

## 24 SECOND SHOT CLOCK OPERATOR

- ◆ The 24 second shot must start when a team gains control of the ball.
- ◆ Stop the 24 second shot clock and reset to 24 seconds when:
  - Unsuccessful shot for a field goal hits the ring and is rebounded by the defensive team;
  - When a defensive foul is called in a team's back court;
  - When an official blows for a foul, violation or jump ball resulting in change of possession;
  - When a shot for a field goal enters the basket
  - The 24 second clock is then reset when a player gains control of the ball on the court and the clock is running.
- ◆ Stop and reset to 14 seconds when:
  - The same team that previously had control of the ball obtains an offensive rebound; or the team is awarded a frontcourt throw in as a result of a defensive foul or foot ball violation, and 13 seconds or less are displayed on the 24 second clock.;
  - A throw in is granted in a team's frontcourt as a result of a foul by the previous offensive team; a time-out where the ball is advanced, or possession as a result of an USF or DF
- ◆ Stop and hold the 24 second clock when:
  - The same team is awarded the throw-in after the ball goes out of bounds;
  - When the jump ball or double foul is called and the team who has possession at the time is awarded the ball back;
  - When a defensive foul or football violation is called in the team's frontcourt and the shot clock shows 14 seconds or more.

- ◆ If the 24 second clock is running and there is a loose ball, the device continues to run until one of the above occurs.
- ◆ If the device sounds in error, the game continues. Reset the 24 second shot clock immediately and start it when a team has control of the ball on the court.

### Game Clock

- ◆ **Starting the game clock:**
  - In a jump ball when the ball is legally tapped;
  - From out of bounds or a missed free throw, when the ball touches a player on the court.
- ◆ **Stopping the game clock:**
  - When the whistle is blown by an official;
  - After a field basket is scored and a team has requested a charged time-out;
  - When a field basket is scored in the last 2 minutes of the 4th quarter, and in the last 2 minutes of any extra period.

### Substitutions

- ◆ **Subs are permitted by either team:**
  - When the official calls a foul, violation, jump ball;
  - If a final free throw is successful;
  - A throw-in at centre court following a final free throw;
- ◆ **Subs can be called by the non-scoring team:**
  - After any basket scored in the last 2 minutes of the 4th quarter; or last 2 minutes of extra period

### Time-outs

- ◆ **Timeouts are permitted to either team:**
  - After an official blows their whistle for any call;
  - If a final free throw is successful;
  - Before a throw-in at centre court following a final free throw;
  - **Timeouts to the non-scoring team** can be called when any field goal is scored;
  - The **scoring team cannot** ask for a time-out after a basket including in the last 2 minutes;
  - Teams are restricted to only 2 time outs each in the last 2 minutes of the game.



# BASKETBALL New Zealand

## SCOREBENCH GUIDE

(as at 2020)

This pamphlet is an easy-to-read guide for score table officials.

It includes basic information to assist with the scorebench.

Should you require further information please contact referees@nz.basketball

Download a copy of the official FIBA rules from nz.basketball

## CHAIRPERSON

The chairperson is responsible for the smooth running of the scorebench. The chairperson is responsible for:

- ◆ Communicating with the referees.
- ◆ Communication between the scorebench officials.
- ◆ Obtaining the starting five from each team and getting each coach to sign the scoresheet before the game starts.
- ◆ Changing the directional arrow as required.
- ◆ Calling fouls and baskets to the scorer, providing the player's number and team colour.
- ◆ Accepting and administering request for substitutions (from players only) and time-outs (from coaches only).
- ◆ Sound the horn for substitutions and time-outs only when the ball is dead. If the referee is reporting a foul, wait until that has been completed before signalling the substitution or timeout.
- ◆ Notify the referee if a player has 5 fouls or 2 Unsportsmanlike or Technical fouls.
- ◆ Ensure that the scoresheet is completed, checked and signed at the end of the game by the referees and scorebench staff.

