will be receiving the ball in jump ball situations and at the Start of the Second Half. Its direction is changed after a jump ball and after the second half starts. The referees will assist with the direction arrow.

## Hand Signals:

Hand signals are used by the referees to communicate with the players and the score bench, along with verbal instructions.

1. Violation: A flat open hand held straight up; This indicates a stop in play for a violation.
2. Foul: A closed fist held straight up; The referee will indicate the number of the player who committed the foul. The score bench records the foul on the score sheet and score board.
3. Numbers: The referee uses a combination of finger signals to indicate the amount of points scored or the number of the player who committed a foul.

## Substitutions:

- A coach can make as many substitutions as they like.
- Substitutions can only be made during a stop in the game.
- You cannot substitute after a team has scored.
- The coach must request a sub through the score bench.
- Players stand next to the score bench.


## What to do:

- When there is a stop in the game, the clock person presses the siren to get the referees attention.
- Call out "SUB" and hold up crossed arms. This indicates a SUB is requested.
- The referee will indicate whether the sub is allowed.
- Players must wait until they are called onto the court by the referee.


## Time Outs:

- The coach must request a time out through the score bench.


## What to do:

1. When there is a stop in play hit the siren/buzzer and call "time out"
2. Point to the bench that requested the time out.
3. When the referee calls time out \& gives the hand signal - STOP the CLOCK.
4. Cross one box on the score sheet for the time out.
5. Time out is for 1 minute only.
6. The clock is started again when the referee gives the signal to start the clock (referee will drop their arm) or when the ball touches the hands of a player on the court.
7. START the Clock.

Each team is allowed two time-outs in the first half.
Each team is allowed three time-outs in the second half, except only two time-outs can be used in the last two minutes of the game.

## Fouls:

When a player is charged with a foul, the referee will blow their whistle and play is paused. The referee will then turn to the score bench people and indicate the number of the player charged with the foul. The score bench records the foul on the score sheet and score board.

## What to do:

1. Write the letter P in one box next to the number of the player that committed the foul. The P stands for Personal foul. A T is written for a Technical foul.
2. Put a line through one of the boxes in the team foul boxes.

When a player has committed 3 personal fouls tell the coach of that team.
When a player has committed 4 personal fouls the coach must be informed.
5 Fouls - Tell the referee immediately (as player must be sent off the court).
When a team commits 8 team fouls tell the referee - the opposition team is then entitled to free throws for all the defensive fouls committed by the team on 8 fouls. Defensive is when a team is defending their hoop.

Free throws are not given when a team with 8 team fouls commits an Offensive foul. That is when they are in attack with the ball.

## Scoring:

When a player throws the ball through the hoop. The referee will indicate if the player has scored 1,2 or 3 points.

## What to do:

- Cross the number off the progressive score list on the score sheet.
- Write down the number of the player who scored the points in the blank box next to the crossed number on the score sheet.

The score is added to the score board.
1 point - for a free throw
2 points - for a basket scored inside the 3 point line
3 points - for a basket scored from anywhere outside the 3 point line.
Note: Sometimes a basket will be scored and a referee will wave their arms and call out "no basket". The points are not added to the score sheet.

## Trouble shooting:

If a player's name and number is left off the sheet consult the coach and add the player's name and number. If a player's number is wrong consult the coach and correct the error. If you can not see the number of the player who scores, ask the referees, coach or players they will be only too happy to tell you. If you are unsure of the number of a player who is charged with a foul ask the referee or the coach.

If in doubt get the referees attention, they will always help you.

## The Score Sheet Markings



## Half Time Markings