## TIMEKEEPER

- ◆ The timekeeper stops and starts the clock as set out in the competition rules.
- ◆ The timekeeper should time the time-out and sound the siren after 50 seconds
- ◆ The timekeeper should time the replacement of fouled out or disqualified players and advise the referees at 30 seconds.

## USING THE SCORESHEET

- ◆ Write the number of the player that scored the basket for the team.
- ◆ To mark the score use:
  - a diagonal line for field goals;
  - a heavy dot for free throws scored.
- ◆ Draw a circle around the number of the player if they score a 3 pointer.
- ◆ At the end of each quarter or extra period, draw a circle around the last score and underline the last score and number of the last scorer.
- ◆ At the end of the game, for each team, draw a circle around the last score and a double heavy line under the last score and the number of the last scorer.
- ◆ Draw a diagonal line through the remaining unused scores in the column.

	A	B
	1	1
8	/	/
	3	3
6	/	/
6	●	5
	6	6
	7	7
10	/	/
	9	9
9	1	10
	35	35
10	2	36
	37	37
	38	38

## ENTERING NAMES, FOULS & TIME-OUTS

- ◆ Mark the starting five: X
- ◆ Mark all other players on entering: (X)
- ◆ Team Fouls: Cross out team fouls up to 4 per period. Bench and coach fouls do not count to team fouls.
- ◆ Time-outs: Minute into the game when time-out is take eg. clock shows 8.15 in box put 2; 2nd minute into game.
- ◆ Symbol for unused time-outs



Time-outs		Team fouls								
7	Period ①	X	X	X	X	②	X	X	X	X
9 10	Period ③	X	X	X	X	④	X	X	X	X
	Extra periods									
Licence no.	Players	No.	Player in	Fouls						
				1	2	3	4	5		
001	MAYER, F.	5	X	P <sub>2</sub>						
002	JONES, M.	8	X	P <sub>1</sub>	P <sub>2</sub>	P <sub>2</sub>				
003	SMITH, E.	9	X	P <sub>2</sub>	U <sub>1</sub>	P <sub>1</sub>	P <sub>1</sub>			
004	FRANK, Y.	12	X	T <sub>1</sub>	U <sub>2</sub>					
010	NANCE, L.	18	X	P <sub>1</sub>	P <sub>2</sub>	U <sub>1</sub>				
012	KING, H. (CAP)	22	X	P <sub>1</sub>	P <sub>1</sub>					
014	WONG, P.	24								
015	RUSH, S.	25	X	P <sub>2</sub>	P <sub>2</sub>					
021	MARTINEZ, M.	33	X	T <sub>1</sub>	P <sub>1</sub>	P <sub>2</sub>	T <sub>1</sub>	GD		
022	SANCHES, N.	42	X	P <sub>2</sub>	P <sub>2</sub>	U <sub>2</sub>	P <sub>1</sub>	U <sub>2</sub>		
024	MANOS, K.	55	X	P <sub>2</sub>	D <sub>2</sub>					
	Coach	LOOR, A.					C <sub>1</sub>	B <sub>1</sub>		
	Assistant Coach	MONTA, B.								

## CODES TO BE USED ON THE SCORESHEET

- |  |   |
|--|---|
| P — Personal foul (no free throws)                   | D <sub>2</sub> —Disqualifying foul (2 free throws)  |
| P <sub>1</sub> —Personal foul (1 free throw)         | C <sub>1</sub> —Coach technical foul (1 free throw) |
| P <sub>2</sub> —Personal foul (2 free throws)        | B <sub>1</sub> —Bench foul (goes against Coach)     |
| P <sub>3</sub> —Personal foul (3 free throws)        | P <sub>c</sub> —Personal foul (penalty cancels)     |
| U <sub>2</sub> —Unsportsmanlike foul (2 free throws) | T <sub>1</sub> —Technical foul (1 free throw)       |
| GD—Game disqualification                             | F—Fighting (Coming off the team bench to fight)     |